

Mid-Cities Softball Interlock Softball Rules
(10U C Division)
Revised Jan-2025

1.1 GENERAL RULES

Mid-Cities Softball Interlock follows the [USSSA Official Fastpitch Playing Rules](#) (Seventeenth Edition (Printed 1-2024) or most current version available, with the following local rules changes and exceptions as well as the local rules and exceptions outlined in the Mid-Cities Softball Interlock General Rules, Jan-2025.

1.2 GAME PLAY

- 1.2.1 All games will be played with an 11" an Official Fastpitch Softball with an optic yellow cover.
- 1.2.2 The pitching mound will be set to 35 feet.
- 1.2.3 Each half inning will be considered complete after five (5) runs are scored by the offensive team or three (3) outs are recorded by the defensive team.
- 1.2.4 All games are complete after six (6) innings of game play, or the seventy-five (75) minutes time limit has expired. No new inning will be allowed to start after time has expired.
- 1.2.5 Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and the game is over.
- 1.2.6 Regular season games can end with a tie score. There are no tiebreakers for regular season games.
- 1.2.7 Run-Rule is in effect for all regular season and tournament games. The rule awards a win to a team as follows:

12 run lead after 3 completed innings or 2 ½ innings if the home team is ahead.
10 run lead after 4 completed innings or 3 ½ innings if the home team is ahead.
6 run lead after 5 completed innings or 4 ½ innings if the home team is ahead.

If there is time remaining, the game should be played until completion of time, but score will no longer be kept. Final score will be recorded as the score when the run rule went into effect.

- 1.2.8 The game will be played if both teams have at least eight (8) players present. If a team has fewer than the required number of players present the game, then a forfeit will be declared.
- 1.2.9 There is no automatic out penalty for playing with fewer than nine (9) players.
- 1.2.10 The Field Umpires have authority over the play of all games. Coaches are not allowed to argue or dispute judgement calls during the game.

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1.3 PARTICIPATION

- 1.3.1 There are ten (10) fielding player positions. Infielders will take normal infield positions. Four (4) outfield player positions must be positioned in the outfield grass and cannot come into the infield until the ball is put into play by the batter.
- 1.3.2 Additional players beyond the ten (10) standard positions must sit out. However, teams may bat more than ten (10) players.
- 1.3.3 Both team's coaches must provide their line-ups to the opposing team prior to the first pitch.
- 1.3.4 All defensive players must play at least one (1) inning at an infield position during the first three innings of play. Exceptions to this rule must be raised by the coach during the coaches / umpire pregame meeting.
- 1.3.5 Fielders must attempt to make plays with overhand throws. Intentionally rolled balls will result in the runner being called safe.
- 1.3.6 The pitcher is not required to throw the ball to a position player teammate in all 'force out' situations (6U and 8U rule only).

1.4 BASE RUNNING

- 1.4.1 Base runners must remain on their occupied base until the ball is pitched. Stealing or leaving the occupied base before the ball is released by the pitcher during pitching process (leaving early) is not permitted and the runner will be called out.
- 1.4.2 **Base runners may lead off during the coach pitch but are not allowed to steal bases.**
- 1.4.3 Base runners may steal 2B and 3B (one base at a time) only upon the ball leaving the hand of the player-pitcher.
- 1.4.4 **Stealing home or advancing home on wild pitches / passed balls is not allowed.** If the catcher or fielder throws to towards the base the runner has been occupying while leading off the base, then the runner may steal to the next base while at risk of being tagged out.
- 1.4.5 If the catcher or fielder runs at the base runner, the runner must go back to the base they have been occupying and they are at risk are being tagged out.
- 1.4.6 Base runners are not allowed to advance to the next base on an overthrow during a steal attempt. (We want catchers to work on throw downs).

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- 1.4.7 Stealing 3B is not allowed if a base runner is currently occupying 3B. (If a steal attempt is made during this situation and a throw is made to 3B, the play is dead and runners will return to their previous base unless the runner is tagged out in which case the play stands. If the pitched ball is put in play the play continues.
- 1.4.8 Time will be declared by the umpire and play is stopped once the ball is in the possession of the player-pitcher with at least one foot in the pitching circle.
- 1.4.9 On a batted ball (in play), all base runners may continue to advance on overthrown balls at their own risk until the ball is in possession of the player-pitcher who is in the pitching circle. Once the player-pitcher has possession of the ball in the pitching circle, the runner may advance to the base they are going to if no play is made. If a play is made, the base runner may continue until the ball is returned to the pitcher in the pitching circle.
- 1.4.10 LOOK BACK rule is in effect.

1.5 PITCHING / HITTING

- 1.5.1 Player Pitchers may only pitch two (2) of the first four (4) innings of each game. (If a pitcher throws just 1 pitch in an inning, it is considered an inning pitched).
- 1.5.2 Batter will receive pitches from the player-pitcher until the ball is put in play, she strikes out or she receives four balls.
 - 1.5.2.1 After four (4) balls are received by the batter, the coach-pitcher for the batting team will enter and assume the strike count. The coach-pitcher may throw up to three (3) pitches. (if the coach-pitcher assumes the strike count of more than zero strikes, they may still throw up to three pitches, if the batter does not swing at one or more pitches).
 - 1.5.2.2 The batter can put the ball in play, strike out swinging, or fail to swing at the final pitch at which time the batter is out.
 - 1.5.2.3 The batter is not out if she fouls the third strike and will receive another pitch (unlimited number) until the ball is put into play or the batter strikes out swinging or fails to swing at the final pitch.
 - 1.5.2.3.1 If the catcher catches a foul tip on the third strike or on one of the coach-pitcher pitches the batter is out.

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- 1.5.3 Coaches will pitch to their batters from the pitching mound.
- 1.5.4 A batted ball that contacts (hits) the coach pitcher will be declared a dead ball and will be re-pitched.
- 1.5.5 A defensive player-pitcher will be positioned to the side of the coach pitcher (either side) with at least one foot within the pitcher's circle and shall not be closer than the coach-pitcher.
- 1.5.6 All other defensive players will assume their normal playing positions. The player-pitcher is the only defensive player that may be located within the pitcher's circle.
- 1.5.7 A defensive player-catcher must be on the field for every pitch. If the umpire determines that a team is delaying the game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call.
- 1.5.8 The last batter who made an out may be used as a courtesy runner for the pitcher or catcher when there are two (2) outs in the inning.
- 1.5.9 Bunting is only allowed off the player-pitcher. No bunting off the coach-pitcher.
- 1.5.10 No slash hitting. (showing bunt, pulling back and then swinging). Players will be called out on the first slash attempt.
- 1.5.11 INFIELD FLY RULE is in effect.
- 1.5.12 DROPPED 3RD STRIKE RULE is **NOT** in effect.

1.6 COACHES RESPONSIBILITIES

- 1.6.1 Defensive coaches are not allowed on the field.
- 1.6.2 Coaches for the team batting are to be located within the designated coaches' boxes at 1st base and 3rd base.
- 1.6.3 The coach pitcher must not interfere with the defensive player's attempts to field a batted ball. The coach pitcher must immediately leave the field of play once the ball is put in play.
- 1.6.4 If the coach pitcher interferes (intentionally or unintentionally) with the defensive team's ability to field the ball or make a play, then the offensive player will be called out by the Umpire.