



## DEEP RUN VALLEY SPORTS ASSOCIATION 2025 Lady Lightning Softball 10U Thunder Division Rules

1. All USSSA Fastpitch Rules apply except where listed below.
2. 10 players on the field (4 outfielders must start on the grass) with a continuous batting order.
3. 3 outs or 5 run rule per half inning. This rule applies to all innings.
4. Games are 6 innings long; However, no inning can start after 90 minutes.
5. At least 7 players must be from team roster. The remaining portion (8 through XX) can be filled with players from 8U. A forfeit will be declared if a team has less than 7 players available within a 15 minute grace period after scheduled game start. Players will then divide evenly and play a scrimmage game.
6. All infielders (including the pitcher) must wear a defensive mask for protection.
7. Pitcher can throw three innings per game and may re-enter once at the pitching position. Pitching to 1 batter in an inning constitutes an inning pitched. Travel pitchers max 2 innings per game.
8. No player should sit more than one inning. Players can only play the same position for a maximum of two innings. Coaches are to avoid having the same girls sit each game.
9. Players must play at least one inning out of every three innings in the infield.
10. Standings will be maintained. Home team MUST report score to Division Director (TBD).
11. No dropped third strike.
12. No infield fly rule.
13. A runner may not leave their base until the ball passes home plate. This includes leads and steals. If a runner leaves the base early they will return to the base (on non batted balls) or be called out (on balls hit in play).
14. Stealing of second base OR third base only. May not steal home. 5 max steals per half inning. No advancing on overthrows on steals is allowed at any base. This is to encourage the team in the field to try to make a play.
15. Advancement by runners on overthrows after a batted ball are at their own risk!
16. The ball is dead once the pitcher has possession of the ball within the circle, or an uncaught ball has passed through the circle after an attempted throw to pitcher. The runners may continue to the next base, if they have touched the preceding base prior to the ball being caught or passing through the circle. However, the runner is proceeding at their own risk, and may be put out. If the runner stops running at any point, they must return to the previous base.

17. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted.
18. A pinch runner can be used for the catcher once there are two (2) outs in the inning. This allows for the catcher to suit-up and prevents delays in getting the next half-inning started. The pinch runner shall be the last player to have made out during the inning or any player not playing the field during that play.
19. NO WALKS. After Ball 4 (see note below), the offensive team's coach immediately pitches to the batter with the count reset to 0 Balls. The strike count remains at the current level and the batter can strike out but cannot be walked by the coach/pitcher. The original pitcher remains in place as a defensive player and must have at least one foot within the pitcher's circle (the coach shall not make a defensive play on any batted ball).
  - a. Once a player pitcher reaches two strikes, she is granted one more ball (Ball 5) to complete the at-bat (batted ball or strike out) prior to the coach pitching.
20. Coaches that come into pitch MUST stay within the circle to pitch and try to pitch as close as possible the pitching rubber and attempt to throw real pitches to their players. Coaches should refrain from soft toss pitching.
21. Batter can continue to hit or elect to take first base in the event of being hit by a pitch. If a ball bounces, then no base is awarded and the pitch is called a ball. Highly encouraged to have the girls stay in the batter's box and continue to hit.
22. A pitcher hitting any 3 batters in an inning must be removed from pitching for that inning. If a pitcher hits 4 batters in total during a game, she must be removed from the game as a pitcher.
23. All batters/runners must wear an approved helmet at all times with a face guard.
24. No throwing of bats is permitted. 1 warning will be issued; further infractions will be called out on subsequent bats that are thrown and the ball declared dead.
25. Home team provides two game balls, and preps field prior to game. Away team rakes/drags field following game.
26. **No arguing with umpires!**
  - a. After the first infraction/warning of inappropriate interactions with an umpire, a coach that continues to act inappropriately/argue with the umpires may be suspended (second infraction) or prevented from coaching at Deep Run (third infraction).
27. All bats must be ASA/USSSA approved. No warmup swings unless supervised by coach.