

CADET (10U) Rules

**** USSSA rules to be followed with the exception of the rule modifications listed below.****

FIELD SETUP

- 1) The bases are 60 feet apart (instead of 55')
- 2) The pitching distance is 35 feet and is determined from the back point of home plate to the front of the pitching plate.
- 3) The pitcher's circle is 16 feet in diameter.
- 4) The pitching machine shall be setup with the front legs on the back of the circle. The ball shall come in as flat as possible at a speed of 32-36 mph.
- 5) All fields need to have running lanes going to First base.
- 6) No buckets or stools on the field during play.

PLAYING EQUIPMENT

- 7) Cadets play with an 11" optic yellow softball with a 0.47 core and 375 lb compression
- 8) Bats must be stamped with USSSA certification seal but does not have to be the most current stamp.
- 9) All batting helmets must be equipped with a facemask.
- 10) Chin straps and field masks will be mandated by each rec league.
- 11) No steal cleats

GENERAL GAME RULES

- 12) Games are 7 innings or 90 minutes whichever comes first, but once an inning has started it must be finished.
- 13) An official game is three (3) innings if called for weather (which is determined at the discretion of the umpire). If the home team is ahead in the bottom of the third (3rd) inning it is official.

14) In all divisions, the offensive team shall be limited to seven (7) runs or three (3) outs per inning, whichever comes first.

15) Home team will supply 1 USSSA umpire for home plate (must be in full gear and behind home plate at the time of the pitch) and any other person for the field if the home plate umpire wants someone on the field.

16) A team roster consisting of players first name, last name, number, and official batting order shall be presented before the start of each game to the coach of the opposing team.

17) All players will be listed on the batting order and will bat in that order. Any late arrivals to the game will be added to the end of the roster (batting order). Any batter batting out of order or skipped, not due to injury during current game, will be counted as an out. There is free substitution on defense. Any player skipped will sit out 6 consecutive outs.

18) Teams shall field no more than 10 players for the Cadet division with no fewer than 8. As long as 8 players can be fielded, there shall be no forfeit or rescheduling of the game. Teams fielding less than 10 players will not be penalized with outs at the empty spots in the batting order. There is no max number of players that can be on a team, only a max number of fielders, and all players on the team shall be listed on the batting order.

19) Alternates Rule:

- During Regular Season – team can use alternates to bring the team up to 10 players, and alternates have to be added to the bottom of the batting order and play in the outfield.
- During Tournament Play – team only can use alternates if they cannot field 8 players. Alternates can only fill the roster up to 8 players, and they have to be added to the bottom of the batting order and play in the outfield.

20) All play will stop upon injury to player.

21) The go ahead rule is as follows:

- 12 after 3
- 10 after 4
- 8 after 5

22) Regular season games will end in a tie if the time limit is up and the home team has batted. The tie breaker rule will only be in effect for tournament play and will be as follows:

The last batter from the previous inning will go to second base and become a base runner. The next person in the line-up will bat and will continue to go through the line-up until three outs or seven runs have been scored. The opposing team will do the same until one team goes up by at least one run. You do NOT start with any outs.

PITCHING

23) Pitching distance is 35 feet.

24) Pitcher must start with both feet on the rubber. No crow-hop.

25) Pitchers in the Cadet division are limited to 3 innings. If a pitcher throws 1 pitch within an inning, they are considered to have thrown 1 full inning.

26) Pitching machine takes over for live arm pitching once the count reaches 4 balls.

27) Each team will provide their own pitching machine operator.

28) Pitching machine can only be adjusted at the bottom of the inning unless coaches agree that machine needs to be adjusted sooner due to safety concerns or if there was a major hit to the pitching machine.

29) The player pitcher must have one foot within the pitcher's circle and shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitching machine.

30) The pitching machine operator shall not interfere with the play of the ball. Should the pitching machine operator interfere with a batted ball intentionally, the batter shall be declared out. If the pitching machine operator is hit by the ball unintentionally it is a dead ball and the batter is awarded first base. All other runners advance if forced.

31) Pitching machine operator can only coach the batter until she touches first base. After that point she becomes a runner, and the operator cannot coach her any further. The pitching machine operator cannot coach any base runners on the field. In the event that the pitching machine operator is coaching a base runner the runner nearest home plate will be declared out.

32) A defensive player shall not give the ball to the pitching machine operator until all play is dead. (Please instruct your operators to keep their hands down so a child does not make an attempt to give it back to the operator prior to play ending.)

FIELDING

33) All defensive players, with the exception of the catcher; who must be in the catcher's box, shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitcher or pitching machine. If a defensive player crosses the imaginary line before the ball is released from the pitcher or pitching machine, the batter will be awarded first base. If first base is occupied, runners will advance one base if forced.

34) Pitcher position must start with one (1) foot in the circle and behind the rubber until the ball is released from the pitching machine.

35) All outfield players must start with both feet in the grass and remain in the grass until the ball is put into play. If a violation occurs there will be one warning issued to each team per game. On the second offense the batter will be awarded first base.

