

10UA Division Rules

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 September 1st of Previous 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 and to keep their interest.

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. Helmets are NOT 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 5-run limit per inning is in effect
3. Mercy rule is in effect:
 - a. 15 runs after 3 innings
 - b. 12 runs after 4 innings
 - c. 8 runs after 5 innings
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.

- a. 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 NOT allowed when coach is pitching
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. Games can only be rescheduled due to weather.
12. Umpires are instructed to be paid at the beginning of the game. Rules will be reviewed with coaches at this time.
13. The WINNING team is responsible for reporting game statistics to their league commissioner, within 24 hours of the completed game. If not reported within 24 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 outfielders must be positioned on the same arc in the outfield grass. No short fielder position is allowed.
3. All players must participate in at least 2 complete innings per game on defense. (Regulation games only)
4. The play will stop when an infielder ATTEMPTS to throw to the pitcher who is in the circle. Upon stoppage of the play, baserunners will be awarded the next base if more than half way to it. It is the UMPIRES DISCRETION on what constitutes an ATTEMPT to throw to the pitcher & whether the runner is more or less than halfway to the next base.
5. On an overthrow, a runner may advance a maximum of one base.

Stealing Bases

1. Base stealing is permitted on the release of the ball (1 base only)
2. NO stealing when a coach is pitching
3. No stealing home
4. Stealing 3rd and home at one time is not permitted- a runner stealing 3rd must stop at 3rd base
5. No advancing home on passed balls

6. Scoring only happens when advanced by hit or an overthrow to 3rd base during a play on a hit ball or when an ESTABLISHED runner on 3rd takes a lead and an overthrow to 3rd base by the pitcher or catcher occurs

Pitching

1. In accordance with USA Softball rules, a pitcher can start with both feet on the rubber and step back or start with one foot off the rubber
2. A pitcher may pitch only 3 innings per game. One pitch constitutes an inning for a pitcher.
3. If a pitcher hits 3 batters IN THE AIR within an inning, she must be removed from the pitcher's position and replaced with a new defensive pitcher.
4. Umpire discretion on what they consider a hit batter for game play, can be agreed upon with coaches before the game
5. There is no limited substitution in the pitching position.
6. There are NO walks. A coach pitches after ball 4. The ball is put in play or the batter strikes out.

Coach Pitch

1. A coach from the offensive team will pitch to finish the batter.
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 the same side of the rubber as the batter for safety reasons.
7. Coach must pitch from pitching rubber.
8. Coach should remain at the pitching rubber and not interfere with the play on the field to the best of their ability.

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