

Newport Mesa Girls Softball 2016 – Spring 10U Division Rules (Interleague games only)

SECTION 10—10U RULES

10.1 BASE AND PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is 35 feet.

10.2 GAME LENGTH

All games in this division will be seven (7) innings regulation or one hour and thirty minutes (1:30) no new inning and will finish out the inning currently being played. No new inning will start after 1:30. If the home team is batting and ahead after 1:30 has been reached, the game will end and all runs scored shall count. Drop dead time is 1:40.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions. When this occurs, if the home team is tied or ahead, the game is over. If the home team is trailing, the score is reverted back to the last full complete inning.

10.3 STANDINGS

Standings will not be kept. Won-Loss records will not count towards the end of season playoff tournament. At the completion of the regular season, there will be a blind draw to determine playoff seedings.

10.4 GAME FORFEITURES

In the event a team is unable to field a minimum of eight (8) players, a regular season game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. NMGS/AVGS/AVGS teams may borrow players **who did not participate in All Stars during the previous season** from other NMGS/AVGS/AVGS teams as long as they are playing in the same division only. The borrowed player must play outfield and bat last.

10.4.1

If a team is unable to borrow players because they are shorthanded, there will be no penalty for outs during an at bat.

10.5 RUNS ALLOWED

For the first four (4) innings, the maximum runs scored is limited to four (4) runs per inning. Starting the 5th inning the scoring is unlimited.

10.6 DEFENSIVE PLAYERS

1. If a team has ten (10) players for the game, they must use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate. If a team only has 9 players, they may use three (3) outfielders for a total of nine (9) defensive positions. The outfielders must use normal outfield positions in left, right and center. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate. *The outfield is defined as the grass area just past the infield dirt. At fields where there is no outfield grass, players must be positioned in the designated outfield area until the pitched ball is hit or crosses home plate.*
2. No player may sit on the bench more than one (1) inning any game until all other players on their team have sat one (1) inning. No player may sit on the bench more than two (2) innings any game until all other players on their team have sat two (2) innings. This does not reset after each game and will carry over to the next game. Players absent from a game do not count towards this rule.
3. Each player shall play at least one (1) inning of infield by the completion of the 4th inning. If the game is less than four (4) complete innings, the player must start the next game at an infield position.

***NOTE: The purpose of Rule 3 is to get all players to play the infield positions.*

10.7 PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players may be inserted at the next stoppage of play.

10.8 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enter the game. Batters hit by a pitch will be governed per ASA rules as follows: *If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base.*

10.8.1

Injured players or players otherwise forced to leave the game shall be reported to the

Umpire and the opposing team. When the player's turn at bat comes up, an out shall be recorded for the one (1) time only.

10.9 MERCY RULE

If either team is leading by 12 runs after 4 innings or 8 runs after 5 innings, the game is over.

10.10 INFIELD FLY & DROPPED THIRD STRIKE

The infield fly rule and the dropped third strike rule is in effect per ASA rules.

10.11 STEALING BASES

Stealing bases will be allowed in accordance with ASA rules.

10.12 PITCHING RULES

The ball will be 11" Worth RIF Level 1 type.

During regular season games, a pitcher is limited to seven (7) innings per week. A week begins at 12:01 am Sunday and ends at 12:00 midnight on Saturday. Two (2) games equal a week, should more than two (2) games be played in a week. The pitcher may not pitch more than four (4) innings nor in more than two (2) consecutive innings in any one (1) game. One (1) pitch in an inning against a live batter constitutes an inning pitched.

In weeks with one game against another NMGS/AVGS/AVGS game and one game against a non-NMGS/AVGS game, the four (4) innings in any one (1) game will take precedent.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator.

10.13 PITCHERS SUBSTITUTION

A pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

10.14 COURTESY RUNNERS

Courtesy runners will be allowed for pitchers and catchers of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the last player to safely reach home. In the case that no outs have been recorded and no players have safely reached home, the runner shall be the last player in the batting rotation.

10.14.1

Courtesy runners may also be used for injured and sick players.

10.15 FIELDERS MASKS

A fielder's mask must be worn at all times by NMGS players playing the position of pitcher.

10.16 SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract any players (specifically the pitcher, catcher or batter) by the opposing team shall be tolerated. We will follow the General Policies of the league and/or ASA rules for unsportsmanlike conduct. If a manager, coach or parent is ejected from a game, the league will contact the associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

10.17 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.