

10U Lac St Clair Softball – SPRING Season 2026

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, 2026
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, barrel no larger than 2 ¼ inch.
 - 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 at least 8 players to start/finish the game. (Can play up to 4 in the outfield)
 - 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.

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. Extra runs on the last play do count, ie grand slam.
- 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, the pitcher will then pitch up to 2 strikes or 3 balls.
- G. **During the first half of the season ONLY If 3 balls, a coach will pitch to finish the at bat resulting in a hit or strikeout. No walks. After mid season we do not use this rule.**
- H. Runners may leadoff on release of the ball by the pitcher
- I. Players may steal on passed balls only. Balls passed the catcher's heels
- J. Stealing home is permitted **once per inning.**
- K. Runners may only steal one base at a time, and cannot continue on overthrows from the catcher. (This does not apply to a pick-off, Pick-off is a ball in play)
- L. Runner may not advance further once the pitcher has control of the ball in the circle
- M. Dropped 3rd strike is NOT in effect
- N. Infield fly rule is NOT in effect
- O. 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. **First half of the season Pitch count is 2 innings (w coach rule 8G)**
- C. Remainder of the season the Pitch count is 3 innings or 9 outs
- D. 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.
- E. 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.
- F. 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. GENERAL RULES

- A. All coaches are required to report game results in a timely fashion to their respective League representatives. (Winner reports to group chat)
- 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.