

10U HOUSE INTER-LEAGUE RULES

(BRYC, CYA, FPYC, NVGSA, SYA, SYC & VGSL)

The 10u rules of the American Softball Association (ASA) apply, unless modified by this document:

1. Game Duration:

- a. No game will go beyond 6 innings, regardless of the time left.
- b. No new inning will start after 1 hour and 35 minutes from game start; drop dead time is 1 hour and 50 minutes.
- c. If an inning is not completed (for any reason), the score of a called game shall be the score at the end of the last complete inning, unless the home team is at bat and is winning or has tied the score. In this case, the score shall be that of the incomplete inning.
- d. Coaches are expected to keep the game moving quickly. To minimize down time between innings, catchers should put on their equipment before the last out is recorded. Coaches are encouraged to pull their catcher from a base when there are two outs so she can put on her equipment. The most recent player to make an out will be the substitute runner. If more than 3 minutes passes waiting for a catcher to dress after the last out of the previous at bat, the umpire may direct the inning to start with a coach catching. If there is a runner on base with a coach still catching, the runner automatically is awarded a base for the first pitch of each new batter (i.e., it is assumed the player catcher could not have prevented a steal).
- e. The umpire (or coaches in the case of no umpire) should call the game if:
 - i. the playing field conditions are too wet or slippery;
 - ii. It is too dark; or
 - iii. Lightning is visible.
- f. A game is official if ending after 2 complete innings (or 1½ if the home team is ahead).
- g. A game may be temporarily delayed if it is raining or if lightning is seen. In the case of lightning, players are to immediately go to cars or shelter with a roof. No game can restart until 15 minutes after lightning is last seen. If a game is delayed, the scheduled end time will be extended by the amount of the delay.

2. Players:

- a. Teams may start and play with 6 players. If a team has less than 6, then the team with more players may select a few players to play for the other team to play the game. (The point is for the girls to play, not to focus on the win-loss.)
- b. Every available player should bat in a maintained order. Due to limited restroom facilities at the fields, umpires should use their discretion for absent batters and may allow a batter to be skipped without penalty.
- c. Late arriving players shall be placed at the end of the original batting order (e.g., a player arriving after her team has batted around must wait until the last player in the original order bats again for her first at bat).

- d. Teams shall play up to 10 defensive players with no more than four infielders (1B, 2B, SS, 3B). Shifts from the standard infield positions are allowed. The outfielders must start each play no closer than the edge of the outfield grass. In the event games are played without a defined outfield grass, the outfielders must start each play no closer than 10 yards behind the baselines.
- e. No fielder can sit out a second inning until every available player on the team has sat out one.
- f. Any player who must leave the game early will NOT be called out each time she would be at bat. If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game.

3. Run Limit: Maximum 4 runs per inning for first four innings. For 5th and later innings, maximum 8 runs per inning.

4. Pitching:

- a. Pitchers may pitch no more than 2 innings of 1 game until the game goes into the 6th inning, and then a pitcher can pitch her 3rd inning. For the purposes of counting an inning, a pitcher who throws 1 pitch in an inning is considered to have pitched that inning.
- b. The pitching plate shall be located 35 feet from the back tip of home plate. Pitchers may pitch from the pitcher's plate or as close as 32 feet from the back tip of home, whichever is preferred. However, a pitcher who has achieved 2 strikeouts in a game shall pitch from the 35-foot distance for the remainder of the game.
- c. Mouth guards or face masks are required for pitchers.
- d. No walks per inning. Note: this rule suspends for the spring end of season tournament. Ball 4 does not entitle the batter to first base, but shall result in the coaches pitching to their own batters. The coach must not come onto the field until the play is over, including any stealing. When the coach comes out to pitch to a batter, the batter will retain the number of strikes she had when ball 4 was thrown. The coach will pitch up to 4 pitches to her until:
 - i. The batter strikes out swinging based on count,
 - ii. The batter strikes out on a called 3rd strike, or
 - iii. The batter puts the ball in play.
 - iv. The home plate umpire is to call balls and strikes on all pitches by either the player or the coach in order to teach the batter the strike zone.
 - v. If the batter fouls off the 4th pitch, she may continue to bat until one of the 3 above (i, ii, or iii) occurs.
- e. *Coach Pitch Interference:* The adult pitcher must not interfere with a hit ball or a defensive player attempting to make a play on a hit or thrown ball. If interference occurs, a dead ball will be declared. All runners must stop and return to the base they occupied just before the interference occurred.
- f. *Hit by Pitch (HBP):* If the pitch hits the batter, then the batter is awarded first base. Batters must try to get out of the way of a pitched ball. It is the umpire's decision whether a batter has not reasonably tried to move out of the way. There is no HBP

