



LADYHAWKS

CITY OF TEMPE PARKS & RECREATION

LADYHAWKS 10U MACHINE/COACH PITCH SPRING 2026 LEAGUE GAME MANAGEMENT RULES

GAME MANAGEMENT

All leagues will play under NFHS rules that do not appear or have not been amended by this edition of the LadyHawks Softball Rules. Tempe Parks and Recreation reserves the right to **change or introduce new rules** for the improvement of the LadyHawks Softball Program.

PROOF OF AGE, REGISTRATION & ELIGIBILITY

1. Registration must be on file in the Recreation office.
Birth Certificates must be surrendered within 24 hours upon request. Coaches are responsible for verifying that the players are eligible to play in the correct age division. Coaches will be sanctioned if players are out of age range. Exceptions may be allowed upon approval from league administrators.
2. Registration and Birth Certificate: Must be on file and signed by a guardian before the participant can practice or play.
3. **Child must be registered at age as of January 1, 2026.**
4. Player eligibility issues will not be solved on the field – the game should continue.
5. A request to show verification of age will be required to be given to the Recreation Coordinator or representative within 48 hours of request.

PLAYING TIME/ELIGIBILITY

1. Each player has the expectation to play defensively at least ½ the game.
2. **Players must have appeared in 50% of the games in order to be eligible for the post season tournament.** Coaches using ineligible player(s) may: lose dugout privileges, forfeit games, be eliminated from tournament play and/or banned from future league participation.
3. *Tournament* playing time may be based on the skill level of the player.
4. **No roster additions after March 30, 2026.**

UNIFORM

1. Shirt/Team Jersey

All players on a team shall wear the LadyHawks (issued) team shirt & visor, EXCEPTION: Teams may wear their own uniforms if they fall within the guidelines of pants, sliding shorts, and shin guard.

- b. Players *must* wear the team shirts *tucked in*.
- c. Numbers must remain visible.
- d. If a player does not have a team uniform the head coach must consult with the site supervisor and home plate umpire prior to the start of the game. The umpire will deem if the participant is properly dressed for game activity.
- e. There may be identical jersey numbers.

2. Headwear / Socks

- a. Handkerchiefs do not qualify and cannot be worn around the head, neck, arm, or leg.
- b. Bandanas of any color are NOT allowed. There cannot be any loose or hanging “flag- like” material hanging or flapping from any part of the uniform, socks, shoes.

3. Pants

- a. Players must wear pants.
- b. Pants must be long if player does not have slider shorts or slider shin pad and can be mixed in style and color.
- c. Sliding shorts and protective pads are strongly *recommended* for all players.

4. Undershirts

- a. Player’s undershirts, if worn, may be mixed in style and color

5. Jewelry

- a. No jewelry may be worn. (Newly pierced ears may be covered with tape only if it is stud earring, no larger than .25 carats.)
- b. All other jewelry (chains, charms, bracelets, bandanas etc.) must be removed and may not be worn during the game.
- c. No gauged earrings will be allowed.

6. Shoes/Cleats

- a. Only rubber-soled cleats are allowed in the 10U league.
- b. **METAL CLEATS ARE NOT ALLOWED ON ANY TEMPE FIELDS**
- c. Players wearing metal cleats will be asked to switch to rubber cleats or asked to sit out for the entire game.

HELP KEEP OUR FIELDS IN GOOD CONDITION. NO SUNFLOWER SEEDS, PASTACHIOS OR ANY “SHELLED” SNACKS ALLOWED. THEY WILL RUIN AND POLLUTE OUR TOPSOIL

PRE-GAME

1. All players must be registered, with signed waivers by a parent or legal guardian, with the City of Tempe before they can *practice or play*.
2. Teams may be forced to forfeit until all players are officially registered.
3. Temporary tattoos or ink pen markings are not permitted.
4. Line-up cards: Ten minutes before game time submit a line-up card to include FIRST AND LAST names, UNIFORM NUMBER, and substitute players.
5. Warm-up WILL BE KEPT TO A MINIMUM.
The second game on the schedule will not have time for infield/outfield pre-game warm up.

FIELD/BALL DIMENSIONS - MACHINE PITCH

Field: Bases – 60’ Pitching – 35’

Ball: 11” Ball

(Faulty game dimensions will be corrected immediately upon realization – ASA rule.)

