

CLACKAMAS COUNTY GIRLS SOFTBALL ASSOCIATION
10 'U' LEAGUE RULES
ADOPTED APRIL 9, 2008

CCGSA is an ASA recognized Association serving the Clackamas County region. The following league rules have been prepared to assist the many area associations when participating in CCGSA sanctioned events. ASA rules will apply unless modified herein.

PLAYER ELIGIBILITY - Each team shall be registered with the league through Virtual Tournament Director (VTD) and a team roster **MUST** be on file prior to April 1st of each year in order to participate in league games. League fees **MUST** also be paid by the same date to ensure the teams eligibility to participate.

RECREATIONAL OR "C" LEVEL GAME PLAYING REGULATIONS - Use ASA 10U rules, except for the following: All games will consist of 5 innings. The first four innings will have a 4-run limit with only the 5th inning open. No new inning will start after the 1 hour and 40 minute time limit. A new inning begins at the time of the last out. In the event of rain or darkness, 3 innings will constitute a complete game.

1. The home team will furnish a new 11 inch synthetic leather or genuine leather safety soft-softball. The Visiting team will furnish a good used ball.

2. Each team is allowed a maximum of 10 defensive players on the field, but may play with 9. If the 10th player is used, a team must have four "outfielders," playing in the outfield. For this rule, the "outfield" is defined as 10 feet outside of the baselines. Any team having less then 8 players at the start of a game is considered a forfeit.

3. Each team will bat their entire roster. Each player must play a minimum of two full defensive innings (6 outs). This can be waived due to illness, injury, or team discipline. It is important that coaches make substitutions early, in case the game is called early due to weather or darkness.

4. On throws to the pitcher, the ball is dead when it returns to the pitcher's circle. The pitcher does not have to catch the ball, but the ball must pass through the circle.

5. On overthrows out of play at first or third, the batter or any base runner will take no more than two bases from the start of the play then the ball is dead.

6. Runners may attempt to steal one base per pitch. Runners may not score from 3rd base on a wild pitch, a passed ball or an attempt by the catcher to throw out a runner on any base either attempting to steal or simply leading off. A runner on 3rd base may only score when a batter is hit by a pitch or a batted ball.

7. Youth pitchers will be relieved by a coach under the following circumstances. Each batter will be allowed the standard amount of pitches. (ASA rules allow up to six pitches - 3 balls, 3 strikes or 4 balls, 2 strikes - more if fouled off). Three (3) strikes is an out, unless the ball is fouled off with two strikes. After four balls by a youth pitcher, the batter will retain the strike count and the batter's coach will leave the dugout and pitch from the pitcher's plate/rubber. The coach will pitch a maximum of (3) pitches, unless the third pitch is fouled off. All pitches from the third on will be considered strike three, if not swung at. If the third pitch and beyond is fouled off the batter may continue to bat as long as she continues to foul the ball off, unless the foul is a fly ball caught by the catcher or some other defensive player. The purpose of this rule is to limit a coach to three pitches, unless the ball is fouled off on his/her last pitch. The coach must pitch from the pitcher's rubber delivering a pitch that is of such speed to ensure a level pitch is delivered. The objective is to have a coach simulate a normal pitch so players get used to seeing flat pitches rather than the common slow pitch lob sometimes delivered by coaches. A simple rule to guide coaches when they pitch is that the pitch should not go higher than the top of the batters head. It is important to note that the Umpire will continue to call balls and strikes on the batter when the coach enters the game to pitch (Example: a batter has a 3 ball and 2 strike count when the youth pitcher throws another ball...thus, the coach enters the game and has up to three pitches to deliver to the batter. The first pitch is thrown in the dirt and the umpire signals ball, on the next pitch the coach pitches the ball right down the middle of the strike zone but the batter fails to swing...the umpire calls the pitch a strike and the batter is out).

8. There will be no coaching from the pitcher's circle when the batter's coach is pitching. The coach may encourage the batter by offering words of encouragement, such as "nice try," but the coach may not coach his/her player.

9. When a coach is pitching, the opposing player playing the position of pitcher must position herself within the pitchers circle. She may be to either side of the pitcher's plate, but she may not be closer than the pitcher's plate to the batter.

10. Batter is out on the 3rd strike not fouled off even if the catcher drops the ball.

11. There will be no infield fly rule, dropped 3rd strike rule or advancing to 2nd on a walk.

12. Players may bunt pitches from either the opposing pitcher or their coach.

“B” LEVEL GAME PLAYING REGULATIONS - Use ASA 10U rules, except for the following: All games will consist of 5 innings. The first four innings will have a 4-run limit with only the 5th inning open. No new inning will start after the 1 hour and 40 minute time limit. A new inning begins at the time of the last out. In the event of rain or darkness, 3 innings will constitute a complete game.