when coach is pitching. Batters hit by pitch can elect to continue batting. In this case, the pitch hitting the batter is a ball.

- g. Batter is automatically out on the third strike, regardless of whether the ball was caught by the catcher.
- h. A pitcher gets 5 warm-ups to start the game or when entering in relief; for successive innings she gets 3.

5. Batting

- a. Bunting is allowed. Some reminders:
 - i. Any missed attempt to bunt is a strike.
 - ii. The batter is out on all failed (to include foul balls) bunt attempts when she has 2 strikes.
 - iii. Players may not bunt during coach pitch.
- b. *Batter's Interference*: The batter must get out of the way if there is a defensive play at the plate. If the batter does not and in the umpire's judgment the batter had interfered with the defensive team's attempt to put out a runner, the batter is out and all runners must return to the base they occupied at the time of the pitch. This rule does not apply when a batter interferes with the catcher's throw to the pitcher. In this situation, the ball is dead and no runner may advance.
- c. The first thrown bat by either team will result in a warning to both teams; the second thrown bat by any player will result in the player being called out.

6. Fielding:

- a. Play ends when the pitcher has possession of the ball in the pitching circle to end play. At this point, base runners not on a base must immediately (after 1 second) move to either the base in front of them or the base they have just touched.
 - i. The pitcher can make a play on any base runner off the base, but if she does, other base runners may advance at risk of being put out.
 - ii. Any base runner that does not immediately move to a base shall be called out.
- b. Infield Fly Rule does not apply (i.e., the results of the play are based on what fielders & runners actually do). This means runners must return to their original base if the pop fly is caught and can be doubled up if they do not; they can advance if they tag up.

7. Stealing:

- a. Base runners may not leave a base until the pitched ball crosses home plate.
- b. A base runner may attempt to steal a base any time after the pitch crosses home plate, but before the ball is in the pitcher's control in the pitcher's circle.
- c. Base runners may only take one base at a time when stealing and may not advance on overthrows by the catcher on a steal. For example, a runner stealing 2nd may not advance to 3rd on the same play. The penalty for leaving the base early will be to return to the base after the play has ended. If the base runner gets thrown out attempting to advance to another base, she is out.
- d. There is no stealing when the coach is pitching.

- e. Runners may steal home at any time after the pitch crosses home plate, but before the ball is in the pitcher's control in the pitcher's circle, on a pass ball only. A "pass ball" is defined as any pitch not caught cleanly by the catcher.

8. Before the game:

- a. Teams should be ready to play 15 minutes ahead of their scheduled start time.
- b. Coaches and umpires should review out of play areas prior to the start of the game.
- c. Teams shall exchange batting orders prior to the start of the game. Any player that shall depart prior to the completion of the game should be identified at this time.
- d. The league owning the field preps and lines the field. If two teams from the same league are playing, the home team preps and lines the field before the game (generally only required for first game of the day at a field) and rakes and removes trash after the game.
- e. If there is no umpire for a game, the team at bat will provide an umpire for when that team bats. The team on the field will provide a field umpire.

As of: March 23, 2015 agreed by all leagues.