GAME TIME

1. Program days:
 - a. Monday/Wednesday: 6-7:30pm
 - b. Saturday: 8:00 am, 9:30am, 12:30am
2. Each game will be 6 innings or called by time (70 minutes).
3. A game is considered complete at the completion of 3 innings unless time has expired.
4. SEE FORFEIT/MINIMUM PLAYER DETAIL if a complete team is not ready at game time.
5. **Make-up games will ONLY be scheduled if field space and staffing permits.**

OFFICIAL TIME

1. The Site Supervisor or umpire will keep the official game time.
2. The 70-minute game timer will start after the umpire yells “Batter up” or “Play Ball” to the first batter.
3. The timer will be set for 70 minutes. At the 70-minute mark (the buzzer goes off) the current inning will be finished. The home team is always allowed to have the last bat, unless ahead at the conclusion of the visitors’ last bats. The beginning of the next inning takes place at the simultaneous completion of the last out of the previous inning.
4. Games should average 1.5 hours (90 minutes) each.

FORFEITS/MINIMUM PLAYERS NEEDED

1. Teams may have 8 players to start and continue a game.
2. A game may start if one team has at least 7 players. The team with 7 players automatically, if they are not already, becomes the visiting team. For the game to continue the 8th player must arrive prior to 3 outs being achieved, OR 6 runs having been scored, OR in time to bat in the 8th place in the batting order. If the 8th player does not appear, the game is a forfeit, and the teams may continue play as part of the 2 inning scrimmage (refer to point #4).
3. If both teams have fewer than 8 players, the game is a double forfeit BUT TEAMS WILL PLAY a full game.
4. The 8th player and any subsequent players that show up to play can only be inserted at the bottom of the batting order – using the “every player present” batting order, IF the team has not already batted through their lineup once. Players may not be added to the bottom of the batting order if they show up after their team has already gone through their batting lineup once.
5. Forfeited games will go in the book as 6-0. Teams will play a GAME, with umpires. Teams will STILL PLAY a game, up to an hour long, and “borrow” defensive players to fill the field. The team with the full team will be credited with the victory.

SCORING

1. TO START EACH GAME, THE FIRST TIME THE VISITORS COME TO BAT, THEY WILL BE ALLOWED A MAXIMUM OF 6 RUNS. ALL TURNS AFTER THAT, INCLUDING THE FIRST TIME THE HOME TEAM COMES TO BAT, THE TEAM WILL BE ALLOWED TO SCORE AS MANY AS IT TAKES TO TIE (the current score) PLUS SIX (6) RUNS. There is no “continuation rule” for runners coming home after the six-max run is reached. After the sixth run scores (that is: allowing as many runs as it takes to tie plus 6), the other team will come to bat regardless of the number of outs in the inning.
2. Teams are limited to 6 runs per inning after reaching a tie score or if ahead by any number of runs.
3. In the bottom of the last inning the home team only needs to score as many runs as needed to tie plus 1 run.

RUN RULE / RUN LIMITS

Teams ahead by 18 runs, after 3 complete innings OR 60 minutes minimum of play, will be declared the winner and all game activity will end.

TIED GAMES

1. Regular season games tied at the end of the end of 6 innings OR time expires (with the home team completing their last at bats), will be recorded as a tie (count as $\frac{1}{2}$ win).
2. Tied games during tournament games will be governed by international tie-breaker rule – LadyHawks’ modified: a runner is place on second base, and regular full innings are played until the tie is broken, including home team getting their last bats.

BASE RUNNING / STEALING

1. Stealing second, third and home is NOT allowed in 10U Coach/Machine pitch Division.
2. Runners are entitled to “lead-off” when the ball leaves the pitcher’s hand.
3. Penalty for leaving contact with the base early: ball is dead and the base runner is out.
4. Pinch/courtesy runners may only be used for an injured player OR, for a catcher when they need to prepare for the next inning. The pinch/courtesy runner will be the player that made the last out.
5. Drop 3rd strike will NOT be in effect in 10U Coach/Machine Division.
6. BALLS THAT ROLL PAST THE CONES IN THE OUTFIELD WILL BE PLAYED AS A GROUND RULE DOUBLE and the batter will be awarded 2 bases with any runners advancing 2 bases as well. Balls that past the cones on a fly will be counted as a home run.
7. Only ONE BASE is awarded ON AN OVERTHROW (the base that the runner is going to plus ONE) unless the defensive team makes an attempt to get the runner out and subsequently makes another overthrow. The runner can then be awarded another additional base.

