

ISA
10U LEAGUE RULES
2026 SPRING SEASON

GENERAL RULES

USSSA Fastpitch Softball playing rules apply except as noted or clarified below.

The game is six (6) innings long. Four innings constitute a complete game, unless the home team is winning after three and one-half innings: in that case, three and one-half innings constitute a complete game. This applies to playoffs only. Playoff games must be complete games as defined by this rule.

The umpire's watch will be the official time for the game. If the umpire does not have a watch, the umpire will designate someone's watch as the official watch for that game.

All games played will not begin an inning after 1 hour 40 minutes and will have the inning completed that is currently being play at the 1 hour 40 minute mark. If home team is winning at the 1 hour 40 minute mark, the game is concluded after visitors have batted. The umpire will keep the official time. Games can end in a tie in regular season, but if a game finishes the full 6 innings prior to time expiring, extra innings should be played.

Teams will place ten (10) girls in the field. Every attempt should be made to play a regular season game regardless to the amount of players available. There is no automatic out in the lineup if less than 10 girls are available for a team.

The home team shall supply the umpire. Each team will split the cost of the umpire and pay \$15 each at the plate (\$30 total to the ump). Most umpires are volunteers or young kids – please do not harass the umpires! This will not be tolerated by the league.

The home plate umpire shall have complete authority at the field.

Inclement weather: Decision will be made by the home team no later than one hour before game time; home team is responsible for contacting opponent coaches and umpires

SAFETY FIRST AT ALL TIMES

All batters and base runners must wear a batting helmet equipped with a face shield. The *situation should immediately be rectified with no penalties to the player.*

No metal spikes/cleats are allowed. Should a player be wearing metal spikes/cleats they are to be removed from game, and may not return until proper footwear of either sneakers or rubber spikes/cleats are being worn.

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All players must have a fielding glove and facemask (infielders/pitcher only for facemask) when taking the field.

No composite bats are allowed at 10U. **Should a player use a composite bat during a game, the plate appearance will be deemed an automatic out.** The appeal or bat check should be done at the time of the plate appearance and/or hit.

Playing All Players

Each player must play at least every two (2) innings in the field. All players shall be in the batting order. Players that show up late for a game shall be added at the end of the batting order. If a player leaves before the end of the game or if a batter is unable to bat due to injury the batter shall be skipped with no penalty.

BUNTING

There is no bunting at 10u.

THROWN BAT

First occurrence for a team will result in a team warning.

Second and succeeding occurrences

- Dead ball is called.
and
- Batter called out.

HIT BY PITCH

All batters should make an effort to avoid getting hit by a pitch.

If, in the umpire's judgment, a batter is hit while making a reasonable effort to avoid getting hit by a pitch:

- Dead ball is called.
and
- Batter is awarded first base.

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If, in the umpire's judgment, a batter or several batters on a single team **do not** make a reasonable effort to avoid getting hit by a pitch a dead ball is called and no bases will be awarded. This does not count as a hit batter for the pitcher.

This rule applies even when bases are loaded. A player being hit by a pitch and awarded first base does not constitute a walk and the player on third will come home and score a run.

If a pitch by the **same pitcher hits three batters** in the same inning (each resulting in the batter being awarded first base by the umpire), that pitcher must be removed from the pitching mound for that inning. She may pitch the next inning or any of the remaining innings if she hasn't reached her 3 inning maximum.

There is a maximum of five (5) hit batters per pitcher per game. If a 5th batter is hit by the same pitcher, she must be removed from the mound for the remainder of the game. She may move to another position on the field.

THE 10 BATTER RULE

If a team bats ten batters in an inning the tenth batter will be played as if there are two outs.

If a tenth batter in an inning hits a fair ball, play will continue until the third out is made at any base or at home plate.

If the tenth batter walks, the coach will take the mound with the number of strikes in the pitch count at the time of the walk. The player either hits or strikes out as noted in the 'walk/coach pitch' rule below. Play will continue until an out is made OR the ball reaches the pitcher's circle. **There is no stealing during coach pitch.**

Intentionally walking the tenth batter is not permitted.

