

## THE BASICS

- NO sunflower seeds, chewing gum, tobacco, or alcohol products.
- NO bikes, hoover boards, scooters, roller blades, skateboards, etc.
- NO metal spiked shoes of any kind allowed on the turf.

## AGE REQUIREMENTS

- For the 10U division, a child must not turn eleven (11) prior to January 1, of the current calendar year.
- If the player's age is disputed and it is determined that the player is not age-eligible or not listed on the official team roster, the game will be declared a forfeit. The head coach could be subjected to disciplinary action as determined by the league.

## MISCELLANEOUS

- Elk City 10U coaches may pick one assistant coach prior to the player draw.
  - Only the coach's children are allowed to be automatic players on the team prior to the draw.
- For insurance reasons, the dugouts are restricted to current team players and coaches with completed, up to date background checks. Absolutely no others will be allowed in the dugouts.
- All rosters will have to be approved by the Elk City Softball Board.
- If your team roster does not follow OK KIDS team formation rules you will not be allowed to play in the state qualifier tournament.

## REQUIRED EQUIPMENT

- A batting helmet with a facemask is required for all batters.
- Facemasks are required for infield positions.
- 10U fast pitch will use the 11" ball.

## THE FIELD

- The pitching rubber will be set at 35' from home plate.

## THE GAME

- All rules for OK Kids softball will be used with the following exceptions:
  - All league games will consist of 5 innings, time limit (65 minutes), or the run rule. A timer will be used to keep the time and will be started by the umpire in charge of the game.
    - No new inning after 60 minutes.
    - Each game will last until all innings are played, or the designated time has expired, or the run rule has been met.
  - Run Rule
    - 10 after 3
    - 8 after 4

## THE GAME CONT.

- The time limit CANNOT expire between innings.
  - For example: If the home team makes the third out before the time expires, regardless of how much time remains, the next inning will be played. No delay allowing the time to expire will be allowed.
- Each half inning will be played until there are three outs or the team batting has scored six runs.
- In the event of an injured player, the timer will be stopped and will be started again when play resumes.
- Only one defensive coach will be allowed on the field at a time and must stay within five feet of the dugout.

## BATTING

- There will be no walks in the 10U age division.
- Only one (1) base per pitch and runners cannot steal when the coach / pitcher is pitching.
  - Example: The runner may not advance to 3rd base when the catcher makes and overthrow to 2nd on an attempted steal.
- The batter either hits or strikes out, there are no walks.
- If a pitched ball from the player pitcher hits a batter and the batter makes an attempt to get out of the way of the pitch, the batter will be awarded 1st base.
  - If, in the umpire's discretion, a pitch that hits a batter who does not attempt to get out of the way, intentionally moved in front of the pitch, a ball will be called on the batter and no runners will be allowed to advance.
  - If the batter moves in front of a pitch that is in the strike zone, a strike will be called on the batter and no runners will be allowed to advance.
- In league play only, the batter will be allowed to run on a dropped third strike by the player/ pitcher only.
  - The batter will not be allowed to run on a dropped third strike by the coach / pitcher.
- In the qualifying tournament, the batter will not be allowed to run on a dropped third strike by either the player / pitcher or the coach / pitcher (THIS RULE IS SUBJECT TO CHANGE ONLY IF OK KIDS CHANGES IT IN THEIR RULES).
- Batter may bunt off the player / pitcher only.
  - Bunting will not be allowed off the coach / pitcher.

## PITCHING

- Modified Pitching Rule
  - The player / pitcher will pitch to each batter until she strikes out or until she has four balls on the batter.
  - If a player / pitcher throws four (4) balls to the batter before she strikes out, the coach / pitcher will enter and pitch the remaining strikes to the batter, up to a maximum to two (2) pitches.
    - Example: If the batter has a count of 4 balls and 2 strikes, the coach / pitcher will pitch on pitch to the batter. If there is one strike or less on the batter the coach / pitcher will pitch two pitches to the batter.
  - The coach pitching must make a fast pitch throw and not a slow pitch throw.

## **PITCHING CONT.**

- The coach pitcher must have one foot in contact with the pitching rubber when the ball is release to the batter.
  - Penalty - Any pitch that does not follow this rule will count against the batter as a strike, and will be ruled a dead ball immediately and no runners will advance.
- Each half inning will be played until there are three outs or the team batting has scored six runs.
- 10U fast pitch will use the 11" ball.
- In the event of an injured player, the timer will be stopped and will be started again when play resumes.

## **CODE OF CONDUCT**

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

**AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.**

## **CONCUSSION PROTOCOL**

Our commercial insurance carrier requires us to have a concussion protocol in place should an injury ever occur where a concussion is suspected or even a remote possibility. Here is our policy:

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our office should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact our office at 580-374-4332.