BATTING

1. The 10U coach/machine pitch leagues must bat “every player present”. When batting “every player present,” unlimited defensive substitutions are allowed.
2. Players arriving after the game starts must be added to the bottom of the batting order.

3. Using the “every player present line up,” when a player leaves the game for any reason other than injury, the position in the batting order is an automatic out, but only the first time. To emphasize, after going through the lineup once, the vacated position will be passed over with no further penalty.
4. Batting out of order is an appeal play that may be made only by the defensive team. Even though LadyHawks provides an official scorekeeper, it is up to the defensive team to bring any possible “batting out of order” scenario to the attention of the umpire. If it is found that the team has batted out of order, the player is recorded as an out and removed from play for that at-bat. If the team committing the “batting out of order,” discovers the issue, they may replace the batter with the correct batter without penalty.
5. Warm up swings are NEVER PERMITTED in the dugout.
6. The batter will receive pitches from the machine worked by a LadyHawks staff or with their respective coach, will load the machine. One plate umpire will call balls and strikes as usual. Batters will need to determine pitch as in regular softball.
 - a. The batter is out on a third strike whether caught or uncaught.
 - b. There shall be no Base on Balls (walk) awarded (no more than 6 pitches).
 - c. Batters hit by a pitch will be awarded 1st base.

PITCHING

1. The 10U coach/machine pitch league is a developmental division. It serves as a pivotal point in a young athlete’s mind of whether to keep playing or stop. This Division will be machine/coach pitch.
2. Pitching Machine - the pitching machine shall be set as follows:
 - a. Distance for center of the machine shall be thirty-five (35) feet. Speed for the machine shall be set between 37-40 for 8U/10U, or mutually agreed upon settings.
 - b. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly.
3. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base.
4. The player pitcher must have at least one foot in the pitcher’s circle when the batter’s coach is pitching. No other defensive players may be positioned inside the pitcher’s circle at the same time. The outfield is defined as the turf area on a regulation sized youth field or at least 10 feet beyond the baselines for other playing surfaces. At the start of the pitch, one player shall be in the pitcher’s position on either side of the pitching machine with one foot on the sideline of the 16-foot diameter circle. The pitcher cannot leave their position until the ball comes out of the machine.

CATCHERS

1. Catchers must wear all protective gear (chest protector, throat guard, mask and helmet) during the game, during any warmup or during any practice.
2. No player shall receive a throw in the crouch position without wearing full protective gear. Players will be asked to put full protective gear on first, and coaches will receive a warning on the first offense. If this continues after the first warning, the coaches may receive further punishment at the discretion of the league supervisor on-site and the umpire.

UMPIRES

1. Any Umpire’s decision, which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe, or out, is final. If there

is a reasonable doubt about some decision conflicting with the rules, the head coach may ask that the correct ruling be made. The Umpire making the decision may ask another Umpire for information before making a final decision. **The use of videotape by game officials for the purpose of making calls or rendering decisions is prohibited.**

2. Issues or concerns about the performance of a Sports Official can be prompted by a coach, parent, or Tempe Recreation Services. All complaints about Tempe Sports Officials are taken seriously and will be reviewed by way of the following procedures.
 - a. Follow-Up by Tempe Community Services-Youth Sports
 - b. Potential Action
 - c. Input/Responsibility

STANDINGS AND AWARDS

1. League standings will be kept.
2. Tournament seeding will be best -worst record. In the event of a tie, seeding will be based on a. head to head competition, b. least number of runs allowed during the match ups between the two teams, not the league schedule, c. flip of the coin.

POST SEASON TOURNAMENT

1. There will be a double elimination tournament for each division.
2. Every team playing in the league must commit to the tournament schedule. As always it is subject to change.
3. Tournament winners, 1st and 2nd will receive famous City Tempe LadyHawks' award t-shirts.
4. Under no circumstances should coaches collect money from team families for parties and/or awards.

