



10U GIRL'S LEAGUE LOCAL RULES (UPDATED 3/6/19)

The girl's 10U kid's pitch league is a training process by which girls 9-10 years old can learn, develop and practice fundamental softball skills in a more demanding environment than our 8U league. The idea is to provide a more game like situation while accommodating the skill level of the players to provide maximum enjoyment and a positive learning experience.

The manager and coaches' goal should be to develop fundamental skills of hitting, throwing, fielding and base running. Team concept and player development should be stressed at all times.

- The team manager will be solely responsible for the conduct of his/her team and its followers. In his/her absence, a designated team manager shall assume the responsibility.
- The manager or the designated manager is the only member of the team or coaching staff that can protest any umpire ruling.
- Managers and coaches will conduct themselves in a sportsmanlike manner at all times on or near any practice or playing field.
- The use of obscene or abusive language or the use of intoxicating beverages or drugs on or near the practice or playing field is prohibited.
- Smoking by any manager, coach, umpire, or player inside the fence is prohibited.

These rules should be distributed to each player's parents and should be read and understood to make 10U more enjoyable to watch. All managers, coaches, and umpires who volunteer must have read these rules and thoroughly understand the differences in 10U softball rules and other fast pitch softball league rules.

All games will be played under the ASA rules with the exception of the following local rules adopted by the Board of Directors.

Thank for your time in reviewing these rules. MAGSA hopes that you have a season that enriches you and your daughter and most of all is FUN!

10U GIRLS' LEAGUE RULES

MAGSA is associated with the USA Softball and predominately rules of USA Softball will apply to all league ball. The following rules vary from the USA Softball rules for the further development of skills, establish parity within leagues, or simplification of concepts. If the league rules do not stipulate a change in the rule, then USA Softball rules shall apply. All games will be played under the USA Softball rules with the exception of any local rules adopted by the Board of Directors.

The following league rules shall apply to the 10U MAGSA league.

- 1) Batting helmets with chin straps and face guards, securely fastened, will be worn by all batters and base runners during all practices and games. After one warning per team, the player failing to wear the chin strap will be called out immediately.
- 2) Starting a game: You must have eight (8) players to start a game. If you start a game with eight (8) players and a player gets hurt, you can continue the game with seven (7) players. You cannot start a game with seven (7) players. If a team has only (7) players then that team has up to 15 minutes after the scheduled game starting time to field an (8) eighth player. After 15 minutes, the game will be deemed a forfeit in favor of the team fielding the minimum (8) players.
- 3) A younger league player(s) (8U Coach Pitch) can be used as a substitute so long as that player(s) is/are needed to avoid a forfeit and that the player's 8U Manager and parent approve. The opponent manager and the League Agent shall be notified ahead of time. The substitute(s) is/are subject to all regular playing rules, except she must bat last in the order and may not play pitcher or catcher.
- 4) Parent must give written consent which must be given to the League Agent prior to play up of a substitute. See Appendix A
- 5) In the course of play, each manager may agree to furnish to the opposing team, outfielders as necessary to complete a team (3) outfielders. The player should be selected as the last player making an out in the previous at bat as the replacement in the field. This courtesy fielder is required to play an outfield position. If a replacement girl in the field reaches her batting position then she shall be replaced by the player making the first out in the inning. This may only be used to make up to a 9-player team (no more than 1 girl to be "loaned"). This is a courtesy and must be agreed to by both managers prior to the start of the game.
- 6) A 10th player (rover) will be allowed to play in the field as an extra outfielder only. However, it is not mandatory that a 10th player be used. All outfielders need to be positioned at least fifteen (15) feet or on the grass behind the base path connecting first/second/third bases until the pitched ball crosses the plate or is hit. The purpose is to prevent the outfielders from effectively becoming additional infielders by playing in. However, outfielders may tag or force a runner out at any base should the opportunity arise and she began the play at the required distance behind the base paths.
- 7) All teams will bat the "bench". Once the lineup has been given to the home team's scorekeeper, it will become fixed for the game. Players who arrive late will be placed at the end of the lineup.
- 8) There will be a five (5) run limit through the first four (4) innings. Any runs scored on the same play as the fifth will not count. Only up to five (5) runs will be counted. The fifth and sixth innings are unlimited runs. The mercy rule will be in effect after five (5) innings at the discretion of the trailing manager. If one team has a lead of ten (10) runs or more

after five innings (four and a half if the home team is winning), the manager of the team with the least runs shall have the option to concede the victory to the opponent. Three (3) innings constitutes a complete game (two and a half if the home team is ahead).