36) Dead ball

- Umpire throws Time when ball is dead.
- Play is dead if batted balls hit the pitching machine or pitching machine operator as long as the operator was not intentionally causing interference with the batted ball. Runner gets 1st base, and all other runners advance 1 base if forced.
- Any ball that gets trapped under machine/within legs is a controlled dead ball. Runners advance 1 base if forced.
- Any thrown ball that hits the pitching machine is a dead ball and runners get the base that they are going to.

37) Infield Fly Rule applies.

38) Team has 2 time outs per inning to visit the mound. On the 2nd time out/visit to the mound coach has to pull the pitcher.

39) There is no Overthrow Rule in Cadets

BATTING

40) Any ball touched by the bat while the batter has a foot outside of the batter's box or touching home plate, when batter makes contact with the ball, the batter is out.

41) Bunts are when you square up, not moving, and hands are apart. Slapping is when hands are positioned together on the bat and/or the batter is moving.

- Bunting is allowed off of live arm pitching and machine pitching.
- Slapping is not allowed and batter is out.
- If 3rd strike bunt goes foul the batter is out.
- Batter must pull back to avoid a strike.
- Batter cannot show a bunt then pull back and swing. This is considered slap hitting and is not allowed. If the batter slap hits the batter is out.

42) If a live arm pitch hits a batter, whether the batter attempts to move out of the way or not, the batter will get a walk and advance to first base. Base runners will only advance if forced.

43) If a machine pitch hits a batter, the ball will be declared dead and no advance of the batter or base runners will be allowed.

44) A batter will receive live arm pitches until they have put the ball into play, struck out, or have received four balls. At the time they receive four balls what they do not have in strikes they will receive from the pitching machine. i.e. 4 balls 2 strikes. The girl would get 1 ball from the pitching machine. 4 balls 1 strike they would get 2 balls from machine and 4 balls 0 strikes they would get 3 balls from the pitching machine.

45) The batter can still foul off the last pitch an unlimited number of times unless it is a bunt.

46) It is at the discretion of the umpire as to whether a pitch out of the machine is hittable or not. If a girl does not swing at a ball from the machine that is above or below the strike zone the umpire can declare no pitch and the batter will receive another pitch from the machine and all base runners must return to the base they were at the time of the pitch.

47) If batter is injured during the current game she can be skipped as a batter without taking an out.

BASE RUNNERS

48) On live arm pitch, runners can lead off the base when the pitch crosses the plate, but they cannot steal. If the catcher tries to make a play on the runner leading off, at any base, it then makes it a live ball and runner can advance or go back to the base they were occupying on the last pitch. The runner can only advance 1 base max. If a runner is on third base and the catcher attempts a play a runner leading off the runner on third can attempt to score. Runners cannot bait the catcher into throwing the ball.

49) On pitching machine pitch, runners can steal max of 1 base per pitch once the ball crosses the plate. This applies to runners on first and second base only. Runners on third base cannot steal home and score.

50) Pinch runners are only allowed for a girl on base upon injury during the current game play. The furthest person in the line up, or last person out can then be used.

51) Sliding is not required at any base. Runners should attempt to avoid contact where possible. Catchers and fielders cannot block the base.

52) Hesitation Rule - If the runner stops on the base and the pitcher is in the circle in control of the ball not attempting to make a play the runner cannot advance to the next base. If the runner does not stop or hesitate (umpire's discretion) she may keep advancing to the next base(s) even if the pitcher has the ball in the circle. Runner cannot bait the pitcher into throwing.

53) Each team shall be permitted to station two coaches on the field. Coaches must remain in foul territory and may not in any way interfere with any play or player. Coaches cannot touch a runner. If an offensive coach violates this it is an automatic out for the runner.

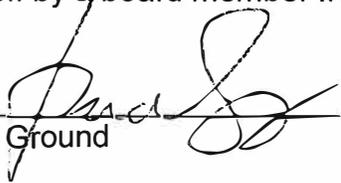
CODE OF CONDUCT

54) Coaches are responsible for the conduct of themselves, other coaches, their players and the spectators.

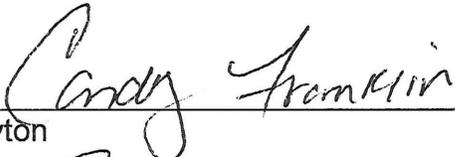
55) Any coach, assistant coach, umpire or attendee that is ejected will be reported and documented to their respective boards. If you fail to appear before the Board any child you are associated with will not be allowed to play until you have appeared before the board.

56) The home plate umpire has the final decision on regarding all rules and plays.

Sign-off by a board member from each league:


Battle Ground Date: 4/7/19


Cole Date: 4/7/16


Dayton Date: 4-7-19


East Tipp Date: 4-7-19


Mulberry Date: 4/7/19


Southwestern Date: 4/7/2019


Wea Date: 4/7/19