

TIMBERGROVE SPORTS ASSOCIATION SOFTBALL
10U DIVISION RULES

• **GENERAL**

- TSA is following ASA rules for softball, with some minor modifications to fit our playing fields and age group.
- A fully played game for girls 10U will consist of 6 full innings or 75 minutes, whichever comes first. Time duration during week night games could be modified to 1 hour to accommodate daylight.
- A new inning will not be started after 75 minutes of play, but if an inning is already started before 75 minutes of play, it will be completed.
- Three outs per team (6 outs total) or three runs constitutes an inning during the first two innings when girl is pitching. Three outs per team (6 outs total) or five run constitutes an inning during machine pitch innings 3 thru 6.
- Four innings will constitute a regulation game.
- If a game is called in the middle of an inning, after the 4th inning, the score of the game will be that of the last completed inning of play.
- Games that are stopped before regulation shall be resumed from the last fully completed full inning.
- A ten (10) run rule will be used for all games. If after four (4) innings one team is ahead by ten (10) runs or more, the game shall be concluded by the umpire.
- For regular season games – games that are tied at the end of the 6th inning or 75 minutes are complete and the game will be recorded as a tie.
 - ❖ For playoff games that cannot end in a tie – please use the International Tiebreaker rule (ITB). The ITB rule states at the end of regulation play, if the game is tied, the next inning will follow ITB to guarantee a winner. The last hitter from the previous inning, on the offensive team, will be placed on second base at the beginning of the new ITB inning. Regular play resumes. The ITB rule will be used in each consecutive inning until an inning is completed with one team emerging as the winner.
- A ground rule double will be called if a ball has contact with the ground in fair territory before going outside of the outfield fence. All runners may advance only two bases.
- The infield fly rule will NOT be in effect
- Drop third strike rule will NOT be in effect for both the kid pitcher and machine pitch._

• **SOFTBALL FIELD**

- The distance between the pitcher's rubber and home plate is 35 feet. Distance between the bases is 60 feet.
- The pitcher's circle has an 8 feet radius circle with the pitching rubber centered.
- Chalk lines will be required for foul lines, pitcher's circle, batter's box and half way between bases.

• **ROSTERS & FIELD POSITIONS**

- There will 9-11 girls per team.
- Minimum players on the field should be eight (2 outfielders instead of 3)
- In the event that a team doesn't have enough players to meet the minimum required to play during a game (8), the team is allowed to pick-up a player. The player must be in the same age range (9 - 10), same skill level, will play the outfield positions only and bat at the bottom of the order. If a team has less than eight (8) players show up for a game, the team will forfeit the game.
- If a team is playing with 8 players in their batting line up, the 9th batting position will be recorded as an out.

- 9 defensive fielding positions
 - ❖ Pitcher
 - ❖ Catcher
 - ❖ First Base
 - ❖ Second Base
 - ❖ Short Stop
 - ❖ Third Base
 - ❖ Left Field
 - ❖ Center Field
 - ❖ Right Field

PLAYING RULES

• COACHES

- Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended for one or more games.
- One coach can stand/sit outside of the dugout if he/she is not on the field. Coaches need to be in their specified areas on the field or in the dugout, and cannot try to rattle any of the players. If behavior is seen as being disruptive to players by the umpire, the coach will receive a warning. Any additional offenses, and the coach will be asked to leave the complex.
- Coaching Positions
 - ❖ Defensive Coaches
 - Defensive team coaches are NOT allowed on the field, and must stay or near the dugout during play. Between innings, the coach can direct players where to go on the field if needed.
 - ❖ Offensive Coaches
 - Offensive team coaches are positioned at first base and third base.
 - Coaches who are pitching cannot provide verbal instructions to base runners (this instruction will come from the base coaches only), and can only provide instruction to the batter before he/she starts his/her throwing motion.
 - Base coaches are not allowed to physically assist runners at any time (i.e. stopping runners, assisting runners back onto a base or to the next base).
 - PENALTY: Physically assisted runner is called out

• FIELDING

- The first baseman, Kid pitcher and catcher are permitted to tag a batter out before the batter touches first base after the batter hits the ball in play. When other players endeavor to make an out at first base, the ball must be thrown overhand to the player covering first base, unless proximity warrants an underhand toss.
- For all other bases, the defensive fielder must throw the ball to get an out, unless she is close to the runner and can easily tag the runner out. The defensive player cannot run around the field to tag a runner out (i.e. short stop running to tag the runner going from first base to second base).
- Ball is considered dead once the Kid pitcher has the ball with two feet in the pitcher's circle. It's at the umpire's discretion as to whether the pitcher is returning to the pitcher's circle to stop play or passing through the circle making a play.
- Runners who have not advanced halfway (chalk line) to the next base will be sent back to the previous base.

