

Mid-Cities Softball Interlock Softball Rules
(10U K 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 for 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. Teams will bat their entire lineup.
- 1.3.3 Both team's coaches must provide their line-ups to the opposing team prior to the first pitch. There are no playing or rotation requirements for fielders.
- 1.3.4 Fielders must attempt to make plays with overhand throw. Intentionally rolled balls will result in the runner being called safe.
- 1.3.5 Player substitutions must be in accordance with Mid Cities Interlock General Rules of play.

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 the pitching process (leaving early) is not permitted and the runner will be called out.
- 1.4.2 Base runners may attempt to steal any base upon the ball leaving the hand of the pitcher.
- 1.4.3 **Stealing home or advancing home on wild pitches / passed balls is allowed.**
- 1.4.4 Base runners are allowed to advance multiple bases on overthrown balls, at their own risk, during a steal attempt until the ball is in possession of the pitcher (who is in the pitching circle) and not attempting to make a play on the runner.
- 1.4.5 Time will be declared by the umpire and play is stopped once the ball is in the possession of the pitcher with at least one foot in the pitching circle and no play is being made on the runners.
- 1.4.6 On a batted ball (in play), all base runners may continue to advance at their own risk until the ball is in possession of the pitcher who is in the pitching circle. Once the 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.
- 1.4.7 **LOOK BACK rule is in effect.**

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1.5 PITCHING / HITTING

- 1.5.1 There are no pitching limits for a pitcher in a game. There is no coach pitching in 10UK.
- 1.5.2 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.
- 1.5.3 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.
- 1.5.4 Bunting is allowed.
- 1.5.5 No slash hitting. (showing bunt, pulling back and then swinging). Players will be called out on the first slash attempt.
- 1.5.6 **INFIELD FLY RULE is in effect.**

1.5.7 DROPPED 3RD STRIKE RULE is 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.