

GFSA -10U GIRLS FASTPITCH SOFTBALL RULES -(revised 3/15/18)

The following rules are organized and based on the Amateur Softball Association Official Rules of Softball, Team Edition. 2015 ASA Official Rules shall apply, unless modified in the following rules.

RULE 1 – The Playing Field

A. The distance from the pitching rubber to home plate is 35 feet
Bases are set 60' apart

RULE 2 – Equipment

A. **Ball**-11" .47cor 375lbs compression optic yellow balls will be used

B. **Uniform**: Uniforms must be worn by each player on a team and must be alike in color. If a child shows up without her uniform, both coaches must agree to let her play. An exception to this rule would be if a child from another team is being used to fill out a roster.

C. **Player responsibilities**: A player is responsible for providing a glove and Tennis shoes ONLY. Softball cleats and face guards are HIGHLY recommended but not required. Metal cleats are not allowed. If need be, the league can provide a bat and helmet.

RULE 3-Players, Coaches, Substitutions

A. **Players arriving late**: If a team is playing with less than twelve players and a new player arrives before the start of the 2nd inning, she will be inserted in the last spot of the batting order. If a player arrives after the start of the second inning, both coaches must agree to let her play

B. **Players Leaving Early**: Any player leaving a game prior to its completion will have her turn at bat counted as an out. Exceptions to this rule include injury, illness, emergency or prior notification to both coaches before the start of the game

C. **Players from a lower division filling out a roster**: When a team has an available roster spot, they can bring a girl up from 8u to fill out the roster spot up to 11 available players, giving the team one extra. The player will be placed last in the batting order and will only be allowed to play in the outfield.

An exception to this rule will be if the coach intends to let the player pitch.

D. **Defensive Substitutions**: Defensive substitutions can be made at the coach's discretion to meet the minimum participation requirements. Pitching changes shall be reported to the umpire before the change takes place

E. **Courtesy Runners**: courtesy runners are allowed for the catcher in the event they are at bat with 2 outs. The runner must be the last recorded out. Courtesy runners are also allowed in the event of an injury, illness or emergency. If the player

is unable to re-enter game their spot in the batting order will result in an out for the remainder of game.

F. Injured or Ill Player: A player who has been removed from play due to illness or injury will only be allowed to return at the coach's discretion. If a player is unable to bat they CANNOT return for the game and their spot in the batting order will result in an out for the remainder of game.

RULE 4 – THE GAME

A. Starting Line-ups: Starting line-ups shall be presented to each teams official score keeper 10 minutes prior to the start of each game and must include the name and number of each player present.

B. Home Team/ third base dugout: Home team will normally occupy the third base dugout. In the event of a double header, teams will not switch dugouts.

C. Pre-game Warm-ups: Batting practice, pitching practice, and infield practice are not allowed in the infield, prior to the start of the game. Warm-ups are confined to foul territory and the outfield

D. Game Length: Game length will be six (6) innings or one hour and ten minutes (1:10), whichever limit is reached first. A new inning shall begin if there is time left on the clock and will be played to completion.

E. Official Games: A game shall be recorded as "official" when either (1) at least four (4) full innings have been completed, or (2) one hour and ten minutes (1:10) have elapsed. A game will be "official" at the conclusion of one hour and ten minutes (1:10) of play, regardless of the number of innings completed. If time expires in the middle of an inning and the home team is behind, the inning will be played to its conclusion. If the visiting team is behind and time expires in the middle of an inning, the inning and the game will end. If an umpire ends a game prior to its completion, four (4) innings must be complete in order for the game to be "official". If a game is stopped prior to the completion of an inning, the score will revert back to the previous completed inning. If an umpire stops a game before four (4) innings have been completed, the game will be rescheduled and resumed exactly where it left off.

F. Tie Games: If the score is tied when time expires and six (6) innings have been completed, the game will end in a tie.

G. Team Play: The maximum number of players participating on the field on defense at any one time shall be ten (10); the minimum number of players shall be eight (8). Any team with fewer than eight (8) players at the start of the game will forfeit. If a team plays with eight (8) players, the ninth spot in the batting order will count as an out. If neither team can field a minimum of eight players before the start of the game, the game will be declared a double forfeit.

H. Bat the Roster: All members of a team must bat

I. Positioning of outfield: Prior to the release of the pitch, coaches shall have their outfielders positioned as follows; If a team is fielding ten (10) players, they shall have four outfielders with no more than two players on either side of "dead center". A team fielding nine (9) players will have three (3) outfielders and a team fielding eight (8) players will have two (2) outfielders

J. **Run Rule:** A game can be stopped by the umpire if one team is ahead by 12 runs or more at the end of four (4) innings or if a team is ahead by ten (10) runs or more after five (5) innings

K. **End of Half Inning:** a half inning is complete if a team accumulates three (3) outs or scores five (5) runs

L. **Ground Rule Double:** Any ball that goes over the fence after hitting the ground will result in runners advancing only two (2) bases

Rule 5-End of Season Tournament

M. **Walking:** If the pitcher is unable to strike out a batter the coach will come in a pitch two balls. There will be NO WALKING if the batter misses both coach pitches.

RULE 5-End of Season Tournament

A. At the conclusion of each season, all teams will be allowed to participate in a double elimination tournament.

B. All regular season rules still apply

C. **Seeding:** Teams shall be seeded in their order of finish during the regular season. Any ties will be broken using the following stats in order; Head to Head competition, total runs scored, total runs allowed, coin flip

D. The higher seed will be the home team

Rule 6-Pitching Regulations

A. **Pitching and Catching limit:** A player may pitch and/or catch a maximum of three (3) innings per game. NO EXCEPTIONS! If a girl takes the mound and throws a single pitch, this counts toward her inning maximum for the game. Failure to comply with this rule will result in forfeit.

B. **Changing pitchers:** A player may only be able to assume the pitching position twice in one game and only if their inning limit is not met.

C. **Innings pitched:** Coaches must submit to the commissioner a list of players that have pitched/caught and how many innings they have done so.

D. **Removal of Pitcher:** Any pitcher that hits 2 girls in a row or 3 girls in an inning will be removed from game play. That pitcher will be allowed to return to the mound the next inning provided she has not met her inning limit for the game.

Rule 7-Batting

A. **Batting rotation order:** All players will be listed in the batting order whether they are playing in the field or not. The batting order will remain the same throughout the game

Rule 8-Batter-runner and Runner

A. Base runners advancing: A base runner may advance in the following ways:

1. When a pitched ball is hit by a player
2. When forced to advance by the batter being hit by a pitch
3. When stealing a base: A runner is only allowed to steal one (1) base per pitch thrown. The runner cannot leave the base until the ball leaves the pitchers hand. Leadoffs are not allowed. Stealing home base is not allowed.
4. When otherwise told to advance by the umpire

B. Look back rule: Runner must attempt to advance base or go back to current base as soon as the pitcher has control or ball in pitching circle. If this does not happen runner will be called out.

C. Drop 3rd Strike: GFSA game play will not include drop 3rd strike rules; no stealing 1st base on a play where the catcher fails to maintain control/catch the 3rd strike

Rule 9-Protests

All protests, whether by a parent or coach, must be submitted in writing to the league commissioner or president. The protest will then be reviewed the board. All rulings by the board are final.

Rule 10-Scoring

A. Official scorekeeper: Both teams will keep score each game. The home team will act as official score keeper.