- Fielders must stand at their intended position location. Major shifts are not allowed.
- Players fielding at the Pitcher position must have at least one foot in the pitcher's circle until the ball is in play, when a Coach pitcher is in the game.
- The Kid pitcher must stand to the side/behind the Coach pitcher until the ball is in play.
- If a ball is hit directly to the Kid pitcher in the pitcher's circle, the Kid pitcher must tag the hitter, throw the ball to first or another base to try and get an out (to try and encourage the girls to throw the ball). If the ball is juggled in the attempt to throw, and it appears that there is no longer a play, the Kid pitcher may hold onto the ball within the circle to stop play. The final call will be at the discretion of the umpire.
- It is recommended that all players be allowed to play at different positions each game, but it's also encouraged that players get to know and master a position.
- Catchers and other fielders must throw the ball to the pitcher, not to the umpire operating the pitching machine.

- **BENCH PLAYERS**

- No girl should sit on the bench twice until all girls have been on the bench at least once.

- **PITCHING**

- A Kid pitcher will pitch the windmill technique as described in the ASA rules.
- The 10U game will be pitched as follows:
 - ❖ Inning 1-2: the complete inning will be pitched by a kid pitcher. The run limit in those innings is 3 runs per inning. Please note the base stealing rules are different for the kid pitcher innings!
 - ❖ Innings 3 and up: the complete inning will be machine pitch. The run limit in those innings is 5 runs per inning. Please note the base stealing rules are different for the coach pitcher innings!
- The rules for the kid pitcher are standard ASA softball rules regarding pitchers. In other words, 3 strikes and the batter is out. A hit batsman is awarded a base. Four balls equals a walk. There are no bases awarded on dropped third strikes.
- Regarding the machine pitch – The pitching machine will be slotted into the preset anchors near the pitcher's mound and will be set as followed to throw an approx. 32-35mph pitch: Configure A (the micro-adjustment) to number 2 setting, Configure B (Release Arm Block) to number 4 setting, and Configure C (Power Pedal) to number 4 setting. The home umpire will operate the pitching machine. The batter will get 5 pitches (and 3 strikes maximum). There are no called balls or strikes. There are no walks or hit batsman with machine pitch. If the last pitch is fouled off, the batter will continue to get another pitch from the machine pitch until she has either struck out or hit the ball into fair play. If the batter does not swing on last pitch, she is out. If the batter bunts with 2 strikes and the ball goes into foul territory, the batter will be called out.
- Batted balls striking the pitching machine or umpire are considered dead balls. The hit is treated as a single. Runners do not advance to the next base unless forced to advance. Thrown balls striking the pitching machine or umpire remain live balls.
- If a Kid pitcher hits the batter, the batter is awarded first base. This rule does NOT apply to machine pitch.
- The Kid pitcher must start with both feet on the pitching rubber.
- The Kid pitcher cannot pitch an illegal pitch ("crow hop" or jump off of the pitching rubber). Her foot must drag off of the pitching rubber. After the first offense, the Kid pitcher will receive a warning from the umpire. Any consecutive offense will result in the batter being awarded first base. If it's a constant problem, the coach will be asked to replace the Kid pitcher.
- The Kid pitcher must wear a face mask / protective device.

- A coach can change out a Kid pitcher twice within a game. A team shall not be allowed to transfer a pitcher back and forth from pitching to a fielding position or from the bench to a pitching position in order to put a specific pitcher against a specific batter or batters throughout the entirety of the game. This may be considered contrary to fair play and/or delay of the game. Coaches guilty of this practice may be subject to disciplinary action.
- An umpire will load the pitching machine.

- **CATCHER**

- Catchers will be required to be in full catchers gear

- **BATTING**

- The entire roster of players present for the game shall bat in rotation.
- All players on each team shall bat in a fixed batting order. The batting order shall not be changed once the game starts unless noted otherwise herein.
- If a player leaves a game for any reason, that player's position in the batting order will be skipped without an out being recorded. If a player is ejected, then that player's position in the batting order will be recorded as an out.
- The batting order for each team shall be presented to the official scorekeeper before the game begins. Any player that arrives after the game has started shall bat in its original batting order position, if that position has not batted in the game yet. Otherwise, the position is skipped in the batting order without penalty, and the late arriving player is placed at the bottom of the batting order. The official scorekeeper and the umpire shall be informed of any late player additions or changes proactively before the late arriving player enters the game.
- If a girl refuses to bat at her official time, she will be called out.
- If a team is playing with 8 players in their batting line up, the 9th batting position will be recorded as an out.
- Batters are permitted and encouraged to bunt.

