

Spring 2023 MCGSA 10U Rules and Guidance

The following rules apply to the 10U age division within the Mon County Girls Softball Association.

I. General 10U Rules and Guidance

1. Current USA Softball Rules apply to what is not covered in these local rules
2. Coaches are encouraged to get teams quickly on and off of the field.

II. Players

1. All players are required to wear a fielding mask for protection.
2. Only ten defensive players are permitted on the field.
3. A team must field eight players to begin a game. If a team does not have eight players at the scheduled starting time, a ten minute grace period may be requested and will be granted. The head coach must inform the head umpire if this situation occurs and it will be noted in the official scorebook.
4. It is important that we try to play with at least a 10 player roster. If you cannot achieve a 10 player roster notify the league so that we can work with the call ups to try and fill out the team.
 - a. It is important to work with the 8U senior players and let them play up when you are short.
 - b. If the call up player list has been exhausted and a team has less than 8 players, the opposing team coach may lend players to shorthanded teams, if that team has over 10 players. Shorthanded team will incur a loss, but a game may be played.
5. The home team will keep the official scorebook.
6. All players who are not on the field or batting must remain in the dugout.
7. Every rostered player that shows up for a given game must play in that game, unless sick, injured, or ejected. (See league rules for guidelines on playing time)
8. Teams may not play a called up player, unless the team does not have ten rostered players available.
9. The call up player must play in the outfield and bat last in the batting order.
10. No taunting directed at any individual player or position is allowed. All players should behave in a sportsmanlike manner at all times.

III. Coaching

1. The head coach is responsible for the actions of their players and assistant coaches.
2. Only the head coach, or assistant if the head coach is not present, can approach an umpire to appeal a play or ask questions. Please approach the umpires in a sporting manner.
3. All coaches should behave in a sportsmanlike manner at all times.
 - a. The adults in the dugout **MUST** have completed a background check and the Safe Sport Training. **The head coach also must have the ACE certification completed.**
 - b. Go to www.registerusasoftball.com to get your certification.
 - c. This will be enforced by verifying that registered coaches have completed the certification on the web site. There may also be on field checks to make sure only the registered coaches are in the dugouts.
 - d. No more than three coaches are to be in the dugout areas at one time (head coach, assistant coach and scorekeeper. Note the scorekeeper can be outside if you want another coach, but only three adults in the dugout)

IV. Game Rules

1. A complete game is set at 5 innings or expiration of the time limit, whichever comes first. Play will drop dead at 1 hour 45 minutes regardless of how many innings have been played.
2. The home team shall record the actual starting time in the official scorebook.
3. Round robin batting will be used. All players will stay in the batting order and bat even if they are not on the field.
4. The infield fly rule will **not** be in effect.
5. Dropped third strike rule will **not** be in effect.
6. An inning will consist of three outs or five runs, whichever occurs first. During the 5th the 5 run rule will not apply.
 - a. The 5 run rule not applying means that a side is retired **ONLY** after getting 3 outs.
7. Run Ahead Rule will be a 10 run lead after 4 innings.
8. All players must play a minimum of three innings unless the game is shortened by expiration of the time limit, the Run Ahead Rule or other event such as weather.

9. Control is established when the pitcher has the ball under control in the pitching circle. This will be the stoppage of play. If a runner is not past the halfway point to the next base, she will have to return to the previous base she occupied.
 - a. The umpire should call time once the ball is under control in the pitching circle.
10. Coaches should encourage catchers to “suit up” after 2 outs and may use a courtesy runner for their catcher after 2 outs. Before any runner may be substituted, the umpire must be notified and the substitution approved BEFORE the substitution occurs, otherwise the substitute runner will be called out. The courtesy runner must be the player making the previous out in that inning.
11. Runners are entitled to a maximum of 1 base on an errant throw with liability to be put out. Runners cannot advance more than one base even if additional defensive plays are attempted. This applies to all runners on the bases regardless of where the errant throw is made.

V. Stealing

1. Runners may not leave the base until the pitch is released.
2. Stealing is permitted at any base once a player gets to first, including home.
3. Runners cannot steal during coach pitch.
4. Runners may only attempt to steal one base per pitch, even on an errant throw. This means that there is no further advancement by the base runner stealing if there is an errant throw.
5. Stealing is not permitted by a team if, when they get up to bat, they are winning by 5 or more runs. A team getting up to bat means at the start of an inning.
6. Base runners who violate any stealing rule or the lead off rule (rule 1 in this section) will receive one warning per game. Any future infractions by that base runner will result in the base runner being called out.
7. If a runner advances in violation of a stealing rule, they must return to their original base.

VI. Batting

1. Batters will be permitted to bunt against opposing pitchers.
2. Batters will not be permitted to attempt a bunt during coach pitch.
3. A slap hit is considered a bunt.
4. Batters may not throw the bat.

5. Batters who violate any batting rule will receive one warning per game. Any future infractions by that batter will result in the batter being called out.

VII. Pitching

1. The primary team pitchers are those that were assigned at team formation. Any other player may pitch.
2. Each team will pitch to the batter using a player pitcher. Walks are permitted. If the bases are loaded and the pitcher walks the batter (4 balls), the opposing coach will pitch to her or his own player, to continue the strike count. A pitcher is NOT permitted to walk in a run.
3. The coach must pitch from the pitching plate using usual pitching motion. The coach may either use a complete arm circle or start at the top of the arm rotation. Umpires may determine that a pitch does not meet the requirements and call no pitch. The count will not be affected by the no pitch call.
4. A batter hit by their coach shall not be awarded first base.
5. Coaches who are pitching to their players must make every attempt to get out of the way of the play (e.g., batted ball, player attempting to field a ball, player attempting to throw a ball, etc.) If it is determined by the umpire that the coach does not make a proper attempt to avoid the play, the batter will be called out.
6. A batted ball that strikes the coach, while pitching, is a dead ball. The batter is awarded first base, and runners advance only if forced.
7. A thrown ball that hits the coach while pitching is deemed to be the same as the pitcher receiving the ball in the circle (and under control). The ball is dead and the rules for the pitcher having the ball under control in the circle apply.
8. A coach can strike a batter out, but cannot walk the batter.
9. If the pitcher hits 3 batters in an inning or 5 in a game. The pitcher must be removed from the mound and will not be allowed to pitch the remainder of the game.
10. If the pitch hits the batter they are awarded first base, if an attempt is made to avoid being hit.
 - a. Note that a pitch in the strike zone that hits a batter is a strike and the batter is not awarded first
 - b. It is the umpire's call as to whether or not a player made an attempt to avoid being hit
11. A pitcher must keep both feet within the pitching circle at the start of each play. This rule is in effect either when the player is pitching or when the opposing coach is pitching.
12. A pitcher can only pitch 4 innings per game.

- a. This rule is in effect so that you have to develop more than one pitcher.
13. There is no balk in softball. If the pitcher stops in the middle of the wind-up, or if the pitch hits the ground before crossing the plate, it is considered a ball to the batter and runners do not advance unless the ball hits the batter in which case Pitching Rule 9 takes precedence.
 14. One pitch thrown in one inning is considered an inning pitched.