



DEEP RUN VALLEY SPORTS ASSOCIATION 2024 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).
3. 3 outs or 5 run rule per half inning.
4. Games are 6 innings long; However, no inning can start after 90 minutes.
5. Pitcher can throw two 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.
6. No player should sit more than one inning. Players can only play the same position for a maximum of two innings.
7. Standings will be maintained. Home team MUST report score to Division Director (TBD).
8. No dropped third strike.
9. No infield fly rule.
10. Stealing of second base OR third base only. May not steal home. 5 max steals per half inning.
11. 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.
12. NO WALKS. After Ball 4, 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).
13. Coaches that come in to pitch MUST stay within the circle to pitch.
14. Players must play at least one inning out of every three innings in the infield.
15. Batter can continue to hit or elect to take first base in the event of being hit by a pitch. 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.
16. All batters/runners must wear an approved helmet at all times with a chin strap and face guard.

17. No throwing of bats is permitted. 1 warning will be issued; further infractions will result in the ejection of the player.
18. Advancement by runners on overthrows are at their own risk! No advancing to home following an overthrow on steal of third base.
19. 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.
20. Home team to provide volunteer umpire and two game balls. Home team preps field, Away team rakes/drags field following game. **No arguing with umpires!**
21. All pitchers and first and third basemen must wear a defensive mask for protection!
22. All bats must be ASA/USSSA approved. No warmup swings unless supervised by coach.

All Teams will play a total of 12 games.