- **LEAD OFFS & BASE STEALING**

- Base runners ARE permitted to steal bases, but must remain in contact with the base until the Kid pitcher releases the ball.
 - ❖ PENALTY: If a runner is off the base before the Kid or machine pitch releases the ball, the runner is out. The No-pitch rule goes into effect (no ball or strike will be given to the batter).
- Base runners are permitted to steal second and third bases off kid pitcher and machine pitcher.
 - During the kid pitcher innings – runners are allowed to steal home.
- Runners starting at first base are entitled to steal one (1) base only, per pitch, with the risk of being thrown out. If the ball is thrown by catcher to the base and fielder misses it, the runner is NOT allowed to advance beyond the one stolen base.
- After the ball is declared dead, or the Kid pitcher has control of the ball within the pitcher's circle, if the runner is not half way to the next base, she will need to return to the previous base.
- During the machine pitch innings, a runner may ONLY advance from third base to home plate on a hit ball. Baserunners cannot steal home on a kid pitch but can take a lead. A wild throw back to the kid pitcher from the catcher during machine pitch innings, does not allow runner to steal home.

- **BASE RUNNERS ADVANCING & SCORING**

- Runners are encouraged to slide into bases (with the exception of first base), when there is a play at that base. If there is a play at home plate, the runner is strongly encouraged to slide to avoid injury.
- When a runner is stealing home, it is strongly recommended that the batter get out of the batter's box, and out of the way of the play. However, if she doesn't get out of the way, and isn't blatantly obstructing the play, she will NOT be called out (this is at the discretion of the home plate umpire). Coaches, please teach your players though to get out of the way to avoid injury.
- Base runners may advance or score in the following ways:
 - ❖ When a pitched ball is hit into play by a batter.
 - ❖ When forced to advance by the batter being hit by a pitch by the Kid pitcher. In this case, the runner must stop at first base. Runners may not steal to second base on a hit pitch. They must stop at first and then can steal when a new pitch is thrown.
 - ❖ When the catcher or other position player over throws, the runner can advance. For example:
 - After the Kid pitcher pitches the ball to the catcher, if the catcher has a wild throw back to the Kid pitcher, and the Kid pitcher doesn't have control of the ball in the circle, the runners can advance one base, including to home.
 - If the catcher tries throwing a runner out at 1st or 2nd base after receiving the pitch, and the infield player misses the ball, the runner can only advance that one base already taken. NOTE – the intent here is to encourage the fielders to try to make the out on the base runner and not penalize them for the attempted throw.
 - If a runner is stealing 2nd base, and the catcher throws a wild throw to the Kid pitcher, where the Kid pitcher doesn't have control of the ball in the pitcher's circle, that runner can not advance to 3rd base.
 - If any player tries throwing out a runner as she is stealing 2nd or 3rd, and the fielder misses the ball, the runner can not advance.
 - All runners must stop at 3rd base and can't advance home, unless as specified in the last bullet under Lead Offs & Base Stealing above.
 - ❖ The base runner advancing due to a bad throw to the pitcher. The catcher or any other fielders, MUST throw the ball back to the Kid pitcher in the pitcher's circle to kill the play. The Kid pitcher will then hand the ball to the umpire operating the pitching machine.
 - ❖ During a routine hit ball, if a runner is more than halfway between third and home base before the ball is in the possession of the pitcher inside the pitcher's circle, the runner can continue to home plate if at third, and score. (If the runner is not halfway, the umpire shall return the runner to previous base. This is solely the judgment of the umpire.)
 - ❖ When otherwise directed to advance by the umpire
 - ❖ Courtesy runners are encouraged for the catcher position no matter how many outs there are in the inning.

- **EQUIPMENT**

- We will use an 11", 6oz yellow softball for all games and practices.
- Pitcher will be required to use a face mask (one provided per team).
- Each team will be provided full catchers gear for one player.
- Players are allowed to use their own bats, provided they meet the necessary ASA standard.

- **UNIFORMS**

- Shirts, visors, and socks will be provided.
- Player is responsible for pants and belt.

- **TIME LIMITS**

- 75 minute time limit for games, with no new inning starting after the time limit has expired.
- The 10 run rule will be implemented after the 4th inning.