

2010 RULES
Southeastern League Softball
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The Southeastern Softball League will play 10 & under girl's softball according to the Amateur Softball Association (ASA) rules & regulations except as noted below:

Eligibility – 10 & under, a player cannot turn 11 before January 1 of this year. (Same as ASA)

Regular season games will be 5 innings or 1 hour 15 minutes in length, finishing the inning. The full 5 innings will be played unless by the start of the 4th inning one team is ahead by 11 runs, or by the start of the 5th inning one team is ahead by 6 runs and time is a factor. No inning will be started after the time allowed unless there is no game following. Please abide by this in respect of the Jr. & Sr. games that follow.

Tie games will be recorded as such unless there is no game following, regular season awards will then be decided during tournament play if needed. ASA tiebreaker is in effect in any extra innings (last batter of previous inning is placed on second to begin each half of extra innings).

The home team will provide **two umpires** (except tournaments). The home plate umpire must be 18 years old or older. **MAKE CERTAIN UMPIRES ARE FURNISHED, AND HAVE READ, A COPY OF THE LEAGUE RULES, AND ARE READY TO GO PRIOR TO GAME START TIME!**

Effect – game is forfeited by home team unless opposing coach agrees to play with umpire(s) provided.

An 8ft. radius (16ft diameter) circle must be in chalk around the 35 ft. pitching rubber. ½ way lines must be marked between bases.

Tournament games will be 5 innings in length or 1 hour 15 minutes in length, finishing the inning. Extra innings will be played in the case of a tie at the end of the 5th and following innings. The full 5 innings will be played unless by the start of the 4th inning one team is ahead by 11 runs, or by the start of the 5th inning a team is ahead by 6 runs. ASA tiebreaker is in effect in any extra innings (last batter of previous inning is placed on second to begin each half of extra innings). Home team is higher seed in the bracket. Home book is official book. Brackets will be seeded according to regular season record. No tournament game may start after 9:30 p.m. unless both coaches agree otherwise.

A continuous batting order will be used during both regular season and tournament play. All players on a team will be listed and bat in one continuous order. The exception to this shall be that if one team has more players than the opposing team, the team with more players may elect to bat continuously only the same number of batters as the opposing team, but not less than 10 if using rule 3, in which case the additional players shall be listed and batted as substitutes. The team with more players has the option to bat the same number of players as the opposing team or bat continuous, but must elect to do one or the other prior to game start and may not change during the course of the game. No outs will be taken for players leaving the batting order for illness or injury, simply skip that batter and continue the lineup. Players leaving the batting order for injury or illness may not re-enter, and this only applies to players leaving the batting order. A player may leave the field, bat in their order, and re-enter the field later, or a coach may take the out for an injured or sick player leaving the batting order and then that player is still considered in the batting order and may bat the next time around. Players arriving late shall be entered as substitutes.

1. Combination of player/coach pitching system with NO WALKS. If the batter reaches ball four, then the batters coach will pitch until the batter either hits or strikes out. **A player cannot strike out on a foul ball.** (new 2008). Maximum 3 pitches from the coach. The batters coach must be ready and hustle out to make the pitches to his/her player. Balls and strikes will be called by an umpire meaning the batter can strike out looking. Batters hit by a pitch that is pitched by the opposing team will take first base. Being hit by a coach's pitch does not allow first base. Pitchers will pitch from a 35 foot pitching rubber.

2. In an effort to develop more players in the pitching/catching positions, players will be limited to pitching and catching to no more than 2 consecutive and a maximum of 3 innings in a game. An appearance (1 pitch) is considered an inning. Once a pitcher hits 3 batters in one game, they are not allowed to pitch anymore. **If extra innings, any person can pitch or catch starting inning 7.**

3. Use 11" ball. Yellow or White. Home team or tournament director provides ball.

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4. Teams are allowed to start with 8 players, if you start with 8 players you may borrow one from the other team to make 9 players and that player will play an optional position by the receiving coach. There will be no automatic out for the 9th & 10th batters. During Tournament a team may field 8 players.
5. Free substitution is allowed. Players must reenter in the same batting order.
6. No infield practice before a game. This means no practice on any part of the infield (stay on the grass).
7. Five runs or three outs per inning.
8. One base on an overthrow. Batter/Runner and all other runners can advance one base and no further (**at their own risk**) after an overthrow at any base. A second attempt at put out at another base does not constitute another 1 base on an overthrow. Runners can not advance on overthrow to the pitcher who is near the circle. (umpire discretion) If a runner advancing between bases has not advanced more than half way when the pitcher obtains possession and control of the ball in the 16' (dia.) pitcher's circle, the runner will be returned to the last base touched prior to the pitcher gaining control of the ball in the pitcher's circle. This is solely the judgment by the umpire. A halfway chalk mark between bases should be in place.
9. Pitcher (Player) must start behind, or behind and to the side of the 35ft. pitching rubber when coach is pitching. Coach pitcher must start with at least one foot in or on the pitchers circle.
10. The catcher must wear a helmet with facemask & throat protector, shin guards, chest protector.
11. Batters, batters on deck, and base runners must wear helmets. Face shields on helmets for batters, batters on deck, and runners are **mandatory** (new 2008). *NOCSAE stamp is not required on facemasks.*
12. The batter is out if the bat is thrown. This is a judgement call by the umpire.
13. No Bunting. Effect – treated as a foul ball.
14. No Stealing.
15. **Base runners may lead off after the pitch. The runner cannot advance unless the ball is hit and must return to the base prior to next pitch. The base runners can be thrown out, but cannot advance on an overthrow.**
16. For safety, please use double bags on first base.
17. If a batted ball hits the pitching coach, the ball is replayed.
18. If a play is made at home plate the runner must slide or the runner is out. (Umpire judgment) **A play is considered a ball in the infield directed at home plate**
19. No infield fly rule.
20. Outfielders must play behind the baseline until the ball is hit. Effect – runners and batters are entitled to one base without liability to be put out.
21. The batter becomes a batter/runner when a pitched ball not swung at or called a strike touches any part of the batter's person including the hands or clothing. If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.” (Rule 8, Section 1, F, pg. 82)
22. Home team must notify opposing team 2 hours prior to game start in the event of a cancellation. Effect – Forfeit by home team. Home team must make 2 attempts to reschedule the game. If 2 attempts are not made, the home team will forfeit. If the visiting team cannot reschedule, they will forfeit.
23. Teams may play 10 players in the field using 4 outfielders.
24. **To be eligible for tournament play, either the player must play in at least 50% of league games on the team they are playing on at tournament or at least 50% of league games in the lower age group to be able to play up an age group at tournaments. Players cannot be moved laterally for tournaments.**
25. Phone in regular season record to league president immediately after last regular season game. Tournament seeding is by percentage of game won, then head to head, then flip of a coin.
26. **NO ENTRY FEE MAY BE CHARGED TO ANY GAME OR TOURNAMENT!**
27. League dues are \$140.00 per team: **Dues and registration must be mailed by March 25 to facilitate scheduling.** \$50.00 per game is paid by the League to the tournament host town for umpires for tournament play. The host town secures the umpires. There shall be at least one sanctioned umpire on the field during each tournament game. \$20.00 per team is paid by the League to the League President.

All rules added or amended are in red.