

SSBA Fall Softball Rules and Regulations

10U Minors

Except as otherwise stated herein, all games will be determined according to the rules implemented by the Amateur Softball Association (ASA). A situation not specifically covered by the local rules will be governed by ASA rules.

- 1. FIELD OF PLAY:** The base distance shall be 60 feet. The pitching distance shall be 35 feet. If the base distance or the pitching distance is found to be at the wrong dimensions during the course of the game, the error shall be corrected immediately, with no penalty.
- 2. EQUIPMENT:**
 - a. Bats** –Only official softball bats will be allowed. Bats made of aluminum, graphite, or ceramic materials must have an official softball insignia on it.
 - b. Batting Helmets** – All batters, on-deck batters, and base runners are required to wear protective batting helmets at all times. It is mandatory for all batting helmets to be equipped with a face mask.
 - c. Protective Masks:** The player playing pitcher must wear a protective face shield while pitching. It is recommended that protective shields be worn by all infielders for their safety.
 - d. Catcher's Equipment:** Catchers must wear a catcher's helmet, face mask, throat guard, chest protector, and shin guards.
 - e. Cleats**-Metal cleats will are not allowed in any games on any field.
 - f. Balls** –Only 11 inch softballs with the official softball insignia are to be used for game play. Two game balls are supplied by home team at the beginning of each game.
- 3. REGULATION GAMES:** Each game is 6 innings, 5 ½ if home team is ahead. An inning consists of three outs. In case of rain, darkness etc., a complete game is declared at the completion of 4 completed innings or 3 ½ innings if the home team is ahead. If a game ends in a tie, at the completion of six innings, the game will continue if time allows. If, due to time, darkness, or weather, a tie game will be continued at a later date to be scheduled by the division Vice President. If the Umpire must call a game in the middle of an inning, the score reverts back to the end of the previous full inning.
- 4. MERCY RULE:** A game is considered complete:
 - a.** 15-run lead after 3 innings (2 ½ if home team is ahead)
 - b.** 12-run lead after 4 innings (3 ½ if home team is ahead)
 - c.** 10-run lead after 5 innings (4 ½ if home team is ahead)

5. **TIME LIMITS:** All game times will be specified on the schedule. No new inning may begin after 1.5 hours (one hour and thirty minutes). After two hours, the game is over. If there is a tie after 2 hours, the game can be continued to a later date to be scheduled by the league Vice President. If darkness sets in after an inning, then the score will revert back to the previous full inning. Official time is determined by the Umpire. If time is available, the home team has the field for practice until 10 minutes before game time at which time the visiting team receives the field for practice prior to the game. Umpires will be encouraged to speed up play as deemed necessary and will report any abuse to the League President.
6. **PARTICIPATION:** Each player must be allowed 2 innings in the field. Each team is able to bat the entire lineup. This allows all available players on a team to bat in an assigned order. Managers are able to alternate players into the field as they choose as long as each player plays in the field a minimum of 2 innings.
7. **PITCHING:** Pitchers must start with both feet on the pitching rubber and with their hands separated. The pitchers back foot must remain touching the ground throughout the pitch. One pitcher cannot exceed 3 innings per game. Prior to the game the managers may agree on an alternate pitching arrangement whereby once a pitcher has thrown four balls (opposed to strikes), instead of the batter walking, the manager/coach for the offensive team throw 5 pitches. If the batter still does not hit the ball, then she is out.
8. **BATTING/BASERUNNING:** Baserunners may lead off once the ball is released by the pitcher. The runner will be called out if she leads off prior to the release. Stealing is allowed. Bunting is permitted. When bunting a foul tip or foul ball after two strikes is a strike and the player is out.
9. **DROPPED THIRD STRIKE:** There shall be no dropped third strike. If the catcher drops the ball on the third strike, the batter is out.
10. **INNING:** A half inning shall consist of 3 outs or a maximum of 5 runs.
11. **UMPIRES:** All games shall be officiated by at least one umpire behind the plate. The league will strive also have a field umpire. If no umpire arrives within 15 minutes after the scheduled start of the game, the coaches may, upon mutual agreement, select an umpire from available coaches and parents. If no agreement can be made, the game shall be considered canceled and will be rescheduled. The umpire will have general responsibility for calling games due to weather conditions, darkness and time limitations. If lightning and/or thunder is observed and the umpire has not elected to call the game, the team managers will be empowered to make a joint decision to remove his/her players from the field.

