

**Softball 10U Supplemental Rules**

NOTE: Any rules not specifically addressed below are governed by the official Little

League rules.

• Time limit: No new inning may begin after 1:45.

• Pitching: Modified Player / Coach pitch. No walks: After ball four, the coach may

finish pitching to the batter and will get a maximum of 2 pitches. A batter still only

gets 3 strikes. Two weeks

• Runs: 5 runs max per half inning

• Batting Lineup: Continuous Batting Order (A Continuous Batting Order places all available, eligible players in a simple roster based on batting order.)

• Steals: No Stealing home base for at least the first half of the season. At that

point, we will reassess and let managers know when stealing home becomes

allowable. No steals on an overthrow to the pitcher from catcher.

• “Make A Play” Rule. The runner is only allowed to advance one base on an

overthrow. (For example, if a hit ball is fielded and thrown to the 1st baseman

and she misses the ball, the runner is only allowed to take 2nd base on the

overthrow. This rule applies to every base. Exception: If the ball is missed and

then thrown again to attempt to make an out at the next possible base and

overthrown, the runner may proceed to the next base.)

\*All other rules will be governed by Little League International Rule Book, including only

allowing for the 9 players on the field