

# LANCASTER COUNTY GIRLS FAST PITCH SOFTBALL LEAGUE

## 10 and Under Playing Rules

Revised March 2010

### **I. PLAYER ELIGIBILITY:**

Any team that plays a girl in a game and said girl is not properly registered with the League Secretary Treasurer shall forfeit the games in which the girl has participated. Any girl who is registered with a given team must remain with that team for all of her years of eligibility.

Exceptions:

- A. Girl moves to another community.
- B. Team is dissolved.
- C. Girl sits out one year.
- D. By appeal first to the Association Board and then to the League Board.

### **II. AGE ELIGIBILITY:**

Membership on a team is for girls ages 10 and under. A girl is not eligible if she becomes the age of 11 before January 1<sup>st</sup> of the current season.

### **III. RULES:**

- A. Rules shall be enforced. Items not specifically addressed in these rules will revert to the current A.S.A. rule book.
- B. All players who show up for the game shall be listed in the batting order. The player bats whenever her turn comes up regardless of whether she is playing defense or not at that time.
- C. Free defensive substitution is permitted. A player may be inserted and removed from the game any number of times during the game. Each girl who attends the game must play at least 2 innings in the field. . There will be no substitutes for base runners. In case of injury, the player making the last out will be used.
- D. The distance from the pitching rubber to home plate will be 35 ft. The distance between bases will be 60 ft.
- F. There will be no infield fly rule in effect.
- G. A 15 run rule is in effect at the end of the 5<sup>th</sup> inning if all girls have batted and played the field for 1 inning. Violation of this rule is an automatic forfeit if game is called by the winning team and all players have not played and opposing coach protests to League Officials.
- H. A team may score a maximum of 5 runs per inning. Finish all plays but only 5 runs count. Unlimited runs allowed in last inning.
- I. Each team will field 10 players, all infield positions covered and 4 outfielders. Outfielders must be positioned in the outfield grass or behind the bases. If, because of injuries or a shortage of players, a team may start and end with no less than 8 players. It is recommended that you field 10 players.
- J. Hit By Pitch will be in accordance with coaches discretion as discussed in pre-game or revert to ASA rules.

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K. No walks are permitted. Pitcher will continue to pitch until ball 4 is thrown, ~~at this time the offensive teams coach will come in to pitch to batter. The coach will assume the strike count and continue to pitch until the batter is called out of strikes, or hits the ball. No intentional walks are permitted.~~

(For the beginning of the 2010 season until the June LANCO Meeting, 10U will be using a modified "No Walk" rule. Each home team will be required to have a Tee for compliance of this rule.)

THE BATTING TEE WILL BE USED FOR THE DIFFERENCE OF THE STRIKE COUNT. THE BATTING TEE WILL BE PLACED SO THAT ALL OR PART OF THE TEE IS TOUCHING HOME PLATE. AFTER 3 STRIKES BY PITCH OR TEE COMBINATION THE BATTER IS OUT. INSIDE A 10' ARC FROM HOMEPLATE IS CONSIDERED FOUL UNLESS A DEFENSIVE PLAYER MAKES A PLAY ON THE BALL PRIOR TO UMPIRE CALLING DEAD BALL. A FOULED 3<sup>RD</sup> STRIKE OFF THE TEE IS CONSIDERED A STRIKE-OUT. BASE RUNNERS CAN NOT LEAVE THEIR BASES UNTIL AFTER THE BATTER'S BAT CONTACTS THE BALL ON THE TEE. THE PITCHER MUST STAY IN THE PITCHERS CIRCLE UNTIL THE BALL IS HIT.

(The intent of this rule is the speed up the game, promote good batting technique and defensive play. Tee instruction should be done off field and not during game. Batters should be encouraged to swing at live pitching and NOT wait for the tee.)

L. Sliding is permitted.

M. No bunting, stealing or running on a dropped third strike.

N. Windmill pitching is optional. The ball must be a flat pitch with no arc. The ball must be presented to the batter prior to the pitch. ASA or PIAA pitching rules shall be allowed. ASA rules preferred.

O. All games will be 6 innings.

P. A 10 ft restraining line will be marked from each base. The runner shall not leave the base until the pitcher releases the ball and may not cross the line until the batter hits the ball. One team warning will be issued. Further violations result in the runner being called out. It will be up to the umpire's discretion to enforce this rule.

Q. The runner will be called out for the following violations:

- 1 A runner leaving the base before the pitcher releases the ball,
- 2 Crossing the restraining line before the batter hits the ball, will constitute a team warning and any further violations of any of the above base running infractions will be considered the 2<sup>nd</sup> offense

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- R. All players will start in their traditional softball playing position. One team warning will be issued and any further violation will constitute all base runners on base to be awarded 1 base each.
- S. If a batter throws a bat an individual warning will be given. Any further offenses during the game will result in the offending batter being called out. The home plate umpire will decide whether a bat has slipped or has been thrown by the offending batter.
- T. ~~No runs are permitted to be walked in. When bases are loaded and the batter has received 4 balls, the coach will pitch and the batter will assume a no strike count.~~
- U. Halfway Rule -A girl must return to her previously occupied base (if the pitcher has control of the ball and is inside the 8 ft radius circle around the pitcher's mound or a player has control of the ball in the vicinity of a base), if she is not halfway or more between the 2 bases in question. It will be the umpire's discretion to enforce this rule.
- V. A runner may not advance on an overthrow, to include out of play, any base.

#### **IV. ADHERENCE TO SCHEDULE:**

- A. All games will be played as scheduled unless rain forces postponement.
- B. Special school events will constitute reason for rescheduling if mutually agreed upon by both head coaches.
- C. Coaches should try to make up games within 2 weeks of the postponement.  
Call League VP if this does not occur.

#### **V. PLAYERS AND ROSTERS:**

- A. Copies of all team rosters must be supplied to the League Treasurer at least 2 weeks prior to the scheduled first game of the season. Players may be added to the roster up until 24 hours prior to the first game of the season by notifying the League Treasurer. No player may be added to the roster AFTER 24 hours prior to the first game of the season except for a girl who moves into the team area during the season. The League Treasurer must be notified before this girl may play.
- B. All rosters must contain the following information:
  - 1 Full name of player.
  - 2 Age.
  - 3 Date of birth.
  - 4 Home address and phone number.
  - 5 The head coach's name, association, address and phone number must also be included.
  - 6 School attending.

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**VI. EQUIPMENT:**

- A. Catchers will wear full protection gear consisting of helmet, mask, chest protector and shin guards.
- B. Batting helmets with face masks and chin straps must be worn by batters and runners. Any batter who enters the batters box while not wearing a helmet will be issued a team warning. A second offense will constitute an automatic out. Any runner who intentionally removes her helmet while running is automatically out. It will be up to the umpire's discretion to enforce this rule.
- C. The home team will provide a new game ball for each home game. An 11" fluorescent yellow ball will be used
- D. Metal cleats are not permitted. Tennis shoes, sneakers and rubber cleats may be worn. Velcro straps are also permitted.
- E. Double wall and triple wall bats are not allowed.

**VII. UMPIRE:**

- A. The home team is responsible for at least one umpire who will do both the plate and the bases. If no umpire is available, the home team should get the approval of the visiting coach to use 2 adults to do behind the plate and the bases.

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