- 12. SPORTSMANSHIP:** All players, managers, and parents shall conduct themselves with appropriate sportsmanship and show respect to umpires at all times. Umpires retain the authority to eject any offending party from the game and determine what is foul language and unsportsmanlike conduct. The manager/coach is responsible for the conduct of their players as well as the spectators for their team. If a player is ejected for any reason, the team with this player will not forfeit the game; however, the team will record an out in that lineup position. If a spectator is ejected, the spectator must leave the playing area immediately. If a player or a spectator is ejected, the head coach/manager shall also be ejected. If a player, manager, or coach is ejected from a scheduled game, there shall be a one game suspension imposed on him/her. During the one game suspension, said player, manager, or coach may not attend the next game. If a player, manager, or coach is ejected twice during the regular season, a more severe action may be imposed by the Board of Directors.
- 13. TEAM:** Before each game, the manager of each team should supply the opposing manager a list of their eligible players for that game and starting batting line-up. All players will be placed in a batting order for the entire game. Each team may field 9 or 10 players on defense. If there are 10 players there shall be six infielders and four outfielders positioned in the outfield grass. Any team with only eight players at game time may begin play and be allowed fifteen minutes for the ninth player to arrive. If after fifteen minutes a ninth player is not present, the game is continued with eight players and the ninth position in the batting order is considered an automatic out. Any team with less than eight players after the fifteen minutes will automatically forfeit the game. Managers have the option of calling a player up from a lower division or another team within that division to act as a substitute player. There are no restrictions on the position the substitute player can play. Open substitutions are allowed for the entire game. The Home team will occupy the third base dugout and will keep the official score. The Home team is the second team listed on your game schedule and is responsible for lining the field and setting the bases each game, if necessary.
- 14. PRE-GAME CONFERENCE:** Managers are encouraged to meet prior to the game to discuss agreed upon amendments to the league rules regarding pitching, stealing, etc.
- 15. UNIFORMS:** Each player must be in proper uniform to participate. A players' uniform must consist of the standard team uniform shirt, shorts/pants, hat/visor and safety equipment. Shirt shall be tucked into the short/pants. No jewelry is allowed to be worn during game play.
- 16. DEAD BALL:** The ball is considered dead once the pitcher has control of the ball and is within the designated pitching circle. Once the ball is dead, no runner may advance. Any runner who has not gone past the halfway point to the next base must go back to the preceding base.

- 17. THROWING BATS:** No throwing of the bat will be allowed. One team warning will be issued after which, any subsequent violation will be cause for offending player to be called out.
- 18. INJURED PLAYER/COURTESY RUNNER:** A courtesy runner will be allowed for a batter who has been injured in a play. Courtesy runners may be used for catcher if there are 2 outs (to help speed up game). If catcher is already on base and 2nd out occurs, no courtesy runner is allowed. The courtesy runner will be the player who recorded the last out.
- 19. OBSTRUCTION/SLIDING:** Fielders must allow access to the bases and home plate. If a play is being made at a base, the base runner must avoid unnecessary contact with the defensive player or the base runner is out, subject to umpire discretion. Catchers cannot block the plate without the ball.
- 20. INCLEMENT WEATHER:** In case of rain, the manager may call the SSBA Weather Hotline (1888-475-7770) one hour before the start of the game. A decision will be made at this time and cannot be reversed. If it rains after that time, the decision will be made by the Umpire at the field.
- 21. VIOLATIONS:** Any violations of the rules should be documented and reported immediately to the League President. Violations may result in penalties including, but not limited to: forfeiture of game in which the violation occurred; suspension for one or more future games; exclusion from tournament play or expulsion from the League. All violations will be documented and submitted to the Board of Directors for review.