1. The home team will furnish a new 11 inch synthetic leather or genuine leather ASA Approved softball. The Visiting team will furnish a good used ball.

2. Each team is allowed a maximum of 9 defensive players on the field. A team may begin the game with 8 players; any number less constitutes a forfeit.
3. Each team will bat their entire roster. Each player must play a minimum of two full defensive innings (6 outs). This can be waived due to illness, injury, or team discipline. It is important that coaches make substitutions early, in case the game is called early due to weather or darkness.
4. On throws to the pitcher, the ball is live and runners may advance until the pitcher has control of the ball.
5. On overthrows at first or third, the batter or any base runner may advance in accordance to ASA rules.
6. Runners may attempt to steal one base per pitch. Runners may not score from 3rd base on a wild pitch, a passed ball or an attempt by the catcher to throw out a runner on any base while attempting to steal or leading off. A runner on 3rd base may only score when a batter is hit by a pitch with the bases loaded, a walk with the bases loaded or a batted ball.
7. The standard ASA 10-U pitching rules will apply with players doing all of the pitching.
8. There will be no dropped 3rd strike rule in effect or batter/runners advancing to 2nd or 3rd on a walk.

GENERAL '10 U' LEAGUE RULES

1. Any batter hit by a pitch thrown by a youth pitcher must take first base, if in the umpire's judgment she made a genuine effort to get out of the way of the ball.
2. Batter is out on the 3rd strike not fouled off even if the catcher drops the ball.
3. Catcher must wear mask (NOCSAE certified), chest protector, helmet with ear covers, throat protector, and shin guards while catching in games. She must also wear at least a face mask and helmet while warming up with, or practicing with a pitcher.
4. The strike zone will be such that it encourages the batters to swing. It is recommended that the strike zone be between the bottom of the knees and the highest shoulder. Umpires are encouraged to call anything close a strike, so that batters are encouraged to be "hitters" rather than "watchers."
5. In the event of an illegal pitch, the umpire will call "time out" and tell the pitcher what she has done wrong. No penalty will be assessed. The pitch, unless

struck with the bat, will be ruled a “no pitch.” A maximum of three practice pitches will be allowed at that time.

6. Home team is responsible for the official scorebook. The visiting team should also provide a scorekeeper.

7. If a player is unable to continue play because of an injury, she will be skipped when her turn comes to bat without her team being penalized by an out for her absence. If a player leaves a game for any other reason, an out may or may not be charged against the missing player, at the discretion of the opposing coach. If a player does not bat, but continues to play defense, she will be counted out each time it is her turn to bat and she does not bat. Once a player leaves the game because of injury, she may not return to bat or play defense.

COACH, PARENT AND PLAYER CONDUCT: No drinking of alcohol or use of tobacco products or illegal drugs will be allowed in the playing area. Un-sportsman like conduct will not be tolerated. Each coach is responsible for the conduct of the coaching staff, players and fans.

PROTESTS AND PENALTIES: For a protest based on interpretation of the rules, the protesting coach must, at the time the play occurs, and prior to the next pitch, notify the head umpire, the opposing coach, and the official scorekeeper that the game is being played under protest. The coach must then submit the protest, in writing (an email to the CCGSA President is acceptable), to the CCGSA Executive Board within 48 hours of the completion of the game along with \$25. The Board must meet and decide the issue within 7 days of the filing. If protesting coach prevails, the \$25 is to be refunded.

MAKE-UP/RAIN-OUT SCHEDULING POLICY: The home team coach of the game is responsible for scheduling a make-up game. Games must be made up during the regular season or a forfeit will result. If the home team coach does not make an “honest effort” at scheduling a make- up game, his/her team will forfeit the game. If the home team coach makes an honest effort to make up a game but the coach of the visiting team refuses to make it up. The visiting team will forfeit the game. For this rule, we define ‘honest effort’ as contacting the coach of the visiting team and offering him/her at least two alternative dates for making up the game. Home team coaches are also responsible for scheduling the umpires for make-up games. NOTE: It is recommended that the game be made up as soon as possible.

CASUAL PROFANITY RULE: The Casual Profanity Rule pertains to expletives and verbal un-sportsmanlike language not directed at an umpire or opposing players or coaches. This is most likely uttered by a player out of frustration. This type of behavior is penalized by an out being charged against the offending team as follows:

1. If the offending team is at bat, the next batter will be declared out.
2. If the act is committed by the batter, who was not out on the play, she will be called out.
3. If the act is committed by the defensive team, the first person to bat in the next inning will be declared out.

The outs will be treated as a delayed dead ball situation. A game may be ended by a casual profanity out. Profanity directed at others, especially umpires will result in ejection and/or game forfeiture.

BLOOD RULE: A player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment is administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

1. Stop the game and allow treatment if the injured player would affect the outcome of the game.
2. Immediately call a coach, trainer or authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short-handed player and re-entry, if necessary.

