



**2024**  
**10U/12U SCAP RULES**  
**(HANAHAN/NORTH CHARLESTON/GOOSE CREEK/ST. ANDREWS BY-LAWS)**

The SCAP Softball rule book except where noted below will govern all games.

**Playing Field:**

1. Baselines will be sixty feet (60') in length
2. Pitcher distance will be thirty-five feet (35') for 10U and forty feet (40') for 12U, from the front side of the plate to the point of home plate.
3. Pitching Circle 8' Radius – Rubber centered in circle
3. Pitchers Innings Per Week: No Restrictions
4. Face shield is required for 10U infielders, and recommended for 12U infielders.

**Regulation Game:**

1. Both teams have completed six innings and the visiting team has scored more runs than the home team.
  2. The home team has scored more runs after five innings than the visiting team has scored after five innings.
  3. 10U – If a team is ahead by ten (10) or more runs after 3 innings of play or 2-1/2 innings, if home team is ahead, the game will be called and considered a complete game. SCAP Tournament play: 12 after 3, 10 after 4 innings played.
  4. 12U - If a team is ahead by ten (10) or more runs after 4 innings of play or 3-1/2 innings, if home team is ahead, the game will be called and considered a complete game. SCAP Tournament play: 12 after 3, 10 after 4, 8 after 5 innings played.
  5. The game shall be a regulation game after one hour and thirty minutes. There will be a fifteen (15) minute grace period for the first game. **First Game only: The clock begins at the scheduled game time.**
  6. Game time is one hour and thirty-minute time limit. No new inning may start with **10 minutes remaining**. Innings in progress will be completed if needed to determine winner. Only exception will be a tied game. (See tie breaker below)
- Tie Breaker rule:** Tied games after regulation time has expired can play extra innings by using the following: Place the last batter of the last inning on second base and complete inning as needed.
7. One team has mathematically reached the point that the other team cannot win the game, the game shall be ended. The game will end in a tie if the game is still tied after one extra inning.

**The Game:**

1. There will be ten (10) players on defense for 10U, and 9 players on defense for 12U, with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher.
2. The offensive team will be made up of the entire team roster. Offensive Innings: Will consist of ten (10) batters maximum or three (3) outs, whichever comes first. All players present will be listed in the scorekeeper's line-up by name and number and will bat in the designated batting order from the start of the game. Players arriving late will be added to the end of the batting line-up. When the 10<sup>th</sup> batter bats then there will automatically be 2 outs, after the 10<sup>th</sup> batter makes an out or the play has ended, the inning is over. All players will bat whether they are playing defense at that time or not. **ALL PLAYERS MUST PLAY THREE (3) CONSECUTIVE OUTS ON DEFENSE.**
- 2a. **There is no minimum playing requirement in SCAP All-Star play.**
3. An inning shall be ended with the third (3<sup>rd</sup>) out or end of play of the tenth batter in that inning.

4. End of play on the tenth (10<sup>th</sup>) batter shall be interpreted to be when an out is recorded on the batter or any base runner on base at the time the tenth batter bats or the umpire declares the ball is dead. When the tenth batter steps to the plate and takes her position in the batter's box at that point two (2) outs will be called even though the batting team may in fact not have any outs. If the **10<sup>th</sup> batter walk(s) or is hit by a pitch, they advance two bases and all base runners advance only if forced. You may not intentionally walk the 10<sup>th</sup> batter.**
6. A team may start with eight (8) players with no penalty. Anything less than eight (8) will result in a forfeit. If forfeiture is called and both head coaches agree to play a game, then a practice game can be played. The forfeit game will still count officially.
7. In-field fly rule will be in effect.
8. Each team roster may consist of one (1) manager and two (2) coaches.
9. The offensive team is allowed one (1) time out per batter. The defensive team is allowed two (2) timeouts per inning. Requesting anything over will result in an out being called. The defensive team would be penalized with an out their next time at bat.
10. Any coach or player ejected from a game will serve a minimum one (1) game suspension which will take effect at the next game played by their team and is subject to more if found needed for the ejection by the Athletic Directors and or league commissioner. If a coach is ejected a second time in the same season, he/she will be suspended for the remainder of the season. **\*All-Star tournament play: A coach/player who is ejected and honors the ejection will not be subject to a game suspension.**
11. The umpire will warn both team managers, prior to the game, about batters who sling their bats. One (1) warning will be given to each team during the game, whose player slings their bat. **Once a warning has been given each player who slings her bat shall be called out. Note: When a warning is given, the official scorer will record warning in the official scorebook.**
12. Coaches are required to wear their coaches' shirt if one is supplied by their recreation department. Teams must shake hands after each game. Coaches, players and parents must show good sportsmanship before, during and after each game.  
**NOTE: Coaches must make sure that his/her parents and players are respectful towards the umpires and the opposing team**
13. NO METAL CLEATS

#### **Base running:**

1. The base runner may steal when the ball crosses the plate (10U) and when the ball is released by the pitcher (12U). **In All-Star play, both 10U/12U will be able to steal after the pitch is released.**
2. The base runner may advance on a wild pitch or passed ball.
3. No Headfirst slides, unless sliding back to a base
4. No "slashing" (showing bunt, then swinging away)
5. Slapping is allowed

#### **Batter Rules:**

1. Batting helmets must be worn and must have faceguards.

#### **Pitcher Rules:**

1. Intentional Walk (12U Only): If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.
2. 10U ONLY – After 3 (intentional or not) base on balls or hit by pitch at bats in an inning, a Coach Pitcher must enter the game to finish inning. Player pitcher may return the following inning.

#### **Eight Foot Radius:**

The eight foot radius circle will be drawn around the forty foot (40) pitchers plate distance.

**The Recreation and Parks Departments reserve the right to amend any rule as deemed necessary for the improvement of this program.**