If a team only has nine (9) batters, no automatic out will apply. The 1st batter to bat in that inning will be the 10th batter.

NUMBER OF PLAYERS

There are no automatic outs if a team has less than 10 players. Every attempt should be made to play a game - even if a team has less than 10 players.

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DEFENSIVE PLAYER RULES

The outfielders (including the short fielder) must be located at least ten feet behind the base lines.
(Especially short fielder)

Fake tags are not permitted at any time.

-Runner will be awarded the base she was going to.

Fielder cannot completely block the base from the runner. The fielder may cross the base and inadvertently block it in an attempt to field the ball.

If, in the umpire's judgment, the fielder intentionally blocks the base (or the turn when there is no play) from the runner

- Dead ball is called.
- and
- Runner is awarded the base she was going to.

Teams should make every effort to get into the field and ready to play after third out is made.

BASE RUNNING

No base runner may leave the base until the pitch is over the plate.

➔ First occurrence for a team will result in a team warning.

➔ Second and succeeding occurrences:

- Dead ball is called.
- and
- Base runners will be called out.

Base runners cannot intentionally run into any fielder, whether the fielder is making a play or not.

Sliding is encouraged. If, in the umpire's judgment, the base runner intentionally runs into the fielder

- Dead ball is called.
- and
- Runner is called out.

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Courtesy runners are permitted at any time for the catcher and pitcher. The courtesy runner must be the last batted out even if that is from the last inning.

STEALING

Third base is the only base a runner can steal.

- ➔ No advancing on an overthrow on the steal attempt.
- ➔ No stealing on coach pitch.

PICK-OFFS

Catchers may attempt to pick-off a runner taking a lead from Third Base only (Not First or Second Base).

- ➔ No advancing by any runner on the pick-off throw and/or overthrow to base by catcher.
- ➔ No stealing by the runner on second base during the pick-off throw.
- ➔ Runner at third base must return to the bag. Any attempt to advance towards home after ball is thrown by the catcher will be an automatic out (i.e. no rundowns).

OVERTHROWS (other than steals)

All runners can advance at their own risk on an overthrow by any player (including the catcher) after the ball is batted.

- ➔ Play stops when the ball is called out of play by the umpire.
 - Dead ball is called.
 - and
 - Runners advance to base they were going to only.

PITCHING CIRCLE

Play is considered stopped when the ball is thrown back to the pitcher and the pitcher is within the eight (8) foot circle of the pitching rubber. The pitcher does not need to field the ball cleanly for play to be stopped.

Runners between bases must advance to the next base at their own risk or return to the last base touched immediately. Failure to make a commitment immediately will result in the base runner being declared out.

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If the pitcher chooses to throw the ball to a fielder in an attempt to throw a base runner out, play is no longer considered stopped.

If there is an overthrow from by the catcher when throwing the ball back to the pitcher it is NOT a live ball.

The infield fly rule is **not** in effect.

The dropped third strike rule is **not** in effect.

The continuous walk rule is **not** in effect.

PITCHING

No pitcher may pitch more than three (3) innings per game. A single pitch in an inning constitutes an inning pitched. (Does not have to be consecutive.)

Walks/Coach Pitch - The walk rule is that a maximum of 2 girls can be walked in 1 inning. It does **not** need to be consecutively.

After the 2nd walk the girl pitcher will pitch to the next batter and after 4 balls the batter's coach will enter the field and finish pitching to the batter. **When coaches pitch during the "walk rule", they must pitch from the pitching rubber.** All strikes on the batter will remain when the coach begins to pitch. For example; if the pitcher has 2 strikes and then pitches the 4th ball, the coach will enter the game and the batter still has 2 strikes on her. After the coach pitches to the batter they then leave the game and then the pitcher returns to pitching. The coach that comes out to pitch will be a coach from the team on offense (i.e. the team at bat).