- 9) The umpire may at any time call a game due to weather or darkness. If lightning is in the area or other weather, the umpire may suspend the game with a weather delay. If the game is called and three (3) innings (two and a half if the home team is ahead), then the game shall be official and constitutes a completed game, no matter the time used. However, if three (3) innings (two and a half if the home team is ahead) have not been completed the game will be considered no game and the game will be replayed with a beginning score of 0-0. With regard to replaying a game that only completed 2 innings, this only applies to games called due to weather or darkness and less than 45 minutes have been played. The game is only replayed if requested and the rules say that the game starts over with a score of 0-0. It does not start where the game left off. With the difficulty of rescheduling games, we would discourage trying to reschedule the game and just let the 2 innings played count as an official game. Please be aware that a game that is called due to the 1 hour and 30 minutes expiring (below) is final regardless of how many innings are played and there is no option to replay
- 10) There will be a one hour and fifteen-minute (1:15) time limit on each game, finish the inning. No inning will begin after one hour and fifteen minutes. Any inning in progress at the expiration of the time limit will be completed. No new innings are to begin after that regardless of how many or few innings have already been played. During the regular season, an additional 10 minutes is allowed (for a total max. time of 1 hour and 25 minutes) to finish the inning. If the inning cannot be completed in that time, then the game is called and the game is over. The official score will be the score of the last completed inning unless the home team has brought the score to a tie in which the game will be scored a tie. Umpires may use discretion and allow a short amount of time to finish one more batter or one more out. A playoff game or a tournament game should be allowed to finish the inning without regard to time limit.
- 11) In an effort to speed up the game to facilitate six (6) innings can be completed in most games. a. A courtesy runner must be used for the catcher of the next half inning when there are two (2) outs (the substitute runner will be whoever made the last out), b. There will be only two (2) minutes between innings for the next defensive team to take the field and warm-up. It is advisable for managers to have a six (6) inning lineup prepared before each game in order to minimize chaos between innings, and
- 12) Managers and coaches may catch their pitchers before the game and between innings. The coach must wear a catcher's mask when doing so.
- 13) The pitcher will pitch from a distance of 35 feet from home plate. There is no balk in softball (it is called a no-pitch). The first two (2) walks in an inning are allowed. After two (2) walks, the next time in the inning that a batter receives four (4) balls, an adult of the hitting team pitches a maximum of three (3) pitches to the batter. The number of pitches is determined by the number of strikes in the count when the adult becomes the Pitcher (e.g., if the count on the batter is four {4} balls and one {1} strike, then the adult can throw up to two {2} pitches, etc...). The exception to a three (3) pitch maximum is if the batter fouls the last pitch. She will be allowed additional pitches as necessary until she either strikes out or puts the ball in play. If a girl walks, she cannot continue on to second base on the same play. On the next pitch she can steal second. No stealing is allowed while the adult is pitching. NO BUNTING WHILE ADULT IS PITCHING.

