

## USA SOFTBALL MISSOURI 10 & UNDER MODIFIED PITCH RULES

- All GAMES begin with 10U player pitching. Five runs scored per half inning maximum.
- Stealing is allowed when the player is pitching. A base runner may steal one (1) base per pitch once the ball is released including home plate. If the catcher throws down and overthrows the base, the runner must stay at the base and may not steal another base until the next pitch.
- No dropped third strike rule in effect. Batters cannot run to first on a dropped third strike.
- **All batters must stop at third base** on all hits and overthrows. All *base runners* must then be hit-in by a batter that is up to bat. Once on base, *base runners* may advance all the way to home on a hit
- There will be no infield fly rule.
- ONE bunt will be allowed per ½ inning. This will at least introduce the bunt to the players.
- There are **NO WALKS**. When 4 balls are called on the batter, the **coach pitch rules apply**:
  - a) Coaches pitch to their batters and must pitch from the 35' pitchers plate. The fielder must stay inside the circle.
  - b) The maximum # of pitches from the coach is 4 minus the # of strikes called. (Example: 2 strikes, then 2 pitches only and if the players swing at the 1<sup>st</sup> pitch and misses, then this is the 3<sup>rd</sup> strike.) If the adult pitcher fields the ball the player is declared out.
  - c) **If they foul off the last pitch by the coach, the batter is out.**
- Stealing is not allowed when the coach is pitching.
- No more than one (1) defensive coach may stand down the left or right field lines, in foul territory, to help instruct their fielders.
- A player must be in position by the opponent's coach/pitcher in order to field the balls hit to the pitcher's position. They must have at least one foot inside the circle but may move outside the circle once the ball is hit.
- The coach shall pitch to his/her own players. They must stay on the pitcher's plate. The coach may not field the ball but may defend themselves on a ball hit back directly towards them.
- **(Further Explanation of a Rule)** each batter will receive only 5 pitches. The batter CANNOT be walked; however, she can strike out. If the batter fouls the 5th pitch, **they shall receive only one more pitch.** Bunting and squeeze plays are not allowed.
- All outfielders must remain in the grass portion of the field until the ball is hit.
- **All batters must stop at third base** on all hits and overthrows. All *base runners* must then be hit-in by the next batter that is up to bat. Once on base, *base runners* may advance all the way to home on a hit.
- ***Throwing the softball back to the pitching coach does not stop the play. We believe in teaching the children the proper way to stop the runners by throwing ahead of them. The umpire will then call "Time" when they determine that play has stopped.***

- “Non-Collision Rule” – when the ball is **caught by the fielder** and is in close proximity of any base/plate and in the umpire’s discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire’s discretion, the collision is deliberate/malicious the runner will be called out. If in the umpire’s discretion the collision is malicious, the player will be called out and ejected from the game. This is not a must slide rule but a non-collision rule.
- **Softball:** (11-inch 10U Modified Pitch) optic yellow cover, red stitched softball with a COR of .47 and compression of 375. Teams pitch the ball they supply. The ball does not have to be a new ball every game as long as the markings are legible.
- **HELMETS:** offensive players (to include on-deck batters) must wear batting helmets with double earflaps. According to the USA rulebook, all fast pitch teams shall have helmets equipped with a NOCSAE approved face-mask/guard. **Chin Straps are no longer required but are recommended if the helmet does not fit snug.**
- **HEADWEAR:** plastic visors are not allowed.
- **EXPOSED JEWELRY:** judged by the umpire to be dangerous may not be worn. Earrings, rings, bracelets and necklaces are not permitted. Medical alert bracelets or necklaces are allowed.
- **CATCHERS** must wear approved double ear-flapped catcher’s helmet with a mask, shin guards and body protector.
- Metal cleats/spikes **ARE NOT** allowed.
- All equipment requirements follow USA guidelines.