

10U Lac St Clair Softball – Spring Season 2025

1. **RULES.** -Little League Softball Minors rules apply except where modified by the following rules (free app available for download) <https://www.littleleague.org/playing-rules/little-league-rulebook-app/>
2. **PLAYER ELIGIBILITY :** Players must no older than age 10 on January 1st, 2025
3. **FIELD DECORUM**
 - A. (Regulation XIV) All persons managing, coaching, playing, umpiring and attending activities shall conduct themselves appropriately at all times. Abusive language, foul behavior and other behavior that interferes with enjoyment of the activity is prohibited.
 - B. Sportsmanship is very important and softball cheers are part of the game, cheers should be for your own team and not aimed at your opponent
 - C. Teams will shake hands following the conclusion of games.
4. **DIAMOND DIMENSIONS**

Bases 60ft, Mound 35ft
5. **GAME LENGTH**
 - A. No new inning shall start after 75 minutes, last inning is finished (Teams need to leave the field immediately after the game so the next two teams can take the field)
 - B. If a game is called for any reason, it is complete if 4 innings have been completed, or if the home team is leading after 3 1/2 innings.
 - C. Kyte Monroe Weather hotline: (586) 899-1846
6. **EQUIPMENT & UNIFORMS**
 - A. Only official softball bats shall be used - it is highly recommended to use softball bats with the ASA Certification.
 - B. 11" softballs will be used, and will be supplied by your respective league.
 - C. The home team on the schedule is required to supply a new ball, with the visiting team supply a good used ball.
 - D. All players must wear either rubber spikes or soft-soled shoes. METAL SPIKES ARE NOT ALLOWED.
 - E. Helmets must be worn by batters and base runners at all times. All helmets must read "Meets NOCSAE Standard" and have a Facemask ("Meets NOCSAE Standard") attached to them, and are secured in place. It is highly recommended that infielders wear face masks.
 - F. Catchers must wear a helmet with a face mask/throat guard, chest protector & shin pads
7. **GAME PLAY**
 - A. Every player in attendance must play. Keeping in mind the focus of Little League is developmental when setting field positions and rotating players
 - B. Each team must provide 8 players to start/finish the game, may play up to 10
 - C. All players must play at least one inning in the infield. No player shall sit two consecutive innings
 - D. A regular season game can end in a tie. (see playoffs 10)

8. BATTING & BASERUNNING

- A. A continuous batting order will be used at all times throughout the game. Teams will bat all players who are at the game.
- B. Any player arriving after the game has started will be added to the end of the batting lineup and is eligible to be entered
- C. Bunting is allowed, batter is out if bunting foul on a third strike
- D. A team's offensive inning consists of 4 runs scored or 3 outs, whichever occurs first.
- E. On deck circle can be used on the side "behind the batter" at the umpire's discretion. Some LL umpires may refuse an on deck circle.
- F. Batters start with a 1-1 count, pitcher will then pitch up to 2 strikes or 3 balls
- G. Leadoffs are NOT permitted
- H. Players may only steal a base on a passed ball or wild pitch. They may not steal unless the ball has passed the umpire. Stealing home is permitted
- I. Runner may not advance further once the pitcher has control of the ball in the circle
- J. Dropped 3rd strike is NOT in effect
- K. Infield fly rule is NOT in effect
- L. In order to speed up play a courtesy runner should be used for catchers and pitchers, with two outs. The runner must be the last player that was put out, and the catcher must catch the next half inning.

9. PITCHERS

- A. Pitchers must wear a protective mask
- B. Pitch count is 3 innings or 9 outs
- C. Starting pitchers can re-enter the game to pitch again (one time only), so long as she has not reached her nine outs limit or 3 innings pitched.
- D. A pitcher who inadvertently hits more than one batter in the same inning may be removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference between the umpires and both managers in which this situation is discussed, and a warning is issued. This decision shall not be made lightly, and the possibility of injury real before a pitcher is removed. The conference discussed above must be initiated by the umpire, not by a manager.
- E. Each team is allowed one trip per inning to the mound. Unused mound visits do not carry over. Second trip to the mound per inning, pitcher must be removed

10. PLAYOFFS

- A. A single elimination tournament will take place at the end of the regular season schedule, with teams being seeded based on their regular season records.
- B. Ties in standings will be broken as follows:
 - a. Head-to-Head record
 - b. Runs against overall
 - c. Runs for overall
 - d. Winner of first head-to-head game
- C. Tournament Champions and runner up will receive medals.
- D. Playoff Tiebreaker rule - If tied when time is out, each half inning begins with a runner on second base. It is the runner that precedes the leadoff batter in that inning. The game proceeds a full inning or until a winner is established
- E. *Time limit for Playoffs extended to no new inning starts after 1 hour 30 minutes
- F. Championship Game will go 6 innings - no time limit

11. GENERAL RULES

- A. All coaches are required to report game results in a timely fashion to their respective League representatives.
- B. In an effort to speed games along, a 2 1/2 minute time limit from the last out called to the start of the next inning will be enforced.
- C. Borrowed players are not allowed to pitch.
- D. Borrowed players must be placed at the end of the batting order.
- E. During playoffs & Championship game, borrowed players must play outfield only and be placed at the end of the batting order.