

BVGSL AAA / U10 RULES

2018 April

General:

Please remember the age of this group. Review and clarify rules with both coaches and umpire prior to start of game. Rules are slightly modified to help develop the girls with hitting, fielding and pitching in keeping with the spirit of the game.

ASA/USA rules apply for any rule not outlined below. ASA should be changed to USA as of January 1

1. All players must be registered members of the Douglas, Nipmuc (Mendon-Upton), Northbridge, Blackstone-Millville, Hopkinton, Uxbridge and Milford Youth Softball Leagues.
2. All players must wear uniforms. They must also wear rubber spikes or sneakers.
3. Players are not allowed to wear jewelry of any kind.
4. Each team will field a max of 10 players if available on defense, consisting of 3 to 4 outfielders. All outfielders must remain in the outfield area until the ball is live. The ball is considered live when the ball is hit. **You may start a game with 8 players without penalty.** Players that arrive after start time will be added to the bottom of the batting order. Notify coach of opposing team.
5. Games will **begin at 6pm** unless otherwise notified on schedule. **Games will start no later than 15 minutes after scheduled time.** If a coach is unable to field at least 8 players 15 minutes after scheduled time, that team will forfeit the win/game. Teams may still play the game for “fun” but umpire will be paid and can leave.
6. The decision to call a game off due to weather/field conditions will be made by the head coach of the **home team at least two hours prior to the starting time.** If a decision is

not made to cancel two-hours prior, all players should be report to the field. The umpire will then determine whether to call the game at the field.

6a. If a game is cancelled, coaches should make every attempt to reschedule these games within a two-week time period. All games should be made up by the week before

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the playoffs. Failure to do so MAY result in a forfeit for one or both teams unwilling / unable to make up the game. The home team head coach must notify their umpire coordinator of the rescheduled date/time/field.

*** In the event of a 2-hour weather cancellation, be sure to notify the umpire/umpire coordinator or home team is responsible for payment ***

In the event of scheduled game conflicts/cancellations due to reasons other than weather/field conditions, BOTH coaches must agree to reschedule the game and notify umpires with a minimum 24-hour notice.

WEATHER RELATED DELAYS/CANCELLATON: In the observation of lightning / thunder teams must wait 30 minutes of no thunder / lightening before continuing. This is an ASA/USA enforced ruling. Be safe.

7. Six full innings defines a complete game. ***An official game has a minimum of 4 complete innings, 3 and a half if the home team is ahead.*** In the event that a game is continued/rescheduled, teams will pick up where they left off to continue the game. Refer to ASA/USA guidelines.

8. Players must remain in the dugout or on the bench when not playing in the field. The on-deck batter may warm up. Pitchers may warm up between innings.
 9. Each team will only be able to **score up to 4 runs an inning**. This is until the last inning of the game where each team can score unlimited runs. **The umpire needs to announce when the last inning will be played so both coaches are aware that they can now score unlimited runs.**
 10. All injuries must be reported to the leagues of those participating in the game.
 11. All coaches will have on hand the emergency forms (registration forms) at all practices and games. Each team must have an emergency kit on hand with gloves, band aids, ice packs, gauze, etc.
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12. An eleven (11) inch ball will be used as the standard for all games.
13. Each player can sit out one (1) consecutive inning. An injured player can sit out more than one consecutive inning.
14. Catchers must wear catcher's equipment as provided by the league or equivalent, and wear personal protective equipment, as necessary, which is furnished by the player. This rule is in effect for both games and practices.

15. **Protective face guards must be worn by the pitcher.** It is HIGHLY recommended however, that it be worn by first and third baseperson as well. It is up to each town-league board to enforce this ruling. Each town may implement their own ruling.
16. The home team is responsible for paying the umpire during regular season games. If an umpire is not present at the start of the game, the designated assistant coach for the home team will umpire the game.
17. **No new inning will begin after 1 hour and 45 minutes. 2-hour 5 minute maximum game time.** At or near this time, *the umpire will let each coach know that the next inning will be the final inning. Start time will be agreed upon by both coaches and the umpire*
18. If an injured player in a continuous batting order is unable to play she will be skipped in the order. The opposing team will not get an automatic out. The player is allowed to return to the game at any time.

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Conduct:

1. Profanity, kicking equipment or other unsportsmanlike conduct by coaches, players, or parents will cause the umpire to give the team a warning. Continuation of this behavior by the player or coach after the warning will result in ejection from the game.

If a parent continues to display unacceptable behavior after being warned, the team for whom their daughter plays may be forced to forfeit the game at the umpire's discretion.

2. Coaches shall assume the responsibility for the conduct of his/her players. They will also be responsible for assisting the umpire in managing unacceptable behavior displayed by the parents of girls of his/her team.
3. Coaches should encourage their players to cheer for their teammates. Chanting and singing of limericks will be allowed as long as they are not derogatory or degrading to the other team. **Once the pitcher presents the ball, all chanting and singing stops.**

Pitching:

1. Pitching will be fast pitch regardless of the pitching motion utilized.
2. **After three batters (3) are hit in a game**, the pitcher must be removed from the mound. **The batter must make every attempt to move out of the way** or may not be awarded the base – based on umpire discretion.
3. The starting pitcher once relieved, can return to pitch once during a game (provided that rule #3 has not occurred).
4. Prior to the pitch, the pitcher shall take a position with both feet on or partially on the surface of the pitcher's plate. **Both feet must be on or touching the mound.** All steps must be forward in motion.
5. The distance from the pitching rubber to home plate ***will be thirty five feet (35).*** A moveable mound is acceptable.