- 14) If the batted ball should hit the Adult pitcher in fair territory, there is no interference and the ball shall be fair and remain live. If the ball hits an umpire in fair territory the ball is fair and in play. There is no interference if the ball should accidentally hit the umpire as they are considered part of the playing field.
- 15) The same pitcher may pitch in only two (2) of the first three innings and a total of three (3) innings in a single game. Once pulled, the pitcher can re-enter the game as pitcher as long as these limits are not exceeded. The home team scorekeeper will keep the innings pitched for both teams in the game. Managers are responsible for keeping the home team scorekeeper advised of all pitchers used in the game.
- 16) A player must play infield once during the first three innings of a game. A player may not spend more than one inning on the bench on defense unless the player is injured.
CLARIFICATION: With 13 Player Rosters, a Five (5) Inning game will result in 2 players spending 2 innings on the bench. This is allowed, as long as all players spend at least 1 inning on the bench during the game.)
- 17) The Catcher may use any glove that she is comfortable in using.
- 18) Stealing of second (2nd) base and third (3rd) base is allowed. A runner cannot steal until after the ball has crossed the plate. If the runner leaves the base before the ball crosses the plate, the runner is out. Only one (1) base is allowed to be stolen per runner per pitch. If a player is stealing second base, she can be tagged out anytime she is not on the base (that includes over running second). If she over runs second base and continues on to third base safely, after the umpire calls time out, the runner will be sent back to second base. The same applies to third base.
- 19) In addition, the "two (2) second rule" will be used. Once the pitcher is inside the pitching circle with control of the ball, all base runners have two (2) seconds to either advance to the next base or return to the base she has just left. If the runner does not advance or return, she will be called out. One "hesitation" is allowed per USA Softball rules. Should the pitcher move as if to make a play on the runner, the two (2) second rule is waived until the pitcher comes to a resting position in the circle. You cannot steal home.
- 20) Runners may not steal home. A runner cannot advance from third base to home on an over throw by the catcher to the pitcher. CLARIFICATION: A runner beginning a pitch on third base may only score on a batted ball. This includes:
 - a. When a batter is walked within the walk rule and the bases are loaded.
 - b. Tagging up on a caught fly ball, either fair or foul
- 21) As a clarification this league will follow USA Softball rules which state only one base can be taken per overthrow.
- 22) Coaches should instruct their fielders to stay out of the base path unless the fielder is attempting to make a play on a runner.
- 23) CLARIFICATION: BASE RUNNING--INTERFERENCE per USA Softball)
 - a. The runner must be called out if she remains on her feet and crashes into a defensive player holding the ball and waiting to apply a tag. In order to avoid the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the 3-foot lane, the runner would be called out), or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.
 - b. The following apply to plays on a thrown ball. Interference by a baserunner obstructing a fielder in the act of fielding a batted ball is addressed further in the USA Softball Rulebook.)

- i. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference.
- ii. If, in the above, the runner crashed into a fielder holding the ball before he was put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out under rule 8, Section 7 J.
- iii. If the crash occurs after the runner was called out, the runner closest to home plate will be declared out under Rule 8, section 7 P.
- iv. If an obstructed runner crashes into a fielder holding the ball, the obstruction will be ignored and the runner will be called out.
- v. If a defensive player is fielding a thrown ball and the flight of the ball carries or draws her into the path of the base runner, this would not be a crash.
- vi. If the ball, runner and the defensive player all arrive at the same time and contact is made, the umpire should not

24) A batter may not attempt to advance to first base on a passed ball third strike.

25) Umpires are to use more discretion in awarding first base to players that are hit by pitches when little or no effort was made to get out of the way. If the player does not attempt or makes minimal effort to get out of the way of the pitch, the pitch shall be counted as a ball and first base shall not be awarded.

26) Coaches are allowed at first and third base when their team is at bat. If there is any interference by the base coach (i.e., physically assisting the runner in stopping or running), the runner will be out. "High Fives" is not considered assisting a runner.

27) No player shall be allowed to touch a bat until the moment that her turn at bat is up, unless there is a fenced, designated batting warm-up area. Bats must be hung up inside of the designated enclosed on deck area and may not be in the possession of the on-deck batter when in the dugout bench area. The on-deck batter in the designated enclosed on deck area may have the bat in their possession and may take practice swings. If a player does touch a bat prior to becoming the batter outside of the enclosed on deck area, the player and manager shall be warned. Any subsequent incidents of that player touching a bat throughout the remainder of the game, that player will be called out and not allowed their turn at bat. (A coach is allowed to take a player outside of the fenced field area to give hitting instructions to a player. This shall not be deemed as touching of a bat.)

28) The running lane to first base is to be marked.

29) Home team responsibilities are as follows:

- a. Prepare the field before the game.
- b. Provide two (2) game balls (one new and one good backup ball).
- c. Provide field umpire if requested by the plate umpire.

30) Visiting team responsibilities are as follows:

- a. Following the game, remove bases, rake and drag field, and return umpire's (and any other) equipment to shed.