

Greater Champaign County Girls Softball League Rules for Girls 10U Softball (2018 Season) Age 8-10 Girls

Sportsmanship

No negative cheering will be tolerated. The league has adopted the motto "Cheer for Your Team, Not Against the Other Team." Coaches will be expected to enforce appropriate cheering.

Player Qualifications

1. Players cannot be 11 years old before January 1st to play 10U league.
2. A player must be listed on the team roster turned in to the league to play in a game before league play begins.
3. A player should play for the town of their school district unless provision otherwise is made and agreed to in advance by the league board.
4. If you have 10 or fewer players on your roster, you are allowed to add the names of 8U team players from your town who have played all season long. The 8U girls are not allowed to play ahead of the rostered players. The 8U players' names must be listed on the May 15 and June 12 rosters turned into the league.

Equipment & Field Prep

1. It is highly recommended that every player wear a defensive face shield and pitchers must wear a defensive face shield and heart guard. Each league team's organizing body will make the final ruling on this for their players.
2. All batters and base runners must wear a batting helmet with face mask while inside the fence line of the playing field.
3. The catcher will wear full protective gear which includes a mask, chest protector, and shin guards.
4. Any player or coach who is bleeding or has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered and clothing with blood has been removed.
5. An 11 inch hard optic yellow softball will be used at all times--ASA/NFHS/NSA raised seam.
6. Bases will be set at 60 feet. The pitching rubber will be 35 ft. from the back triangle of home plate to the front of the pitching rubber.
7. The batter's box is 6 inches off the plate and 7 feet in length and 3 feet in width (softball is different from a baseball batter box). From the back corner of home plate (not the triangle) the batter's box measure 4 feet forward and 3 feet back.
8. There will be hash marks half way between the bases. There will be a circle with a radius of 8 ft. around the pitcher's rubber.

Rules (NSA Rules will be in effect with the following adaptations, exceptions, and clarifications.)

1. All teams may field 10 players in the field. All outfielders and rover must start somewhere behind the baseline.
2. A team must have 8 players to start the game at the agreed upon game time or a forfeit

will be declared, if started with 8 then the 9th and 10th player positions will be not be outs.

3. If a team starts with 10 players then loses on due to injury, the team may substitute for the injured player. If there is no substitute then the open position in the batting order will NOT be an out. However, if a player is ejected, then the vacated spot WILL become an automatic out.

4. All teams must bat their entire roster. If a player leaves or is injured and cannot bat, their place in the batting order will be skipped and will not be an out. Late arriving players are placed at the end of the batting order.

5. All players must play at least 2 innings in the field.

6. Games consist of 6 innings. An inning may not begin after the 1 hour 45 minute time limit (regular season).

7. After 4 innings, the game is official.

8. All innings consist of 3 outs or a 5 run limit except for the 6th inning when a team can score an unlimited number of runs. If time runs out and there is no 6th inning, there is no unlimited scoring inning.

9. The next inning will begin where you left off in your batting order the previous inning.

10. No infield-fly rule.

11. No dropped third strike rule.

12. Runners may lead off from a base upon the release of the pitch from the pitcher's hand but they may not steal. Catchers may pick off runners, but runners cannot advance.

13. Bunting is allowed only during player pitch innings when a player is pitching, not when coaches pitch or during coach pitch innings.

14. On an overthrow to 1st base, all runners may advance as many bases as possible at their own risk if the ball stays in the playing field. If the ball goes out of play, all runners may only advance 1 base.

15. If there is a play at a base other than 1st base, the runner must avoid contact. It will be at the umpire's judgment to call the base-runner out for not avoiding contact.

16. Batting out of order will be an out, if the opposing team catches it when it occurs.

17. The first time a bat is thrown, the umpire will issue a warning to both teams. The second time a bat is thrown by any player on either team, the batter is out and the play is called dead. Only one warning will be issued per game.

18. If a batted ball hits the coach that is pitching or the coach standing in the back of the circle while the player is pitching, the batter will return to the batter's box with the pitch not counting and all runners will return to their previously occupied bases.

19. If the ball is touched by any coach on the field, the play is immediately dead, and all runners must return to the base occupied prior to the play.

20. If a regular season game is tied after 6 innings or the allotted time period, the game will end in a tie.

21. For regular season games, umpires must be behind the plate and it is recommended that every effort be made to have a patched umpire who is at least 16 years of age.

