

2018 West Shore Minors Fall Ball 10U Rules

This program abides by the official A.S.A. 10 and under softball rules with the following exceptions. **If you have questions about the rules, contact the WSM Vice-President of Minors- Rich Elwell, elwellrich@yahoo.com; 717-802-1587**

I. THE PLAYING FIELD

- A. Set-up: Home team shall be responsible for setting up the field.
 - 1. Placing and removing the bases.
 - 2. The pitching distance shall be thirty-five (35') feet.
 - 3. A Double first base is required at all game fields and ASA rules will apply for its use.
 - 4. One new and one fairly new game ball. The approved 2015 ball is an 11", Core .47, Red Stitch, 375 compression ASA approved fastpitch softball. Dudley 4A611Y.
 - 5. Rescheduling make-up games.
- B. Smoking: No smoking at the field unless the park has a designated smoking area.

II. EQUIPMENT

- A. Batting Helmets: Players must wear batting helmets with face shields and chin straps when on the bases and batting.
- B. Jewelry: Players must not wear any jewelry (except medical bracelets and headbands).
- C. General Equipment Guideline: Players may only use the equipment furnished by the sponsoring organization except:
 - 1. May use own bat with the approval of the minor league representative.
 - 2. On all bats "Official Softball or ASA Approved to 2004" must be displayed and be legible.
 - 3. May use "T-Ball" bats.
- D. Coach/Player Conduct with Equipment: Coaches and players cannot throw any equipment. Players throwing a bat: the first time is a team warning. The second time any player throws a bat the batter is declared out. - dead ball. (No play).
 - 1. No cell phone use during the game on the playing field by any coach or player, except for approved use for scorekeeping.
- E. Uniform: Players must wear sneaker-type footwear or molded cleats. No metal cleats.
- F. Mouthpieces or face guards are strongly recommended for all players.

III. PLAYERS, COACHES, SUBSTITUTES

- A. Team Conduct: No intentional roughness by one player against another. For example: tripping, deliberately crashing into, pushing, pulling, and hitting. No swearing. No bad name calling of members of the other team. Terms such as no hitter, easy out, swing, etc. are not allowed.
 - 1. Cheers and chants are permitted except the following:
 - a. When the pitcher places her foot on the pitching rubber until the ball is either hit or crosses home plate.

- b. Derogatory cheers or chants directed at the other team or an individual player on that team.
- B. Substitution: Free substitution of players in the field is allowed.

IV. THE GAME

- A. Starting Time: All games will start at 6:15 p.m. Pre-game warm-ups are to be from 5:45 p.m. to 5:55 p.m. for the home team and from 5:55 p.m. to 6:05 P.M. for the visiting team. Coach/umpire conference will be at 6:05 p.m.
- B. Game Length: All games are 6 innings ONLY, no extra inning games. Games are 90 minutes in length. In the event the time limit is reached, finish the inning. The game may end in a tie.
- C. Game Stoppage: Games are to be stopped in case of inclement weather. **If you need to cancel an umpire, text only to Mike Pehanic, 903-6594 (cell) or Dick Gensler, 254-7290 (cell) by 4:00PM. Make sure to refer to your schedule to know which umpire scheduler to call. Otherwise, your organization will incur a \$15 fee.** Once the game has started, the umpire shall decide if the game cannot be continued or when the last inning will begin. If a game cannot be resumed, it is officially over if at the conclusion of two and one half (2½) innings and the home team is winning. If a game is called before it is official, the game is played from the beginning. **Exception:** If an ASA umpire does not show up for a game and another umpire cannot be found, the game may be rescheduled or the coaches may agree to select a parent/etc. to umpire the game. Coaches are not recommended to act as an umpire. ** In the event of lightning, the game will not be resumed until 30 minutes from the last lightning flash. (For more information refer to ASA 2014 Participant Manual pages 180-182).
- D. Umpires: They must be respected with their judgment calls and decisions are final. Protests of games on an umpire's interpretation of softball rules must be made to the umpire before the next pitch or any subsequent play occurs. The umpire shall then notify the opposing coach and sign both scorebooks at the point of infraction. Verbal notification to a league officer shall follow within twenty-four (24) hours of the protest and shall be further followed with a written protest to the league president within forty-eight (48) hours. This written protest shall list all facts pertinent to the protest and shall also be made available to the umpire-in-chief of the umpires association. The league officers shall arbitrate the protest. Protests of games due to ineligible or illegal players may be made at anytime prior to the close of the regular season. In a protested game where the protest is upheld, the game will resume at the point of protest.
- E. Batting Lineup: Every player present for a game is in the batting line-up whether they are in the field or not. Thus, all players will bat and ten (10) at a time play in the field. (Except in Disciplinary Action the coach with that player must let the other coach know in advance.)
- F. Players: Each player must play at least 2 innings in the field and bat at least once. Each player is allowed to play a maximum of 3 innings at any one field position, except the catcher position. Catchers have no limit to the amount of innings they can catch.
- G. Infield Fly: No infield fly rule.
- H. Batting:

1. The team at bat (the offensive team) may score no more than three (3) runs per inning. The ball to the pitcher in the pitcher's circle denotes the end of the play unless there is already a runner in motion towards the base. THERE IS NO UNLIMITED LAST INNING.
 2. Bunting is allowed. If a batter is in the act of bunting and does not pull their bat back away from the plate as the ball is crossing the plate, a strike will be called no matter where the pitch ends. The batter will be declared out for a ball bunted foul on the third strike.
 3. All batters will enter a plate appearance with a count of 0 balls and 0 strikes.
- I. Fielding:
1. Bases must not be blocked by the fielders; they must be accessible to the base runner.
 2. Teams will play with 10 fielders. (4 outfielders: must be positioned in the outfield. No short fielder)

V. PITCHING REGULATIONS

- A. Pitcher Eligibility: A pitcher will be removed from the mound after hitting two batters with a pitched ball in the same inning. The pitcher may return in another inning. If a pitcher hits a total of four batters with a pitched ball they will be removed from the pitcher's position for the remainder of the game.
- B. Pitching Rules:
1. A pitcher must have at least 1 foot has to have contact with the pitching rubber at the beginning of the pitch. Pitchers are not required to have 2 feet on the rubber and may step back during wind-up or pitching motion.
 2. Pitchers shall be limited to pitching only 3 innings per game.
 3. If a pitched ball hits a batter, the batter must take her base.
 4. Innings shall be determined in total innings, not in thirds. 1 pitch in any inning shall constitute 1 inning of pitching.
 5. Any player who pitches up at the next level, 12U or higher, will then be ineligible to pitch any future 10U game. The player will still be eligible to play any other fielding position.

VI. BASERUNNING

- A. Stealing: Stealing shall be permitted to every base but home, only if the base the runner is stealing is open. A runner may attempt to go home only on a play that began as a result of a batted ball or a force play. No double steals will be allowed – only one steal play at a time. Any runner attempting to steal home on a non-batted ball will be sent back to third base.
- B. Advancing Runners: No advancing runners on a dropped third strike.
- C. Taking a lead: No taking a lead. Runners may not leave the base until the ball passes home plate. For the first violation a team warning is issued. For all other violations, the runner is out - dead ball (no play).
- D. Sliding: Runner must slide to avoid a collision. First violation will result in a warning. Second Violation will result in an out.
- E. All overthrow rules apply (ASA 2014 Participant Manual Rule 8, Section 5, G-M)
- F. Runners may not advance on overthrows from catcher to pitcher.

**Any rule interpretation or question that arises during the season will be
decided by the Governing Body of the West Shore Minors**