

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

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

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

This age group was established to be fundamental and instructional as well as competitive. The main goal is to teach the girls how the sport is played at an advanced level.

Default Rules: The official ASA rules for girls fastpitch softball shall apply to the general features of the game except where amended by these rules.

Equipment:

1. All infielders are required to wear facemasks.
2. All helmets are required to have chin straps.
3. The 11" Dudley yellow raised seam day/night softball is the official game ball.

Field Setup:

1. Bases are set at 60' and the pitcher's plate is at 35'.
2. When lining the field, a 16' circle (8' radius) around the pitching rubber must be included.

Logistics:

1. Games will use 1 umpire.
2. A 6-run limit per inning is in effect
3. Mercy rule is in effect: 15 runs after 3 innings, 12 after 4, 8 after 5.
4. 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 mercy rule applies. Score will revert back to the last full inning (official game applies).
5. 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.
6. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
7. Infield fly rule is in effect at the umpire's discretion.
8. There is NO dropped third strike.
9. Bunting is allowed. Once a batter offers to bunt, she cannot pull back and swing at that pitch.

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. You may start and end the game with 8 players.
11. The home team is responsible for canceling games and contacting the umpire assignor at least 1 hour before game time.
12. 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.
13. The WINNING team is responsible for reporting game statistics to their league commissioner, within 48 hours of the completed game. If not reported within 48 hours, both receive a loss.

Defense:

1. The defensive team may field no more than 10 players in position for the entirety of the game.
2. All players must participate in at least 2 complete innings per game on defense. (Regulation games only)
3. Stoppage of the play occurs when the pitcher has the ball or when the ball is within the pitcher's grasp. An overthrow to the pitcher (inside the field) is still a live ball situation and runners may advance at their own risk.

Stealing Bases:

1. Base stealing is permitted on the release of the ball
2. Stealing home is permitted BUT not on a passed ball/wild pitch
3. If a coach is pitching, stealing is not permitted

Pitching: THERE IS AN OPTION FOR NO COACH PITCH. IT MUST BE AGREED TO AT THE START OF GAME WITH UMPIRE. IF THERE IS NO AGREEMENT, THE COACH PITCH RULES ARE IN EFFECT.

1. In accordance with new USA Softball rules, a pitcher must start with both feet on the rubber, but is allowed to step back to start her motion.
2. A pitcher may pitch only 3 innings per game. One pitch constitutes an inning for a pitcher.
3. If a pitcher hits 2 batters within an inning, she must be removed from the pitcher's position and replaced with a new defensive pitcher. Hit batters affect the count that initiates Coach Pitch.
4. Both feet must be in contact with the pitching rubber.
5. There is no limited substitution in the pitching position.
6. Any combination of 5 walks and/or 2 hit batters in one inning will initiate Coach Pitch. The walk count is per inning, not per pitcher.

Coach Pitch:

1. A coach from the offensive team will pitch to finish the inning.
2. There will be unlimited pitches. The batter will hit the ball or strikeout; no walks.
3. The plate umpire must still call strikes.
4. The coach who is pitching will do NO coaching while on the field as a pitcher.
5. The pitcher-coach cannot touch the batted ball except in self-defense.
6. While a coach pitching, the defensive pitcher will stand on either side of the rubber.
7. A defensive pitcher must start the next inning.
8. Coach must pitch from pitching rubber.
9. No bunting is allowed when a coach is pitching.

Lineup:

1. All players must be listed in the batting order on the score sheet and must bat in this order throughout the game. A player arriving late must be placed at the bottom of the batting order.
2. 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.
3. 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.

All player, coaches, and spectators must show respect and sportsmanship at all times.