

Salt Lake County Recreation
Girls Softball
Rules for League Play
10 & Under Division



PARKS & RECREATION

A.S.A rules will be used, with the following modifications:

1. Pitching

- a. **Pitching Distance** will be 35 feet. If a pitcher is struggling to throw strikes they can take one step forward from the pitching rubber and pitch from that spot. She must stay within the pitcher's circle for safety. Base distances are 60 feet.
- b. **No walks.** After 4 balls have been called, the coach from the team at bat will pitch to his own batter. The batter will be allowed 3 pitches. If the last pitch is hit foul, the batter will be allowed another pitch until she either hits a fair ball or runs out of pitches.
- c. **Hit by a pitch.** If a batter is hit by a pitch she can choose to be awarded first base or she can choose to finish her at bat.

2. Equipment

- a. **Ball** An 11" ball will be used. Site supervisor will provide balls for the games. Balls must be returned to the Site Supervisor at the end of each game.
- b. **Helmets** Girls must wear a batting helmet with a facemask and a chin strap while batting, base running, and in the 'on deck' area. Teams will share helmets (if necessary) and they must be returned to designated teams for their turn at bat.

3. Roster

- a. **Minimum Players** There is no forfeit rule. If teams are short players, they will play short in the outfield. Any ball hit to an area in the outfield without a girl playing that position will be called a ground rule double. There are no automatic outs. Girls who are late may play but are added to the end of the batting order and will bat when her turn comes up. 10 girls can play at a time with no more than 6 in the infield.
- b. **Batting Line Up** The entire roster must bat. Team lineups must be exchanged within five (5) minutes of game time. Home team is designated as the official scorekeeper.
- c. **Defensive Play** All girls must *play a minimum* of 2 defensive innings per game, or half of the game, if the game was less than 4 innings.

4. Game Time

- a. The Umpire will enforce starting time. Drop dead time 55 minutes.
- b. Tie games will stand.
- c. In case of bad weather or darkness, 35 minutes will be considered a complete game.
- d. Game time is start time whether you start on time or not. (Grace period on the first game only is 15 minutes), but game time still stays in force.
- e. If with 10 minutes left in the game not all of the players have had an opportunity to bat, then the teams will switch to make sure that all of the players have an opportunity to bat during the game.

5. Run Rule

- a. The side will retire after 5 runs have scored or 3 outs, whichever comes first. Runs scored (after 5) on consecutive play will not be counted. (However, tell the player what she accomplished).

6. Base Running

- a. No stealing is allowed.
- b. The third strike rule is eliminated (the ball is dead and the batter is out, see ASA Rule 8, Section 1B)
- c. The infield fly rule is eliminated.
- d. You may only take one base on an overthrow.

7. Injuries

- a. A courtesy runner will be allowed for an injured player using the player who made the last out.

8. Sportsmanship

- a. Players, coaches, managers, or other team members will not make disparaging or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered un-sportsmanlike conduct.
- b. Chants and cheers to encourage your team are allowed.
- c. Coaches are responsible for the behavior of their players and spectators.

9. Protest

- a. All protests must be lodged and/or settled before the next pitch.

10. Standings

- a. League Standings will not be kept. All players will receive a participation award.

11. Rainouts

- a. Coaches will be contacted about rainouts no less than 1 hour before game time.