

2018 10U LEAGUE RULES

Our League uses NFHS rules with the exceptions below. If a rule comes up that is not spelled out here, then the NFHS rule book should be referenced to assist with any discrepancy or disagreement. It is the coach's responsibility to bring up a rule violation. Not the umpires job to "show the coach where it says that" when a call is disputed.

General Rules

1. You will use an 11 inch "regular hard leather" ball. (1 new one per game, and home team keeps the ball)
2. Equipment – You will be provided with a bag full of balls, bats and other items. They can be found in your team cubby in the equipment room along third base side at diamond #1 in the storage room. You may keep it in your possession during the season or keep it in your cubby. This must be returned at the end of the season. There are separate storage sheds at each diamond. Provided in these sheds will be a pitching rubber, stakes, hammer, measuring tape, chalker and string, rakes, batter's box frame, catching equipment and helmets etc. These items are to be returned immediately after your practice or game. Each coach can only take from the shed on the diamond they are scheduled at. Do not take individual helmets out of the shed, take the entire bag and hang it on the fence to help protect the helmets. Keys will be provided to the head coach only. The keys will allow you to get into all storage sheds, and batting cages. Keys must be returned to the commissioner by Fun Night. **PLEASE RETURN ALL EQUIPMENT WHERE YOU FOUND IT, IMMEDIATELY AFTER THE GAME AND KEEP THE STORAGE ROOMS ORGANIZED.**
3. Uniforms – Each player is required to wear their t-shirt, rubber cleats or tennis shoes. (no sandals and no jewelry) Batters, runners, and catchers are required to wear helmets. IF a runner deliberately knocks off their helmet, they will get a warning. The next time they do it, they are out. T-Shirts can Not be altered. All helmets will have face masks. Fielders are not required to wear face masks but they are recommended.
4. Time rule – All of our games will be for 60 minutes or 6 innings in length. The umpire will set the timer on the scoreboard. The PLATE UMPIRE and HOME team should set timers at the same time. (This is a backup system to the score board) Once the timer goes off, that inning **WILL** be completed. Even if the home team cannot win, the inning must be completed. (differential points will be kept track of for standings) Keep it consistent all year long. Please keep the games going. Most of the time is wasted between innings, so have someone coordinate your defense ahead of time. Posting positions in the dugout is a good way for the girls to know each inning where they need to play. (Please refer to the pitcher/catcher sections)
5. An umpires call is final, one coach from each team, may ask for an explanation/clarification. Please remember that they are human, and may make mistakes. If you have a complaint with the umpire, talk to the commissioner. When needed the commissioner and umpire will try to resolve the problem. Yelling, swearing, complaining repeatedly will not be tolerated. A coach, parent, or player may be asked to leave the diamonds by an umpire for any of the above reasons.
6. Run Rule- 6 runs per inning or 3 outs; however, if it's the last play of the inning, the play continues, until the play is complete (Meaning up to 9 runs). Intentional walks for the 6th run are forbidden. If the game is tied after the last the International tie-breaker rules will be used. The last out, will start on 2nd base for both teams, follow batting order. Any pitcher can be used in a tie-breaking inning. (Reminder: Even if the home team cannot win, the last inning **MUST** be completed. Differential points will be used as tie-breakers for the tournament)

7. Rosters – A minimum of 8 eligible players must play, or your team is forced to forfeit. (players from the Younger League are eligible to play) A team may substitute from the league immediately below IF fewer than 9 players are available. If rostered players show up before the first pitch, the non-rostered player can bat, but CAN NOT PLAY IN THE FIELD. You must bat your entire roster. Girls that are brought up from the lower league must bat last in the line up.
8. Concession stand – All parents must sign up for volunteer time online, all families must complete 6 hours during the season. If you do not sign up 1 week prior to the starting date, the board may assign the hours to you. If you still do not complete the hours, you will be charged the \$90 buy out before your daughter can receive her trophy and play next season.
9. **After each REGULAR season game, each player may get either a Small Slushy or 2 Freeze sticks.**

Offensive rules

1. Count – This year the players will get 3 strikes and 4 balls, if the player has 3 strikes they are out. If the pitcher throws 4 balls the coach will come in to pitch. Coach will be allowed 3 pitches only, unless the third pitch is a foul ball. Then a 4th pitch will be allowed. During the first 5 games of the season, the strike count will reset to “0”. During the second 5 games of the season, the count will remain the same. NO bunting or slap hitting off coach pitch. If a player does either action vs coach pitch whether it is hit fair or foul, it will be treated as a dead ball infraction, automatic out. NO runners may advance. NO stealing when coach is pitching. Coaches must have a least one foot on the rubber when pitching to the players.
2. No infield fly rule
3. Bunting and stealing - are allowed.
4. A runner may leave the base once the ball leaves the pitcher’s hand. If caught leaving early, the team will get 1 warning. If anyone else is caught leaving early, it will be an out. Runners will be allowed to steal 2nd and 3rd base on a “passed ball” only. No stealing will be allowed if the catcher stops or catches the pitch. Only one base can be stolen per batter. If the runner on second attempts to steal third, they can not advance to home, even if the catcher makes a play on them. If the runner starts the play on 3rd base, they can not steal home unless the catcher makes a play on them. They can not steal home on a “passed ball.” A “passed ball” is defined as a pitch in which the catcher fails to hold or control **AND** the ball continues to the point at that it goes past where the umpire stands.
5. Catcher Courtesy Rule - If your catcher is on base with 2 outs, we ask that you call time and put in a courtesy runner. This runner will be the last player called out. Coaches, have your catcher ready for the start of the inning, and warm up your pitcher yourself until she is ready.
6. Sliding - Sliding is not mandatory per WIAA and this is our interpretation of such rule for this league... Sliding is not mandatory but is suggested. When a runner creates malicious contact and/or interference with any fielder with or without the ball, in or out of the base line the runner is out, and any other runners must return to the base touched at the time of such action. This is not an appealable action and will be decided by the umpire covering such action. Catchers are not allowed to cover all of Homeplate *****EXCEPTION TO SLIDING RULE: ALL RUNNERS MUST SLIDE AT HOME PLATE NO MATTER WHAT, UNLESS A PLAYER WAS WALKED IN OR THERE IS AN OUT OF THE PARK HOMERUN**

