RULES FOR 10U GIRLS FASTPITCH LEAGUE – 2011

This is a beginner league and most of the girls will be playing for the first time. As we know, pitching is the most important skill to teach in girls’ softball so they need to develop good pitching technique without worrying about giving up too many walks. The girls will develop better control the more they pitch and they will gain more confidence which will help them to want to pitch more.

1. All games will play 5 full innings with a 1¾ hours time limit. Exceptions: (a) suspended games see rule #28; (b) games needing a time limit because there is a game following this one. If this situation arises, a time limit of 1½ hours will be agreed upon by both managers and the umpires prior to the start of the game. The umpire will note the starting time of the game on the home team score book. This is when the first pitch is made. The ending time limit will be when the last out of a full inning is recorded. If there is 1 second left, the next inning will start--no exceptions; (c) Playoffs will have no time limit.

2. Maximum 10 girls, minimum 6 out on the field. The 10th player must play in the outfield, not in the infield. If you cannot field 6 players and know about it 24 hours prior to the game time, you may try to reschedule. If you are short at game time, you will forfeit. Please try to get the game in any way you can. You can bring a player up from an 8U team to play if needed, league play only. No player will be eligible to play in playoffs if they do not play in at least 50% plus 1 of their league games.

3. All girls at the game will be in the batting order.

4. All girls must switch positions during the game and no girls can play in the infield more than 3 innings per game (excludes catchers). Exception: If 10 or less players are present, each player must play in the infield 3 full innings and no more than 4. If these rules are violated the player and head coach will be ejected immediately, and the head coach will be suspended for that team’s next game. If it is found out after the game is completed, the game is forfeited and the head coach is suspended for the next game. A second offense will result in that team excluded from participating in the end of the year playoffs. Pitchers can pitch 2 innings or no more than 6 outs. Exception for Extra Inning League or Playoff Games: If the game goes into extra innings, a pitcher may be brought back in to pitch up to 3 complete innings for the game. All players get another 3 innings in the infield.

5. No bunting, stealing or lead offs. Base runners cannot leave the base until the ball crosses the plate.

6. One base per overthrow with the ball going into foul territory. Once a fielder makes an attempt to throw the ball into the infield, base runners may not advance past the base they are at, unless they are more than Half Way to the next base. This does not mean a wildly thrown ball by an outfielder toward the infield, but once the ball has broken the plane between the outfield and infield all advancing of base runners must stop. This rule will be enforced and coaches that abuse the rule may be ejected by the umpire and or suspended from the league. Runners can’t score on an overthrow that goes into foul territory. A ball overthrown into the field of play is a live ball and runners may advance.

7. Catchers must wear mask with helmet, chest protector and shin guards. Batters and base runners must wear helmets with face shields and chin straps.

8. Plastic cleats only.
9. Baseball/softball pants must be worn. No Exceptions!

10. Infielders must throw the ball to a base to get a force out at a base where they are not positioned. Example: The pitcher fielding a ground ball must throw the ball to the third baseman and not run to third to force out a runner from second. The girls need to learn good fundamentals that they will need as they get older.

11. There will be no walks. Treat a hit by pitch as the fourth ball thrown. A ball that hits the ground before hitting a batter is still a live ball and should be considered a hit by pitch. An umpire should use their own judgment as to whether the batter attempted to move out of the way of the pitch. If no attempt is made, the batter will stay and finish their at bat and the pitch will be called a ball or strike. When a base on balls happens, the batter will stay at bat and a coach will pitch until the batter strikes out or puts the ball in play. The pitcher will continue pitching after. Coaches must pitch with one foot in contact with the pitchers plate. (Coaches should not float the ball into the batter. Instead, try to pitch with similar speed of the existing pitchers). The batter bats with the same amount of strikes she had before the walk.

