

CLACKAMAS COUNTY GIRLS SOFTBALL ASSOCIATION
10 'U' LEAGUE RULES
REVISED OCT. 10, 2010

CCGSA is an ASA recognized Association serving the Clackamas County region. The following league rules have been prepared to assist the many area associations when participating in CCGSA sanctioned events. ASA rules will apply unless modified herein.

PLAYER ELIGIBILITY - Each team shall be registered with the league through *Register ASA* and a team roster **MUST** be on file **prior to April 1st of each year** in order to participate in league games. League fees **MUST** also be paid by the same date to ensure the teams eligibility to participate.

RECREATIONAL OR "C" LEVEL GAME PLAYING REGULATIONS - Use ASA 10U rules, except for the following: All games will consist of 5 innings. The first four innings will have a 4-run limit. The 5th inning will be played open and **must** be declared by umpire at the start of inning. No new inning will start after 1 hour and 30 minute and "drop dead" time limit will be 1 hour 40 minutes. A new inning begins at the time of the last out. In the event of rain or darkness, 3 innings will constitute a complete game.

1. The home team will furnish a new 11 inch synthetic leather or genuine leather ASA Approved softball. **Safety Softy's will NO LONGER BE USED.** The Visiting team will furnish a good used ball.
2. Each team is allowed a maximum of 10 defensive players on the field, but may play with 9. If the 10th player is used, a team must have four "outfielders," playing in the outfield. For this rule, the "outfield" is defined as 10 feet outside of the baselines. Any team having less then 8 players at the start of a game is considered a forfeit.
3. Each team will bat their entire roster. Each player must play a minimum of two full defensive innings (6 outs). This can be waived due to illness, injury, or team disciplinary action. It is important that coaches make substitutions early, in case the game is called due to weather or darkness.
4. On throws to the pitcher, the ball is dead when it returns to the pitcher's circle. The pitcher does not have to catch the ball, but the ball must pass through the circle.
5. On overthrows out of play at first or third, the batter or any base runner will take no more than one base from the start of the play then the ball is dead.
6. The dropped 3rd strike rule will be implemented at this level per ASA rules. Runners may attempt to steal one base per pitch. Runners may score from 3rd base on a wild pitch, a passed ball, dropped 3rd strike or an attempt by the catcher to throw out a runner on any base either attempting to steal or simply leading off.
7. The standard ASA 10-U pitching rules will apply with players doing all of the pitching.

“B” LEVEL GAME PLAYING REGULATIONS - Use ASA 10U rules, except for the following: All games will consist of 5 innings. The first four innings will have a 5-run limit. The 5th inning will be played open and **must** be declared by umpire at the start of inning. No new inning will start after 1 hour and 30 minute and “drop dead” time limit will be 1 hour 40 minutes. A new inning begins at the time of the last out. In the event of rain or darkness, 3 innings will constitute a complete game.

1. The home team will furnish a new 11 inch synthetic leather or genuine leather ASA Approved softball. The Visiting team will furnish a good used ball.
2. Each team is allowed a maximum of 9 defensive players on the field. A team may begin the game with 8 players; any number less constitutes a forfeit.
3. Each team will bat their entire roster. Each player must play a minimum of two full defensive innings (6 outs). This can be waived due to illness, injury, or team disciplinary action. It is important that coaches make substitutions early, in case the game is called due to weather or darkness.
4. On throws to the pitcher, the ball is live and runners may advance until the pitcher has control of the ball.
5. On overthrows at first or third, the batter or any base runner may advance in accordance to ASA rules.
6. The standard ASA 10-U pitching rules will apply with players doing all of the pitching.

GENERAL ‘10 U’ LEAGUE RULES

1. Any batter hit by a pitch thrown by a youth pitcher must take first base, if in the umpire’s judgment she made a genuine effort to get out of the way of the ball.
2. Catcher must wear mask (NOCSAE certified), chest protector, helmet with ear covers, throat protector, and shin guards while catching in games. She must also wear at least a face mask and helmet while warming up with, or practicing with a pitcher.
3. The strike zone will be such that it *encourages* the batters to swing. It is recommended that the strike zone be between the bottom of the knees and the highest shoulder. Umpires are encouraged to call anything close a strike, so that batters are encouraged to be “hitters” rather than “watchers.”
4. In the event of an illegal pitch, the umpire will call “time out” and tell the pitcher what she has done wrong. No penalty will be assessed. The pitch, unless struck with the bat, will be ruled a “no pitch.” A maximum of three practice pitches will be allowed at that time.

5. Home team is responsible for the official scorebook. The visiting team should also provide a scorekeeper. And home team is responsible for reporting scores on CCGSA website.

6. If a player is unable to continue play because of an injury, she will be skipped when her turn comes to bat without her team being penalized by an out for her absence. If a player leaves a game for any other reason, an out may or may not be charged against the missing player, at the discretion of the opposing coach. If a player does not bat, but continues to play defense, she will be counted out each time it is her turn to bat and she does not bat. Once a player leaves the game because of injury, she may not return to bat or play defense.

7. The EOS Tournament will be played by the teams that make up the Area Team during the season. Teams may NOT pick up players for EOS tournament unless approved by CCGSA President or Tournament Director. Any team with pick up players may not exceed 11 players. These pick up players may NOT play Pitcher or Catchers positions!

COACH, PARENT AND PLAYER CONDUCT: No drinking of alcohol or use of tobacco products or illegal drugs will be allowed in the playing area. Un-sportsman like conduct will not be tolerated. Each coach is responsible for the conduct of the coaching staff, players and fans.

PROTESTS AND PENALTIES: For a protest based on interpretation of the rules, the protesting coach must, at the time the play occurs, and prior to the next pitch, notify the head umpire, the opposing coach, and the official scorekeeper that the game is being played under protest. The coach must then submit the protest, in writing (an email to the CCGSA President is acceptable), to the CCGSA Executive Board within 48 hours of the completion of the game along with \$25. The Board must meet and decide the issue within 7 days of the filing. If protesting coach prevails, the \$25 is to be refunded.

MAKE-UP/RAIN-OUT SCHEDULING POLICY: The home team coach of is responsible for scheduling a make-up game. Games must be made up during the regular season or a forfeit will result. If the home team coach does not make an “honest effort” at scheduling a make- up game, his/her team will forfeit the game. If the home team coach makes an honest effort to make up a game but the coach of the visiting team refuses to make it up then visiting team will forfeit the game. For this rule, we define ‘honest effort’ as contacting the coach of the visiting team and offering him/her at least two alternative dates for making up the game. Home team coaches are also responsible for scheduling the umpires for make-up games. NOTE: It is recommended that the game be made up as soon as possible.

BLOOD RULE: A player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment is administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire’s judgment. Uniform rule violations will not be enforced if a uniform change is required.

The umpire shall:

1. Stop the game and allow treatment if the injured player would affect the outcome of the game.
2. Immediately call a coach, trainer or authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short-handed player and re-entry, if necessary.

THE DIFFERENCES BETWEEN “C” and “B” BALL ARE VERY FEW. There is a 4(four) Run Limit in “C” Ball and a 5 (five) Run Limit in “B” Ball. Dropped 3rd strike and stealing home are “in effect” at both levels. PLEASE READ THESE RULES CAREFULLY!

Updated 2/14/2011