Base runners cannot be scored by a walk. After 4 balls the batter's coach will enter the field and finish pitching to the batter. All strikes on the batter will remain when the coach begins to pitch. For example, with bases loaded the batter is pitched 4 balls, the base runners do not advance with a walk. Instead coach will enter the game and pitch to batter until batter either hits and/or strikes out. After the coach pitches to the batter they then leave the game and the pitcher returns to pitching. The 2 walk maximum does not have to be met in this situation; however, the walk does count to reaching the 2 walk maximum. For example, first 3 batters reach base by hit. The 4th batter comes up and walks on 4 pitches, the runners do not advance, the batter's coach will come into pitch to the batter, but the walk count is now at 1 walk.

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Pitching shall be as defined by the USSSA rules for female fastpitch (Rule 6. Pitching Rule). This includes (Updated Rule Change: Rule 6A, Section 1A) Prior to the pitch, the pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The hands must be apart. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball, and the pitcher may not simulate pitching with or without the ball when near the pitcher's plate.

Comment: Rule change (listed above) allows female pitchers to start with one or two feet on the pitcher's plate.

Note: ISA is not implementing the 2022 'leaping' rule for pitchers. Leaping and crow hopping will remain illegal in ISA.

- This division shall use eleven (11) inch softballs.
- The pitching distance shall be thirty-five (35) feet.
- The bases shall be sixty (60) feet apart base-to-base.

For 10U, any player identified on the team roster as playing for a travel/tournament team is not permitted to pitch. **A TRAVEL/TOURNAMENT PLAYER IS CONSIDERED ANYONE WHO IS PLAYING ON A TRAVEL/TOURNAMENT TEAM. THE LEAGUE WILL DO IT'S BEST TO POLICE THIS. ANY PLAYER LISTED ON THE USSSA WEBSITE FOR THE CURRENT YEAR IS CONSIDERED A TRAVEL PLAYER in addition to anyone that is playing on a travel/tournament team. This includes players who were listed on the USSSA website for the current year and subsequently removed.** If a player is listed on the USSSA website, but does not have a year associated with them on the site, you must have the player explain when they played and for what team so it can be verified on the USSSA site. If it cannot be verified or if the player does not supply the information, they will not be eligible to pitch. The onus is on the player / organization to explain why the player is on USSSA if they are on the site. If players are playing on any other travel/tournament team (ex. USA tournaments or any other travel/tournament team – not just USSSA), they are not permitted to pitch in the ISA. If a team isn't sure, we encourage them to ask – do not hide it. Suburban Select is not considered travel/tournament. School teams are not considered travel/tournament. If a select team plays in any travel tournament or travel round robin outside of isa or select league, they are no longer considered just a select player and will be listed as travel.

PLAYING GAMES

In the event that no umpire is available....

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- ➔ The League Commissioner will notify the home team coach that no umpire has been assigned to that game.
- ➔ The team coaches may, upon mutual agreement, solicit a volunteer umpire from among the spectators and coaches.

If a coach ends up being an umpire for that game, he/she must not participate as a coach during that game, and should refrain from interacting with his/her team in such a way that could be considered impartial by the opposing team and/or the spectators.

If no umpire is available and no volunteers identified as described above, the game will be canceled and rescheduled.

Each Manager is responsible for his/her actions, the actions of the team's coaches, spectators and parents.

IF THE GAME IS STOPPED IN THE MIDDLE OF THE INNING (i.e., before that inning is completed)

- ➔ If the visiting team is winning, the score will revert back to the end of the last fully completed inning, since the home team did not get their chance to bat that inning.
- ➔ If the home team is winning, the score remains as it is at the time the game is stopped, since both teams have had an equal number of at bats.
- ➔ If four innings have been played and completed, or three and one-half innings if the home team is ahead, it will be considered an official game.

This rule (below) applies to the playoffs only.

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- ➔ If the game is stopped due to inclement weather or some other unforeseen reason and does not meet the official game rule. The game is considered not official, and will be rescheduled and played from the point at which the game was stopped.
 - It is recognized that the same girls are not always available for every game: however, coaches should make all efforts to use the same lineup for the rescheduled, restarted game
 - Coaches should meet briefly to agree on the game status and situation before leaving the field