

ROANOKE AREA YOUTH SOFTBALL ASSOCIATION
LOCAL RULES FOR 10 & UNDER (10u) SOFTBALL

THESE RULES ARE SUPPLEMENTAL TO THE OFFICIAL 2024 NFHS SOFTBALL RULE BOOK AND SHALL APPLY FOR THE 2025 REGULAR SEASON.

TIME

1. Home teams shall occupy the third base dugout and visitors shall occupy the first base dugout. Only rostered players (and duly noted borrowed players for that game) and rostered coaches and/or a maximum of three (3) adult, substitute coaches (if the rostered coaching staff is not available for that game) may occupy their team's dugout." Note: One of the coaches may be the team's score keeper. Non-coach scorekeepers are located outside of the dugout confines. No infield or sideline warm-up is allowed. All warm-up shall be beyond the base lines on the same half of the field of the team's dugout. Managers are to show the umpire a line-up of players, including substitutes, and then give a copy to the opposing team manager. Home team will be the official scorekeeper. Each team will supply at least two game balls (new or near new). Games will start promptly at the scheduled time.
2. Teams shall play up to six innings prior to 1 hour and 30 minutes for single games. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. No inning shall start after the time limit expires (even if tied). A new inning begins immediately after the final out of the previous inning (NFHS rules allow one minute for warm-up between each half inning). All play shall be suspended at 8:30 p.m. on school nights and 10:00 p.m. on other nights.
3. A team's turn at bat shall end after three outs or five runs have been scored (applies to all innings). A team may concede at any time.

PITCHING

4. No player-pitcher shall pitch **in** more than two consecutive innings in a game. Pitchers who do not pitch **in** the previous inning may re-enter the pitching position. The pitcher's plate shall be thirty-five (35) feet from home plate. **NFHS rule 2.65.2 (intentional walk) does not apply for RAYSA.**
5. There will be no more than two base on balls advancements per turn at bat. A batter that is hit by a pitch shall not be considered as base on balls. After the second base on balls during a team's turn at bat, the player-pitcher will be allowed to pitch up to four called balls to each batter. If the ball has not been put into play, the offensive coach will pitch up to two pitches to the batter. If after two pitches from the coach-pitcher, the batter has not hit the ball fair or foul, the batter shall be called out. Coach pitches shall be called ball or strike by the umpire. Strikes are accumulated, three strikes, either swung at or not, shall be considered an out (i.e. two strikes from the player-pitcher and one strike from the coach-pitcher is an out). If the first pitch from the coach-pitcher is a called ball, the batter will receive another pitch. If the "last pitch" from the coach-pitcher is hit foul and is not a caught fly ball, the batter shall be given another pitch. Pitches thrown by the coach-pitcher may not be bunted. Baserunners may not advance on coach-pitched, non-batted balls.
6. If batters are hit with a pitched ball three times in the same game by the same player-pitcher, that pitcher must be removed from the pitching position for the game. It shall be considered a hit by pitch if the batter **does not initiate** being hit and even if the pitch bounces prior to hitting the batter (umpire judgment).

7. PLAYER-PITCHER who is playing the pitcher's position when a coach-pitcher is used shall stand with both feet even with or behind (not in front of) and within eight (8) feet of the pitcher's plate until the ball is pitched.

8. COACH-PITCHER is the offensive coach who pitches to the players on his/her team and will pitch from a distance no closer than 30 feet from home plate. The coach-pitcher must make every effort to avoid interfering with any ball put into play either hit by a batter or thrown by a defensive player.

The coach-pitcher shall do no coaching while pitching other than to correct the batter's stance. The penalty for a coach-pitcher assisting in coaching will be a warning for the first violation and removal from the coach-pitcher position for the remainder of the game upon the second violation. Whether a coach-pitcher assisted in coaching is within the judgment of the umpire.

The coach-pitcher shall only field the ball when it is being thrown to put the ball back in play. If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the ball is ruled dead, the batter is called out and all base runners must return to the last base legally occupied before the pitch. If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play the ball is ruled dead and the pitch replayed. If a coach-pitcher pitches from less than 30 feet from home plate and is hit with a batted ball (even if unintentional), interference should be called, the ball is ruled dead, the batter is called out and all base runners must return to the last base legally occupied before the pitch.

