

## 10U Division Local Rules

This handout presents 10U local rules used for recreational league play in the Cupertino Girls Softball League (CGSL) and Sunnyvale Girls Softball League (SGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email: [uic@sunnyvalegirlssoftball.org](mailto:uic@sunnyvalegirlssoftball.org).

- 10.1 Time Limits: Game playing time is 1 hour 30 minutes. Once the game playing time has passed the time limit, no new inning may begin. All play stops after 1 hour 45 minutes (score reverts back to last full inning).
- 10.2 All games use 11-inch optic-yellow softball.
- 10.3 Pitching distance is 35 feet.
- 10.4 A regulation game is five innings long. A complete game is at minimum of four innings. If a team is ahead by 10 runs after four innings, the game is over and complete.
- 10.5 A half-inning ends when the defensive team achieves three outs, or if during the first three innings, the offensive team scores three runs.
- 10.6 Ten defensive positions are used by adding a 4th outfielder. All 4 outfielders shall be positioned in the outfield prior to the pitch. For the purposes of this rule, the outfield shall be defined as beginning approximately 30 feet outside the baselines.
- 10.7 Games may be played with as few as eight players in a line-up. No out is taken for the 9th spot in the batting order.
- 10.8 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions regularly. Players should have equal playing time over the course of the season.
- 10.9 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
- 10.10 Coach pitching rule (10.10) applies **only until "Spring Break" – after "Spring Break" player pitch only**. Player pitching and staff pitching rules:
  - a) A player pitcher is allowed a combination of two walks or hit batters in an inning.
  - b) Beginning with the batter who would receive a combination of the third walk or hit batter (or with the bases loaded), after three balls, staff from the batting team shall serve as "relief pitcher" on a batter-by-batter basis.
  - c) Staff pitching distance is as close as needed to get a flat level pitch, but must remain within the pitching circle.
  - d) Staff pitcher inherits the pitcher's count. The staff pitcher's 3th pitch and every pitch afterward is a called strike. (Foul ball on 3rd strike rule applies).
  - e) While staff pitcher is pitching, a pitch that hits the batter is a dead ball. No base is awarded; the call is made based on whether the ball is in or out of the strike zone (Note: for player pitcher award base).
  - f) Bunting and stealing bases is not allowed while staff pitcher is pitching.
  - g) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle.
- 10.11 Pitching eligibility is by week, Saturday through Friday. Pitchers are eligible to pitch 5 innings per week. If a pitcher appears and throws at least one pitch, an inning is charged to the pitcher. Pitchers who are removed from the defense may return to pitch at any time during the game as long as pitching eligibility is considered.
- 10.12 The dropped third strike rule is not in effect for 10U Division.
- 10.13 When awarded a base on balls, a batter-runner may only advance to first base.
- 10.14 Per ASA rule, runners may leave a base when the ball leaves the player pitcher's hand.
- 10.15 A runner at third may steal home (including a delayed steal). Only one base at a time can be stolen. A pick-off attempt at third can also result in a playing stealing or advancing home. NOTE: This is a change from prior years.