7. Orange Bag Rule – A batted ball hitting the orange bag is foul. The batter/runner must use the orange bag when running through 1st base. She does not need to use the orange bag while rounding 1st base when attempting to run to 2nd base. 2) If the infielder covering first base uses the orange bag (i.e., errant throw from fielder or throw from catcher to first on dropped third strike where ball is in foul territory on first base side of field), the runner must use the white bag. If not, she could be called out for interference.
8. If a batter throws their bat, they will get 1 warning and so will their team. If anyone else on their team throws their bat again during the game, they will be called out. The umpire and coaches should make this very clear if it happens.
9. Ball bounces then hits batter – If the pitched ball hits the ground and
 - a) then hits the batter, it's a dead ball and the batter is awarded 1st base.
 - b) (whether or not the ball hits the ground), the batter swings at it, misses, and the ball hits the batter, it's a dead ball strike.
 - c) the batter hits it fair, it's a live ball.
 - d) additionally, hands are not part of the bat (if batter does not swing at the pitched ball, and the ball hits the batter's hand(s), she is awarded 1st base).

Defensive rules

1. Max is 10 players on defense. The 10th player must be an outfielder. Outfielders must be on the grass. Each player must play at least 3 innings on defense.
2. Calling Time – Time can only be called once the forward progress of the lead runner has stopped. And the ball is secured in the infield. The Umpire should call time at this point, and if the non-lead runner is more than half way to the next base, she will get that base. Otherwise the non-lead runner must go back to the previous base.
3. Pitching – **Coaches must check to see if the pitching rubber is at the correct distance as soon as they arrive to the field.** 10u will be 35 feet from the plate. There is a 3-inning limit to the number of innings a pitcher may pitch during a game. **Once a pitcher is removed, she may not pitch again that inning**, but can pitch again later. Windmill pitching is allowed. The pitcher shall take a position with both feet on the ground and touching the rubber. This position must be maintained for at least 1 second. Their shoulders must be in line with first and third base. The pitch starts when the pitcher makes any motion that is part of her windup after the required pause. The pitcher may take one step back, and then take one step, which must be forward toward the batter, and simultaneous with the delivery of the ball to the batter. The pivot foot must be in contact with the rubber then the dirt through the release of the ball i.e. no crow hopping. One pitch from a pitcher is considered an inning. Any forward motion by the pitcher, to the batter is considered a pitch. Please warm up pitchers before the game, and during innings on the side lines. **EACH GIRL WILL BE ALLOWED 5 WARM UP PITCHES ON THE MOUND WHEN IT IS THEIR FIRST INNING PITCHING, ANY INNING PITCHED AFTER THIS THE PITCHER WILL ONLY BE ALLOWED 3 PITCHES.** If the catcher is not ready, coaches must warm up the pitchers however will only receive the 3 or 5 warm up pitches. If a tie breaker is need any pitcher can be used.
4. Catching equipment – Catchers are required to wear helmet and mask, chest protectors and shin guards. If warming up the pitcher, they must have a catcher's mask on.

Misc Items

1. Good sportsmanship is expected AT ALL TIMES. Behavior including ridiculing, teasing, and making inappropriate comments to players, coaches and or umpires will not be tolerated. Coaches are responsible for the behavior and actions of their players and fans. Anyone displaying bad sportsmanship may be warned, but it could result in the immediate forfeiture of the game. A second warning will result in the forfeiture of the game.
2. Score - It is the responsibility of one coach from each team and the umpire to put the score in the WGSA scorebook (located inside the concession stand), and the umpire must sign the book in order to get paid. If a coach from each team does not sign the book both teams will forfeit.
3. The home team will be decided with a coin toss between a coach from each team, and the umpire,
4. Inclement weather - (if lightning is present, suspend the game immediately until it's safe to play 30 minutes since the last verified lightning flash or strike)
 - BEFORE A GAME STARTS – The commissioner is the only one who can call a game off due to the weather before a game starts. The commissioner must take care of notifying the umpires, so they don't show up. Since we do not have a lot of extra field time, games will be called no earlier than 1 hour prior to the start. Commissioners will reschedule all games.
 - ONCE THE GAME STARTS – A member of the executive board may call the game due to the weather. If an executive board member is not present and cannot be reached, then the umpire behind the plate oversees calling the game off.
 - COMPLETE GAME – A game that is called due to the weather is considered a complete game if four complete innings have been played (three and one-half innings if the home team is in the lead). If less than four innings have been played, and the game has been called due to inclement weather, the game is rescheduled, and the rescheduled game will start from the point where the game left off from. If the game is just delayed, the game is continued that same day as though there was no interruption. The game will then go 6 complete innings (no time limit will be enforced).
5. All games must be made up before the end of the year tournament, and/or half, and no game shall end in a tie. This must be followed in order to seed teams by record for the tournament or final standings.
6. Umpires - A home plate umpire should be assigned to each game by Karen Cunningham. The home plate ump should be in at least 10th grade and be able to vocally call a game and have a basic understanding of softball rules, and this league's rules. The home plate ump will be paid by the league according to pay limits set by the board. The base ump shall also be supplied by WGSA, under the same rules as the home plate umpire. Umpires should contact the commissioner of the league with any concerns.