Coaches

1. Two coaches from the team in the field may be in fair territory behind the base lines to help the fielding team.

2. One adult from the pitching team may be on the field behind the umpire and catcher to help retrieve balls that get past the catcher in an effort to speed up the game. It is highly recommended that this adult wear an umpire's facemask provided by their team and if the

person is under the age of 18, then a facemask must be worn.

Pitching

1. Players will pitch the first three innings. The batting team's coach will pitch the remaining innings. Pitchers will be allowed up to 5 warm up pitches or 1 minute at the start of each inning or when a new pitcher starts pitching.
2. No player may pitch in more than 2 innings. If a pitcher makes a single pitch in any inning, that pitcher has used one of their innings of work.
3. During player pitch innings, the team may walk a maximum of three batters. Once the player pitchers have walked their three batters in an inning, the batting team's coach shall move to the back of the pitching circle. For the rest of that inning, if a pitcher gets to 4 balls on a batter during an at-bat, the batting team's coach will step in and give the batter up to 3 pitches in which to get a hit. Strikes carry over so the batter can strike out (by swinging strikes, there are no called strikes) off of the coach. If the batter fails to put the ball in play during the 3 coach pitches, she is out. The batter gets unlimited foul balls on the 3rd strike. Hit by pitch is not a walk. Reminder: The umpire is to stay behind the plate at all times.
4. When the coach steps in to pitch, the player pitcher then plays defense as a pitcher's helper within the circle. This is also the case in the 4th, 5th and 6th innings.
5. During the innings when the coach pitches (4th, 5th and 6th innings), the batter will get 5 total pitches, more if the final pitch is fouled off. The batter gets unlimited foul balls on the 5th pitch. The batter gets up to 5 pitches to put the ball into fair play. If the batter swings and misses or watches the 5th pitch go by, she is out. The intent here is to encourage more hitting, fielding, and base running.
6. The coach does not have to pitch from the rubber. The coach must start inside the circle. They may step slightly out of the circle with 1 foot if needed, but the back foot must remain in the circle. Coaches are encouraged to throw pitches that are deemed "fast pitch" (with speed and no arc). This will prepare batters to advance to the next level of play.
7. When the pitcher has the ball inside of the circle, the play is immediately dead unless the pitcher chooses to make a play on the runner. If the runner is past the hash mark, they are awarded the next base. If the runner is not past the hash mark, they must return to the previous base (this is the umpire's decision). The umpire stops play and the base runner returns to the previous base. The base runner cannot be tagged out when play is dead.

Tournament Rules

1. A final tournament roster must be provided to the league commissioner prior to the date listed under year specific information. A player must be on both rosters to be eligible to play in the tournament at the end of the year. A player may only appear on one tournament roster and may not play for more than one team in the tournament.
2. All girls must play at least 2 full defensive innings in tournament games and coaches will bat the entire roster the entire game.
3. There is no time limit in the tournament games.
4. Tournament games must play all 6 innings and the game cannot end in a tie. The NSA international tie breaker will be employed for tournament games tied at the end of six innings.
5. Each team should play every team in the league at least once during the regular season. Each game that a team fails to play within their division will count as a loss for seeding

purposes. The league will use a formula based seeding format where each league win in the regular season will count as 2 pts. and each tie as 1 Pt. Each team will take their total number of points and divide it by the number of games played and that will be the seeding score. The top seed is the team with the highest seeding score and so forth down the line.

6. Play-in games will be played at the higher seeded team's home field. The host team will be responsible for paying for the umpires and will receive the concession stand proceeds if a concession stand is offered by the home team. The umpire fees will be reimbursed by the league at the conclusion of the tournament.

7. For all 10U tournament games (including play-in games), an adult ASA, IHSA, or NSA umpire must be behind the plate. A patched umpire of at least 16 years old must be on the bases.

8. The league is responsible for providing individual league championship medals and team trophies for 1st-4th place in the league tournament. Each team is required to pay a \$150 entry fee at the scheduling meeting to play in the league tournament.

9. The higher seeded team is the home team and will occupy the third base dugout.

2018 Specific Information

1. 10U League has 10 teams
2. Tournament will be played on June 25-29 (rain date is July 2) at the St. Joe Rec Plex. Tournament first round games may be played at the higher seed home field.
3. Tournament fee of \$150 is due at the coaches scheduling meeting on April 10, 2018 (make checks payable to "Greater Champaign County Girls Softball League")
4. Team Roster must be turned in to the League Rep by **May 15**. Roster will include the following: player's full name, address, and date of birth.
5. Tournament Roster must be turned in the League Rep by **June 12**. Roster will include the following: player's full name, address, and date of birth.