COACHES NOTES

1. Coaches ejected from a game must meet with the recreation coordinator in charge of the program before being allowed to return and resume coaching duties.
2. Any coach choosing to sit on a bucket or stand outside the confines of the dugout does so at their own risk. Coaches must stay within an "arm's length" of their dug out or be subject to ejection.
3. Any coach that has any type of confrontation with umpires, spectators or league representative, that results in ejection from the playing area must meet with League Coordinator before being allowed to attend any consequent games.

GAME NOTES

To optimize playing/game time please orient your teams to the following guidelines:

1. There will be 1 minute between half innings.
2. Defensive team gatherings are NOT ALLOWED - the time will come out of the team's warm-up minute.
3. Use a courtesy runner for the catcher. Courtesy runner is the player that has the last recorded out. If no outs have been recorded, it will be last run scored.
4. Try to have a coach warm-up the pitcher while the catcher gets ready.
5. The home plate umpire may control repeated offensive and/or defensive conferences by a coach to their players, if the umpire thinks time is purposely being wasted. The umpire will first issue a warning then disqualifying (throwing out) the coach/manager. This rule is written to make sure no team tries to run out the game clock out unnecessarily.

PROTEST

1. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire.
2. There will be no recourse or relief on issues involving the misinterpretation of a playing rule.
3. The leagues will operate with the understanding that players, coaches, and umpires can and will make mistakes. In the case of the umpires, we will review the events and use the results to make changes or use them as a teachable moment for the umpires and staff.
4. The expectation of the coaches is that they may make an inquiry about a call. If the question is not resolved to their satisfaction, they should drop their concern, continue the game with no further disruption and call the league coordinator within 24 hours of game time.

A FINAL BUT IMPORTANT NOTE:

In the event of any rule question or cases not covered in the LadyHawks Softball Guide Handbook, the Recreation Coordinator shall have the authority to institute new rules or to change rules, to maintain the continuity of the "LadyHawks Fast Pitch Softball Program.

FIELD SPORTS HOTLINE: 480-350-5293

In the event of inclement weather, please check the Field Sports Hotline number. We update the recorded message starting at 3:00p and then in 30 minutes increment when harsh weather is approaching. Make sure all your parents have this number. *Always assume we are playing.* Weather in the desert is fickle. It can be storming in South Tempe and be clear as a bell in North Tempe. It is NOT unusual to cancel the 6:00p game but PLAY the 7:30pm game. We will make every effort to reach you via your emergency contact number either from my office or my cell phone. Please make sure you give us a number in which you can be contacted in an emergency, or at the last possible moment in case of game cancellation.

LadyHawks' Fast Pitch Softball Staff

Summer Duran, Program Coordinator

Office: 480-350-5267

Cell: (602) 897-0559

Email: summer_duran@tempe.gov

PRACTICE FIELD INFORMATION:

1. Email requests to: summer_duran@tempe.gov
2. All practices will be for 1.5 hours.
3. 75% of your team must be registered to request a field.
4. Please request field times that are congruent with your possible game times.
5. If you request a field for practice and do not cancel in time, ie. By 3:30pm the afternoon of, all subsequent reservations will be WITHDRAWN.
6. If you happen to get to the practice field and someone is already playing there, please inquire if it is a LadyHawks team, and when they were scheduled. Please call Summer if there is any confusion: (602) 897-0559. If I am not available, please work something out with the other LadyHawks

team. If it is NOT a LadyHawks team, AND I am not available, please call:
Night Security at: 480-586-4229.

IF your lights to not come on at a practice field: Call Night security: 480-586-4229 and tell them that you are a LadyHawks team. Call Summer – (602) 897-0559 if you do not get a response from night security.

RULE HIGHLIGHTS

1. Every player must be registered at age as of January 1, 2026.
2. NO METAL CLEATS.
3. Teams may have 8 players to start and continue a game.
4. CITY ISSUED NON – “ASA CERTIFIED” bats will be allowed.
5. Drop third strike will NOT be in effect.
6. Scorekeepers/site supervisors will oversee the time clock. There will be a 70-minute time set for 10U. The game time starts when the umpire calls for “batter up!” - Not during warm up before 1st inning. (It is our goal to have at least 90 minutes of play time.)
7. Program days: Monday/Wednesday: 6-7:30pm and Saturday 8:00 am, 9:30am, 12:30am