SUBSTITUTIONS

9. The offensive team shall consist of all players in attendance **(the DP/Flex option does not apply)**. The defensive team may play with a minimum of eight (8) players (with no penalty) and maximum of ten (10) players. In the case of injury or illness, the injured or ill player may miss her turn at bat with no penalty. **At the start of the third inning, all players who have not played defense shall be entered in the defensive lineup and play two consecutive innings.**

NOTE: All players must play twelve (12) consecutive outs or two consecutive innings (offense and defense). Any player may re-enter defensively at any time providing the player being substituted for has satisfied the all play requirement.

10. Teams may borrow up to 2 players per game from any other RAYSA team within the same age group. Borrowed players may play only two games for each team. Borrowed players must wear their regular season team's jersey for the game. Borrowed players must play in the outfield on defense, and bat on offense for the game as follows:

- Top of the batting order - If the team roster, including the borrowed players, does not exceed 10 players.
- Bottom of the batting order - If the team's roster, including borrowed players, exceeds 10 players

Players arriving after the start of the game will be added to the bottom of the batting order and will go onto the field at the top of the next inning. The borrowed player, if from the opposing team will return to her team and would be added to the bottom of the line up.

EQUIPMENT

11. An 11" RIF 10 or Safety 10 softball shall be used for games. Any bat marked "OFFICIAL SOFTBALL", not more than 34" in length, may be used for league play. Face guards are required on batter's helmets (jaw protectors do not satisfy this requirement). Infielders, including pitchers, must wear face guards or helmets with face guards. Chin straps on batter's helmets are suggested, but not required. Jewelry deemed unsafe by the umpire and shoes with metal cleats are not allowed.

GENERAL

12. Games will or will not continue at the umpire's discretion if lightning or thunder is in the area, however, safety should always be the primary consideration. **The use of tobacco products, including vaping, is prohibited in the field area.**

13. **On-deck batters should be positioned in foul territory no closer than thirty feet from home plate on the offensive team's side of the field.** A batter who releases a bat in such a way that, in the opinion of the umpire, could cause injury but does not contact anyone, shall be warned once each game, then called out for each subsequent offense. A batter who releases a bat in such a way that it hits a defensive player or umpire with such force, that, in the opinion of the umpire, could cause injury or could impair the defensive player from making a play, shall be called out for interference.

14. Head-first sliding is not permitted. Baserunners who slide head-first shall be called out. Diving back to the base without a running start should not be considered sliding.

15. Baserunners shall not leave the base before the pitched ball reaches home plate (Penalty: No pitch is declared and the runner shall be called out). Baserunners may only advance one base per player-pitched, non-batted ball with the liability to be put out. The limit of one base advancement applies to all player-pitched, non-batted balls including steals (with or without an overthrow), wild pitches, passed balls, etc. Baserunners may not advance from third base to home on a non-batted ball unless forced by another play (bases loaded walk/hit by pitch, etc.).

NOTE: Baserunners will be called out if tagged (or appealed) while off the proper base or, if not tagged, returned to the proper base at the conclusion of the play by the umpire. **A Baserunner's advancement (at risk to be put out) is not limited to one base on a batted ball, including if an overthrow is made, unless the ball enters dead ball territory.**

16. The ball remains alive until the umpire calls "TIME" which should be done when, in the opinion of the umpire, all play has ceased (runners not advancing and the ball is held by a player in the infield area). Each team may request a maximum of one offensive and one defensive time-out per inning.

NOTE: Players / coaches can request "TIME"; only umpires can call "TIME".

17. The infield-fly rule does not apply. Batters may not advance to first base on a dropped third strike.

18. Until the pitcher/coach-pitcher releases the ball, no defensive player (excluding the catcher) may be positioned closer to the batter than the pitcher's plate and no more than five defensive players (excluding the catcher) may be inside the base lines.

19. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact your RAYSA representative. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans, and coaching staff. Incident Reports filed with RAYSA representatives will be reviewed and, if applicable, appropriate sanctions implemented.

20. Coaches should notify the opposing team's coach at least a day in advance if a game is to be cancelled. The host team's coach is responsible for notifying the umpire assignor and field scheduler of the cancellation.

John Cummings
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