

CYBSA 10U Division Softball Rules

All rules MHSAA rules and regulations apply with the following exceptions unless stated in General Rules:

- 1) 1 Base Distance - 60 feet
- 2) Machine Distance and Pitching Rubber-35 feet
- 3) Ball-11 inch Softball
- 4) A 16 foot diameter pitching circle will be made around the pitching machine.
- 5) Hash marks at 30' between 1st and 2nd bases, 2nd and 3rd bases, 3rd base and home plate.
- 6) Every pitching machine will be set at 38 MPH

GAME RULES:

- 1) Ten players will play at one time on the field.
 - a. A maximum of 6 players will be allowed on the infield.
 - b. Outfielders must remain in the outfield until the ball crosses home plate.
- 2) Pitchers must wear a helmet with a face guard.
- 3) Pitching: For approximately the first three weeks of the season, the first three (3) innings of each game will be machine pitch with the remainder of the game being live pitch. After that time frame the entire game will be live pitch until the season is over.
 - a. A pitcher is limited to (4) innings or (12) outs of Live pitch per game. Time spent playing the pitcher during machine pitch is not counted. The starting pitcher may re-enter the game as a pitcher only (1) time provided the pitching limitations have not been exceeded.
- 4) Walks/Hit Batters: After three (3) consecutive walks in an inning, fourth batter will be pitched to by the batters coach who will pitch to that player, the pitcher can then return to pitching. No walks will be awarded to the batter when the coach pitches. A pitcher will be removed if she hits three (3) batters in a game. Batters that are declared hit by a pitch by the umpire are awarded first base. If the batter made no attempt to avoid getting hit by a pitch, the umpire will call the pitch a ball and no base will be awarded. The hit batter will not be counted towards the pitcher.
- 5) Intentional Walk: When a team intends to give a batter an intentional walk, they must notify the umpire and that batter will be granted first base. This may be done before the pitch or at any time.
- 6) Stealing/Pass Balls by the Catcher will be allowed at all bases and home plate during live pitch and machine pitch (Head Coaches, please note that this is a CYBSA rule that may not apply at other communities or tournament play).
- 7) Play will stop when the pitcher gains possession of the ball with two feet inside the circle.
- 8) The umpire at the machine will determine when the play ends and also the position of each runner (when machine is in use).
- 9) A runner who is past the hash mark will advance to the next base.
- 10) An over throw to 1st base, the runner can advance to 2nd base only (Head Coaches, please note that this is a CYBSA rule that may not apply at other communities or tournament play.)
- 11) A ball hitting or rolling under the machine will result in a dead ball and those on a force will advance one base, if no force runner will not advance. Umpire calls dead ball.
- 12) A batted ball striking the coach or official will still be in play.
- 13) Bunting is allowed 2 times per inning.
- 14) The dropped third strike rule will not be enforced.
- 15) Umpires may call a no-pitch at their discretion.
- 16) There will be no infield fly
- 17) The innings will be limited to 5 runs scored unless it is the designated last inning in which there are unlimited runs allowed.