

GIRLS 10U MINORS LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Player Participation

1. Every player who shows must participate in each game unless injured, sick, ejected or disciplined by her coach (see General Playing Rules Substitutions for minimum participation requirements).

Legal Game

2. A complete game shall consist of six (6) innings. Four (4) innings or time limit shall constitute a legal game and the losing team must complete its times at bat in the last inning.

Legal Team

3. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see General Playing Rules Player Pick-Up Rule for utilizing players from other teams or a lower league).

Batting Order

4. The batting order for each team in this league will find each team member present batting in a continuous and consecutive batting order. Fielders may be freely substituted provided such substitutions are made prior to starting an inning (see Playing Rules. Substitutions).

Pitching/ Catching

5. Pitchers are permitted to pitch no more than six (6) outs per game. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule (see General Playing Rules Substitutions).
6. ASA Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and both hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Minors League. Any style of pitching is acceptable as long as upon release of the ball one foot is in contact with the pitching rubber or the pitcher is properly dragging her back foot.

- D. On a pitched ball only the catcher is allowed to return the ball to the pitcher.
7. Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.

8. Strike Zone: An optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows – The strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3” from either side of the plate. This is a recommended zone that the plate umpire may enforce. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES. At mid-season, the strike zone will be called according to ASA rules.

Base on Balls

9. There shall be NO WALKS in the Minors League. If the batter receives a ball four (4) count, the team manager of the hitting team, or his/her designee, shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point when the ball four (4) count was achieved, and umpires will continue to call swinging strikes. If during the first or second coach pitch, the batter receives a third non-foul swinging strike, the batter shall be called out. In the event the batter fouls the coach's third pitch, the batters at-bat continues until she either puts the ball in play, swings and misses, or takes another subsequent pitch.
10. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.
11. The team in the field cannot walk in a run. After the girl batting in a bases loaded situation is issued ball four by the pitcher, the hitting team's manager, or his/her designee, will pitch and finish out the strike count according to the rules above.

Stealing

12. Stealing of second (2nd) and third (3rd) base is allowed but the runner may gain only the one (1) base she is attempting to steal (no advancement on overthrow).
13. There is no stealing of home at anytime unless a play is made on the runner at third.
14. Stealing/Lead-offs can only occur after the ball crosses home plate.

Bunting

15. Bunting is not allowed in this league.

Maximum Runs

16. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings in each game, including the last inning.
17. Pursuant to ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

18. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle

Defense Position Overthrows

19. There will be a maximum of one additional base on an overthrow from any position. If a second overthrow results at the next base the runner may advance another base. For example, an overthrow occurs on runner at 1st base, the runner is allowed one base (i.e. is allowed to go to 2nd base). However, if the runner does not attempt to advance to 2nd base, the runner is not awarded 2nd base. The base must be earned by the runner. If the runner's advancement to 2nd base

results in a second overthrow, the runner may attempt to advance one more base. This rule is designed to prevent runners from running around the bases while an overthrown ball is in play.

Dropped Third Strike

20. The dropped third strike rule will not be enforced in this league. The batter is considered out after the third strike and cannot advance.

Outfielder Positions

21. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.
22. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
23. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infield Fly Rule

24. The infield fly rule will not be enforced in this league.

Hit By Pitch

25. While there are no walks in this league, if a batter is hit by a pitched ball from a player, the batter shall be awarded first (1st) base. No such award shall be made if a batter is hit by a pitched ball made by the manager/coach of a hitting team.

Regulation Ball

26. An 11" ball will be used in this league.

Field Maintenance

27. The players of both teams are to clean up the area around the ball diamond after each game.

On Deck Batter

28. Only one (1) player is permitted in the on deck circle.

Playing Field Dimensions and Requirements

29. The foul lines shall be lined and extended ten (10) feet beyond first (1st) and third (3rd) base.
30. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
31. Distance between bases shall be sixty (60) feet.
32. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Helmets

33. Helmets equipped with cages shall be worn for batting, base running, and by the on deck batter. Helmets are recommended to have chin straps

Thrown Bat

34. A batter throwing her bat is subject to the rules set forth in Team/Player/Manager/Coach/Parent Conduct Rules

Spikes

35. Metal spikes are not permitted in this league.

Year End League Tournament

36. This league will play a year end tournament upon the completion of the regular season.

- Team seeding for each league tournament will be based on a how the teams were picked during the draft in March. The coach who picked first will have the first (1) seed and the coach who pick second will have the second (2) seed and so on.