

10U League Game Rules

- Games are 5 innings or 75min time limit. (whichever comes first)
 - Game times:
 - 1st Game- 6:00 p.m. - 7:15 p.m.
 - 2nd Game- 7:30 p.m.- 9:00 p.m.
- Players use an 11" softball.
 - Pitching rubber is set at 35'
- Pitching will alternate between coaches and players.
 - Coach pitch- 1st and 3rd innings
 - Player pitch- 2nd, 4th and 5th innings only.
- Catchers are required to wear all gear (helmet, chest guard, shin guards, etc.).
- Pitchers are required to wear a face mask.
- Five run max per inning per team.
- NO Stealing will be allowed.
- Base runners are allowed to leave the base once the pitcher has released the ball. If the ball is not put into play by the batter, the runner must return to the base.
- Base runners may attempt to advance one extra base on an overthrow or passed ball.
- Batter may NOT attempt to reach 1st base if the third strike is dropped by the catcher.
- No walking is allowed. If a player is pitching and the count reaches 3 balls, a coach will step in and pitch. The strike count will remain the same if a coach enters to pitch.
- It is required to rotate your batting line up and field positions. We want to encourage player development of multiple positions and skills.
 - Go to www.bismarckfastpitch.com , under Team Central => Coaches Corner for auto player/position rotation aides.
- Keeping Score- It is the home team's responsibility to keep score for each game. After the game, a home team coach will need to text the final scores to Bryan H. at 220-7728. Score will need to be reported within 24 hours.
- If the score is tied at the end of time, report the score as a tie. If the 75min time limit has not been met, extra innings will be allowed to try and break the tie. Only start a new inning if time allows for a full inning to be played.