12. 6 Runs maximum per inning except in the last inning which is unlimited. Last inning means 5th inning or if time limit has arrived and the 2 managers agree before the inning starts that that inning will be the last. If you start an inning and you get into the time limit and you did not agree on it being the last inning the 6 run maximum rule will apply.

13. Pitchers must have contact with the pitchers plate with both feet and may not step back behind the rubber.
   It is appropriate for either teams coach or umpire to call time, explain to the pitcher what she is doing wrong and correct her in a positive way before she continues pitching.

14. Base paths are 60 feet, and the pitching distance 35 feet.

15. No infield fly rule.

16. 11 inch ball will be used (1 supplied by each team and must be ASA approved).

17. Base runners must avoid collisions and must slide if there is no other way to avoid a collision. Fielders must also avoid collisions and must give the base runner half of the base unless they have total control of the ball before the base runner arrives.

18. All players must wear matching shirts with a number on the back. All shirts must be tucked in. If not, the umpire will remove the player from the game.

19. There will be no drinking (except water or sports drink), smoking, chewing tobacco or swearing on the field or in the dugout area by players or coaches.

20. No jewelry shall be worn, such as earrings, necklaces or bracelets, soft or rigid. For those who have newly pierced ears, studs must be taped. No exceptions.

21. An orange double safety base is required at first base.
22. All other ASA rules apply if not found in these rules.

23. Since this league is instructional, individual leagues that have more than 1 team participating must divide their teams up evenly by age and preferably by quality of players. Leagues that send only 1 team per age group will never have a chance against a league that sends more than 1 team who divides their teams up unevenly. This rule means if your league supplies two 9 & 10 year old teams they must have equal amounts of 9 & 10 year olds on both teams plus or minus 1 player if there is an odd number. Example: (12) 9 year olds and (13) 10 year olds sign up for your league. Each team will have (6) 9 year olds and 1 team will have (6) 10 year olds and 1 team will have (7) 10 year olds. No exceptions to this rule. If you don’t follow these rules you will forfeit your games. This is not an all-star league. There are no games scheduled on the weekends so that you can make up an all-star team to go to tournaments.

24. Managers or acting managers are the only people who can talk to an umpire during the game. Any parent or assistant coach who comes out on the field during play to argue will be expelled from the facility and banned for 1 full year from watching CVGF league games. Any player, coach or fan that abuses an umpire can be banned by the league officers for up to life depending on the infraction.

25. Cheering for your team only. Any organized chanting is not allowed. Coaches, it is your responsibility to keep this rule in force.

26. When there is a rain out, the coaches are the only ones responsible for make-ups. If you cannot get together on a make-up date, the league president will choose one for you. If you cannot make the game, you will forfeit.

27. Forfeit games are scored 5-0.

28. Suspended games are all games not played a minimum of 3 full innings or 2 ½ innings with the home team ahead. If a game is called for any reason and you meet these requirements, the team leading is the winner. If a game is called with less innings played, all games will be played from that point on with the same batting order. If new players play for the make-up part of the game, they will be added to the bottom of the batting order. Any players missing will be dropped and their position in the batting order will be skipped with no penalty. Pitchers and fielders will still abide by the eligibility rules for that game. This rule does not influence games that reach time limits. Regardless of the inning, the game is over if you hit the time limit.

29. Each girl will have only 2 years of eligibility per league. This rule is designed to keep parents from playing their children up. If you do play up, you will have to play up again in 2 years. The only exception at this time is 8 year olds playing in the 9-10 year old league.

30. A manager or 1 assistant coach from each team must attend the coaches meeting held before the start of the season. This is not an option! If a coach does not show up for this meeting, that team will not play in the league this season. (Meeting time and date is 2:00pm- April 10th at the Seymour town hall)

31. Playoffs start June 27th with the higher seeded team hosting the first round of the playoffs. They will also be the home team throughout the play offs.
• 32. All players and coaches must be ASA certified.
• 33. On deck batters should warm up behind the batter, even if it is in the opposing teams on deck circle.

- New Rule This Year.