

10U Division Local Rules

This handout presents 10U local rules used for recreational league play in the Cupertino Girls Softball League (CGSL) and Sunnyvale Girls Softball League (SGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email: uic@cgsl.us, uic@sunnyvalegirlssoftball.org.

Field/Equipment:

- 10.1 All games use 11-inch optic-yellow RIF 10 softball.
- 10.2 Double 1st base shall be used when available.
- 10.3 Pitching distance is 35 feet.
- 10.4 Equipment rules:
 - a) Bats must meet all ASA requirements
 - b) All defensive players on the field must have gloves
 - c) Cleats are strongly recommended. Metal cleats are **not** allowed
 - d) Infielder masks: SCSL requires pitchers to wear masks; CGSL recommends pitchers wear masks.

Game Play:

- 10.5 Time Limits: A new inning shall not begin after 1 hour 30 minutes. All play stops after 1 hour 45 minutes (score reverts back to last full inning).
- 10.6 Games may be played with as few as eight players in a line-up. No out is taken for the 9th spot in the batting order.
- 10.7 A regulation game is five innings long. If a team is ahead by 10 runs after four innings, the game is over and complete.
- 10.8 A half-inning ends when either:
 - the defensive team achieves three outs, or
 - if, **during the first three innings**, the offensive team scores three runs before making the 3rd out.
- 10.9 The dropped third strike rule is not in effect for 10U Division.
- 10.10 The home team shall maintain the official game scorebook.
- 10.11 If a player is injured in the course of a live ball and requires immediate attention, the umpire shall call "time", the ball is dead and the umpire directs runners to the bases they would have achieved. There is no appeal to the umpire's judgment to call time or to direct players to specific bases.
- 10.12 Coaches are allowed 3 defensive conferences per game, 1 offense conference per inning.

Pitching:

- 10.13 Coach pitching rule (10.13) applies **only until "Spring Break" – after "Spring Break" player pitch only**. Player pitching and staff pitching rules:
 - a) A player pitcher is allowed a combination of two walks or hit batters in an inning.
 - b) Beginning with the batter who would receive a combination of the third walk or hit batter (or with the bases loaded), after three balls, staff from the batting team shall serve as "relief pitcher" on a batter-by-batter basis.

- c) Staff pitching distance is as close as needed to get a flat level pitch, but both feet must remain within the pitching circle.
 - d) Staff pitcher inherits the pitcher's strike count. The staff pitcher's 3rd pitch and every pitch afterward is a called strike. (Foul ball on 3rd strike rule applies). No walks.
 - e) While staff pitcher is pitching, a pitch that hits the batter is a dead ball. No base is awarded; the call is made based on whether the ball is in or out of the strike zone. If this is the 3rd strike, batter is out.
 - f) Bunting/stealing bases is not allowed while staff pitcher is pitching.
 - g) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle.
- 10.14 Hit batters -- A pitcher must be relieved if she hits 3 batters in an inning or four within a game.

Offense:

- 10.15 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
- 10.16 When awarded a base on balls, a batter-runner may only advance to first base.
- 10.17 Runners may leave a base when:
 - the ball leaves the player pitcher's hand
 - the pitch from the staff pitcher is hit by the batterAny runner determined to have left early is out.
- 10.18 On a non-batted pitch, base runners may advance *at most one base* at their own risk of being put out, including home plate.
- 10.19 The ASA "Look Back" rule is in effect.
- 10.20 If a base runner is hit by a batted ball in fair territory, the base runner is out, the batter is awarded first base and all other runners return to their previous base (unless forced to move by the batter). If the batter is hit by the ball in fair territory, then the batter is out, and all other runners return to their previous base.
- 10.21 If the batter interferes with a play at home, the batter is called out, and base runners return to their previous base.
- 10.22 If the batter is hit in the hands by the pitch, they are granted 1st base only if the pitch was not in the strike zone **and** they were not swinging at the pitch.
- 10.23 Courtesy runners are allowed for pitchers and catchers.
- 10.24 If a player throws their bat, the umpire will warn both the player and their coach/manager. If this continues to occur, the umpire may prohibit the player from batting in the game for safety reasons.

Defense:

- 10.25 Ten defensive positions are used with four outfielders. All outfielders shall be positioned in the outfield (on grass) prior to the pitch.
- 10.26 Foul Tip (caught by catcher): The ball deflects off the bat without going over the batter's head and is caught either directly or off another part of the catcher. A Foul Tip is always counted as a strike, and remains a live ball.