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6. **Pitchers will not be able to walk more than 2 walks per inning.** If two walks have occurred in the inning, the next "ball 4" is called and the coach of the team that is at bat will come in to pitch to his/her batter. The batter will keep the strikes / ball count she has. The batter can either hit the ball or strike out. **Umpire should be calling balls/strikes to keep the game moving even when coach pitches.** Batter cannot walk.

6a. When the coach comes on the field to pitch, the player who was pitching will stand to the side of the pitcher's mound and MUST REMAIN IN the pitching circle and play defense. The coach can have one practice pitch. Coach should stand on the mound and pitch the ball at a speed equivalent to the age and ability of play. When the next batter comes to the plate, the pitcher resumes pitching. This rule will stay in effect through playoffs.

7. Pitchers will be limited to pitching 9 innings in a scheduled week running Sunday to Saturday. A single pitch counts as one inning pitched (Different rules apply during playoffs)

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Base Running:

1. Each team will be **allowed 2 steals per inning. Players can only steal from first to second base.** **No other base runners can advance on a steal attempt. Stealing and leading can be done once the ball leaves the pitchers hands.** A player that has walked cannot make an attempt to steal second base as a continuation play.
2. The infield fly rule will not be in effect.
3. The dropped third strike rule will not be in effect.

4. If a ball is caught in the air, runners may tag up.

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5. The advancing base runner may not collide with the person covering the base. An upright collision will result in an automatic out. Umpire will make this decision.
6. A ball is considered dead when it is returned to the pitcher in the pitching circle. Runners may not advance.
7. To speed up the game, catchers may be replaced by a pinch runner at any time. Pinch runner is the last recorded out.

Batting:

1. The batting order which is established prior to the game shall include all girls on the team that are present and shall remain unchanged for the duration of the game. If a player arrives late she shall be added to the end of the existing batting order. Batting out of order is an automatic out.

2. A batter hit by a pitch takes a base. ***Batters must make every attempt to move out of the way. (Umpire's discretion).*** If at the umpire discretion, that the batter made every attempt to move out of the way from being hit, then the batter will walk to first and the runner will score (if bases are loaded). Umpire may use discretion in not rewarding a base if there was no attempt to move out of the way.

3. Batters should be instructed not to throw their bats. If this occurs, one warning will be given to the team. If the infraction occurs again, the batter will be called out.
4. Batting helmets with cages must be worn while batting and running the bases. (Chin straps are no longer mandatory.)
5. Balls and strikes (with walks and strikeouts) will be called. A tipped third strike that goes directly into the catcher's mitt and is caught is an out.
6. Standard bunting is allowed. Slap or Slash hitting is not allowed. A slash hit is defined as showing bunt, pulling back and taking a full swing at the ball.

END OF REGULAR SEASON AAA U10 RULES

2016 PLAYOFF RULES:

ATTACHED: Pitching tracking form - to be signed at the end of the game by both coaches and the hosting town rep (Blackstone)

PITCHING for U10 is limited to **12 innings during the playoff week.** Plan accordingly.

1 pitch = an inning

AAA U10 BVGSL

- PLEASE REVIEW the rules again. These rules are dated May 3 2016. It is recommended that each coach have a copy of rules during playoffs.
- If a ruling is not covered in the BVGSL U10 rules all **ASA Rulings ARE IN EFFECT and will apply.**
- PITCHING: Both feet must start on the mound and remain on mound until the forward motion pitch begins. Motion must remain forward. ASA rulings apply in addition to the BVGSL modifications. (Crow hop is not allowed).
- U10 AAA mound 35'
- **IF a coach has to come in to pitch, every effort to throw on a line should be made. This** rule is to keep the game moving not give an advantage to the batters. Pitcher will remain as close to circle as possible. Coach will REMAIN IN circle. Girls will play defense.
- No new inning can begin after an 1 hour 45-minute time frame. If game is tied, International Tie Breaker Rule will go into effect. After two hours if game is still tied, or due to darkness, game will need to be continued the next available day.
- **Mercy rule is 12 runs after 5 innings** (4 1/2 innings if home team is up by 12)

- **Every effort or attempt to move out of the batter's box on a bad pitch must be attempted.** If the umpire does not feel that every attempt was made, the base **MAY or may not be given.**
- Umpire costs will be split between all teams \$22.50 per playoff game.
- Standings/seeding will be provided as soon as all games are finalized. It is key that ALL games standings are reported as soon as the game is finished (or within 24 hours).
- Game balls will also be split between all teams (each team will provide a game ball each game).
- As always any rules not specified in the BVGSL rules will default back to ASA ruling.

ITB stands for "International Tie Breaker." When a softball game is tied at the end of six innings, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion. The runner is the last batter to make an out in the previous inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).

There is also "Progressive ITB" in which runners are placed on second AND third at the start of the second (and subsequent) extra inning. This is not an ASA rule but is used in some tournaments. The runners are the last batter to make an out plus the person batting immediately before that batter.

Good luck to everyone. Play ball !