

2026 Westfield Recreational Softball Rules

10U

(as of 1/5/2026)

A. The Playing Field/Equipment

1. 60' between bases with 30' baseline hash marks
2. 35' to pitcher's plate with 8' radius pitching circle
3. Foul lines, batter's box and base coach boxes per ASA Rulebook
4. 11" optic yellow ball with red stitching required
5. Batting helmet with faceguard is required, chin straps are strongly recommended
6. Facemasks are required for all players in the field

B. Pitching Regulations

1. Coach/Player Pitch: ***The first half of the regular season will have a hybrid coach/player pitch. (Playoffs will be all player pitch.)**** Player will start every at bat and pitch until there is either a ball batted into play, a strikeout or four (4) called balls.
2. If player gets to four (4) balls, there is ***NO*** walk. The coach for the offensive team comes into pitch. (The player will then assume the role as pitcher's helper as with 8U.)
 - a. Coach begins pitching at the count that the batter is at.
 - i. The coach will pitch a maximum of three (3) pitches.
 - ii. Swinging strikes and foul balls will be called. Unlimited foul balls on final pitch.
 - iii. The number of pitches the coach gets depends on how many strikes the defensive player throws.
 1. If the player throws two strikes, the coach-pitcher gets one pitch.
 2. If the player throws one strike, the coach-pitcher gets two pitches.
 3. If the player throws no strikes, the coach-pitcher gets three pitches.
 - iv. Unlimited foul balls on final pitch.
 - b. The batter will either put the ball in play or strike out.
 - c. Even if the coach pitches a wild pitch, and they only have one pitch available, if the batter does not hit that pitch into play (or foul), the batter is out.
 - d. There are ***no walks*** during hybrid pitching.
 - e. The coach pitching to the batter must pitch with ***one foot on the rubber***.
 - i. If the coach-pitcher does not have one foot on the pitching rubber when the ball is released, it will be called a dead ball and the coach-pitcher will re-pitch.

- ii. The Coach-Pitcher must avoid contact with the ball and defensive players when the ball is in play.
 - iii. Upon a batted ball, the Coach-Pitcher must leave fair territory immediately, without interference.
 - iv. If there is unintentional interference by the Coach-Pitcher, it will be declared a dead ball/no hit and all runners will return to their original base.
 - v. If it is declared intentional interference, it will be a dead ball and the lead runner will be called out (*Note: Intent is at the discretion of the umpire.*)
- f. After the pitch is made, or while the ball is in play, the Coach-Pitcher shall not direct any players in any way.
3. There will be **NO STEALING WHILE A COACH IS PITCHING**.
 4. There is **NO (intentional) BUNTING**.
 5. Stealing home is **NOT** allowed for the first **4 weeks** of games.
(*This gives teams time to work with pitchers and catchers on defensive play.*)
 6. All pitchers must wear a fielding mask or helmet with a faceguard and a chest guard. Pitcher is allowed to wear a padded shirt underneath her jersey in lieu of an outside chest guard.
 7. A player may pitch a maximum of three (3) innings per game with NO limit per week.
 - a. One pitch an inning is considered an inning.
 - b. No limit on substitutions.
 - c. (*Note: Pitchers may be inserted multiple times [only once per inning] but must abide by the 3 Inning Rule.*)
 8. **Strike Zone:** From the top of the batter's shoulder to the bottom of the batter's knees. (*Umpires are encouraged to discuss a wide strike zone, to encourage batters to swing and not wait for the coach to pitch.*)
 9. A Pitcher will be allowed five (5) warmup pitches when the game starts and when a new pitcher enters the game. Otherwise, three (3) warmup pitches per inning, if needed.
 10. The Pitcher's wind up must start with **one foot** in contact with the rubber, facing the batter.
 11. Play will end when the ball is controlled by the pitcher inside the pitcher's circle.
 - a. *Exception: If the girl on base is making an attempt to go to the next base after the ball is controlled by the pitcher, the runner must advance.*

**Midway through the season, the Commissioner reserves the right to discuss pitching rules with coaches of the 10U division to evaluate progress and make the decision whether to go the entire season with the hybrid rule or begin all player pitch. The same goes for the stealing home rule.*

C. The Game/Playing Rules

1. A game shall consist of six (6) innings, or no new innings after 75 minutes.
 - a. The clock starts immediately after the coaches' meeting.

