

Berks County Girls Softball League
10UB Division Rules
www.leaguelineup.com/berkscgsl

Home team coach- please offer a copy of these rules to the plate umpire before the game begins.

***This age group was established to be fundamental and instructional. The main goal is to teach the girls how the sport is played and to keep their interest.

Age: Teams shall consist of girls as defined by the 10U ASA classification: A player who is 10 years of age or under January 1 of the current year.

The 11" Dudley yellow raised seam day/night softball is the **official game ball**.

All infielders will be required to wear facemasks. All helmets are required to have chin straps.

1. Stealing is allowed upon the release of the ball (1 base only);
 - a. Exception – if a coach is pitching, stealing is not permitted
 - b. Exception - stealing of home is NOT permitted
2. **Default Rules-** the ASA official rules of girls fast pitch softball shall apply to the general features of the game, except where amended by these rules.
3. **Mercy rule** (15 runs after 3 innings, 12 after 4, 8 after 5) will be in effect (follow ASA).
4. Stealing is allowed upon the release of the ball (1 base only);
 - a. Exception – if a coach is pitching, stealing is not permitted
 - b. Exception - stealing of home is NOT permitted
5. **Bases** are set at 60' and the **pitcher's plate** is at 35'.
6. All games are 6 innings or 2 hours long. The inning started prior to the **2-hour time limit** must be played out unless the umpire calls the game or the run ahead rule applies. Score will revert back to the last full inning (official game applies). Four full innings constitute an official game, should the game be called by the umpire.

Clarification: A game called by the umpire shall be regulation if 4 or more complete innings have been played, or if the team second at bat has scored more runs in 3 or more innings than the other team has scored in 4 or more innings. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
7. Only 6 **runs** will be allowed per inning per team (or 3 outs constitutes ½ inning).
8. NO dropped third strike
9. The **infield fly** rule is NOT in effect.
10. With an overthrow into foul territory, a runner may advance one base maximum. With an overthrow into fair territory a runner has no limits. On any attempt from an infielder to throw the ball to the pitcher, all runners must stop. If the runner is halfway, she may continue unless out. If she is not yet halfway, she must return to the previous base.
8. All players must be listed in the **batting order** on the score sheet and must bat in this order throughout the game. If a player arrives late, she must be placed at the bottom of the batting order. If a player

must leave (or arrives late to) a game for any reason, there will be no penalty against her team. Any changes must be reported by both coaches.

Clarification: If a player **leaves a game** before its completion (injury or illness), her spot in the batting order will be eliminated only if she cannot return by the time of her next at bat and this will not constitute an “out” violation. The player may continue in the game if her batting order spot is not eliminated.

9. All players must participate in at least **2 complete innings** per game on defense.
10. A 15-minute **grace period** will be given to each team with 8 players, in order to start the game. If the game starts 15 minutes late, it should end 15 minutes late.
11. **No bunting** in any game situations.
12. The defensive team may play 9 or 10 players, but the 10th player must be in the outfield. All outfielders must be positioned on the same arc. No short fielder position. A team must have at least 8 players present to start the game. If players arrive late, they must fill the void position for that inning.
13. Players may play any position; however the players cannot be repositioned during an inning, except for injury or the change of pitchers.
14. When lining the field, a 16’ circle (8’ radius) around the pitching rubber must be included. The pitcher must stay in this area in order to receive the throw from an infielder that will stop the play.
15. Pitching:
 - No walks allowed; a coach will pitch after 4 balls (batter will put ball in play or strike out)
 - Both feet must be in contact with the pitching rubber
 - 1 pitch constitutes an inning
 - A player may only pitch a maximum of 3 innings per game.
 - There is no limited substitution in the pitching position
 - If the same defensive pitcher hits 2 batters in the same inning, this pitcher must be replaced with a new defensive pitcher (however she can pitch in a following inning)
 - Coaches must pitch from the pitching rubber.
16. All player, coaches, and spectators must show respect and sportsmanship at all times.
17. The home team is responsible for canceling games and contacting the umpire assignor at least 1 hour before game time.
18. If a game turns into a forfeit, the Home team will pay the umpire a ½ fee. The Umpire receives his other ½ fee from the BCASA Umpire association. The game must be reported back to the league commissioner.
19. Umpires are instructed to be paid at the beginning of the game. A coach should request the Umpire to sign his scorebook at the beginning of the game.
20. The **WINNING** team is responsible for forwarding game statistics to their league commissioner, within 48 hours of the completed game. If it is not reported, both teams receive a loss.