- b. Umpires are not obligated to inform teams about how much time is left. (Teams are responsible for making inquiries to the umpire about how much time is left.)
 - c. A “new” inning starts once the third out from the previous inning occurs.
- 2. Home Team is decided by the schedule. Home Team takes 3rd base dugout.
- 3. **Mercy Rule:** If the home team is up 15 runs after four (4) innings, or 10 runs after five (5) innings, the ball game is over.
- 4. **Ties:** If the game has ended via max innings played or time has expired, the game is entered into record as a tie.
- 5. A team must have at least eight (8) players to start an official game. If a team is short of players, a team may bring up to two (2) players from another recreational team of the same level or lower to field a team. You may only bring enough players to field a team of 10 players.
- 6. Teams may use up to 10 defensive players with free substitution. Coaches must make an effort to allow players to play different positions and allow equal playing time.
- 7. Outfielders must have a **starting** position in the outfield (grass area) before the ball is pitched.
- 8. Infield fly rule is **not** in effect.
- 9. **No** dropped third strike rule.
- 10. **Bat Throwing:** First time = warning to coach and player
 - a. Second time = *may* result in player being called out. (Umpire’s judgement)
- 11. **Courtesy Runner:** Catchers, pitchers and injured players may receive a courtesy runner at any time that they reach base.
 - a. The courtesy runner will be the last out,
 - b. Or if no outs, the farthest away in the lineup
 - c. If the last out was the pitcher or catcher, it will be the player before them in the lineup.
- 12. **Runs Allowed:** Max of six (6) runs per inning for the first five (5) innings, then 10 max runs in the 6th inning.
- 13. One (1) offensive conference is allowed per inning. Teams are allowed a max of three (3) defensive conferences per 6-inning game (removal of pitcher does not equal a defensive conference). One (1) more defensive conference is allowed for each extra inning.

D. Batting & Running

- 1. All players present shall be included in the batting order. Any player arriving late will be inserted at the bottom of the order. Any girl leaving the game early will be removed from the lineup with no penalty.
- 2. Any hit ball that lands in either batter’s box is a foul ball.
- 3. **Hit By Pitch:** If a pitched ball hits the batter out of the strike zone, the batter will be given the option to hit or take first base. At this time, the coach will come into pitch.
 - a. Coaches should encourage/”pump up” the player for staying to hit
 - b. If the pitched ball **bounces or rolls first and then hits the batter, no base will be awarded.**
 - c. Hands and fingers are not considered part of the bat.

4. A player removed from the game due to injury will **NOT** be allowed to return to the game unless agreed upon by both coaches. The injured player will be skipped in the batting order without penalty.
5. **Sliding:** Runners are NOT required to slide at any base. However, the runner must avoid contact with the defender. If a runner attempts to slide (judgement call), contact rule is not in effect.
 - a. Head-first slides are not allowed and will result in an out. Diving back to base is not considered a head-first slide.
6. The Runner's foot may come off the base after the ball leaves the pitcher's hand in an attempt to lead-off. Runners may be called out for leaving early. (*At the discretion of the umpire*)
7. **Look Back Rule:** designed to keep baserunners from taking unfair advantage when the ball is in the pitcher's control.

Basic Explanation:

- a. The rule **only applies when the pitcher has possession of the ball inside the pitching circle** and is not making a play.
- b. At this point, **runners must immediately decide** whether to advance to the next base or return to the previous base.
- c. **No stopping, hesitating, or juking**—once they make a move in one direction, they must commit.
- d. **Common Situations:**
 - i. **Runner is off the base when the pitcher gains control in the circle**
 1. The runner must quickly return or attempt to advance.
 2. If they hesitate or stop, they can be called out.
 - ii. **Batter-runner overruns first base**
 1. If they take a step toward second base, they must continue or be called out.
 2. If they return directly to first base, they are safe.
 - iii. **Key Points for Players:**
 1. The pitcher must **have the ball and be inside the circle**—if they are making a play, the rule doesn't apply.
 2. The rule prevents unnecessary delays and keeps the game flowing.
 3. If a runner stops moving between bases when the rule is in effect, they can be **immediately called out**.

E. Other Rules

1. All other softball rules will be in accordance with IHSA Rules, and the Umpire's call will be final.
2. All safety and conduct rules will be in accordance with WYSI and will be enforced by the Umpires and Commissioner.
3. **Rain-Outs/Suspended Play:** Will be determined 30 minutes prior to the first game time by the League Commissioner. During game times, Coaches and Umpires will determine this.
 - a. Lightning Policy will be in accordance with WYSI Lightning Policy

- b. In the event the game is called prior to the 4th inning, for whatever reason, the game will resume at a later date and will continue just as the game never stopped (runners will return to bases, after will have same pitch count and the outs will continue, etc.).
- c. In the event the game is called after the beginning of the 4th inning, for whatever reason, the winner will be determined by going back to the last full inning and the team with the highest score wins (unless the home team is batting and is winning at the time the game is suspended, then the home team would be the winner.
- d. In the event the game was tied, the game will be considered a tie.
- e. In the event of a rain-out needs to be made up, the Recreational Softball Commissioner will coordinate the make-up dates.

F. Tournament Seeding

1. The 10U tournament seeding is determined by win-loss records at the end of the WYSI season. (All teams make the tournament.)
2. All regular season scores must be reported to the WYSI Recreational Softball Commissioner.
3. If two teams are tied, then head-to-head is the first tie breaker, followed by the least runs allowed, followed by most runs scored, followed by coin flip.

G. Umpire Requirements

1. All umpires on the field must be at least 16 years of age.
2. All 10U games will have one (1) umpire only.
 - a. Exception: 10U Championship will have two (2) umpires.
3. Only Head Coaches may privately, and respectfully, discuss calls that are made on the field of play.
 - a. Head Coaches are responsible for the actions of the Assistant Coaches, players and fans.
 - b. All issues with any umpire must be directed to the Umpire Director and the WYSI Recreational Softball Commissioner.