



**DE PERE GIRLS SOFTBALL ASSOCIATION
U-10 LEAGUE RULES
(Board Adopted Dec 2012)
(Last Updated Apr 2019)**



DGSA MISSION STATEMENT:

1. To provide a safe environment for girls in the De Pere area (East / West) to have fun while learning the fundamentals of softball, teamwork, commitment, and competition.
2. To help build the self-esteem of all athletes and provide a service to the youth of the community.
3. To provide the De Pere High School softball programs (East / West) with athletes that can demonstrate a solid understanding of the fundamentals of girls softball.

LEAGUE OBJECTIVES:

1. The objective of this league is to build upon the fundamentals of softball that these athletes were introduced to from the U6- U8 leagues.
2. This league is a modified ASA scoring league where team standings are tracked for seeding purposes for the end of the season tournament.
3. To provide an increasingly competitive softball environment to help the athletes prepare for High School Softball.

LEAGUE RULES:

I. GENERAL

1. All playing rules will be in accordance with the current official softball rulebook published by ASA Rule Book (*unless otherwise noted*).
2. The De Pere Girl's Softball Association's *Good Sportsman's Code* applies to all leagues.
3. No players will be allowed to participate until their registration fee is paid and their waiver forms is signed.
4. Any player, who cannot play after paying her registration fee because of an unforeseen circumstance, will be refunded her fee if the Board reviews the situation and finds the situation to be legitimate.
5. All names of players registering after the beginning of the season will be brought to the Commissioner for assignment to a team.
6. Players who are not wearing the issued team shirt will not be allowed to play.
7. No jewelry may be worn. All earrings must be removed or the girl cannot play.
8. The league commissioner is responsible for the postponing and/or canceling of games due to inclement weather prior to the start of the game. Once the game begins, the umpire scheduled to work that game is the person responsible to call the game due to inclement weather. The canceling of the first scheduled game of the night does not necessarily mean that all subsequent games are canceled.
9. Only three coaches, team members and one bat boy/girl are allowed in the dugout.
10. Coaches will exchange team rosters before each game. A copy of the batting order, which will include all team members present at the start of the game, is to be given to the opposing coach before the start of each game. If a player arrives after the first pitch, which constitutes the start of the game, she will be added to the bottom of the batting order.
11. Each team will have a maximum roster of 15 players. A minimum of seven players must be present to start and finish a game. No penalizing a team in the batting order if that team has less than 10 players present.

12. The home team, which will be the 2nd team listed on the schedule, will use the third base dugout and will take the field first. Team managers may designate base coaches.
13. All girls bat in order and reserves must play in the field every other inning.
14. Each game will consist of 6 innings. A regulation game will consist of 4 innings or 3 ½ innings when the home team is ahead. If a regulation game is called early (at the discretion of the umpire) due to inclement weather, when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning-except that if the home team in its half of the incomplete inning scores a run (or runs) which equals or exceeds the opponents score, the final score shall be recorded as when the game is called.
15. No new inning will start after 1 hour 15 minutes of play. For playoff games, no new inning will start after 1 hour 25 minutes of play. For playoff games, no new inning will start after 1 hour 25 minutes of play. If a game is stopped due to an injury to a player, the umpire (at his or her discretion) shall extend the time limit on that game by the same amount of time that was lost while attending to the injury.
16. These approved rules shall be in full effect during all league playoff and championship games. No changes will be made to these rules without board approval.
17. Coaches will use a running batting order during league play. This means each coach will keep the same line up throughout the regular season. The player on deck at the end of a game would be the lead off for the next game. This will provide more even number of at bats per player. Coaches are not required to use the running batting order during playoffs.

III. DUGOUT CONDUCT

1. All players are to remain in the dugout except for the batter and the on-deck batter. All players, whether batting, while in the on-deck circle or on the bases as a base runner, must be wearing a helmet at all times. Chinstraps on the batting helmets must be connected at all times. If a helmet should fall off while running, the runner will not be called out.
2. Unsportsmanlike conduct, such as comments directed from opposing players, parents or from opposing coaches will not be tolerated under any circumstances. Removal from the ballpark may result if this rule is broken. Positive cheering is accepted and encouraged but there will be no “heckling” (i.e. swing batter, songs directed at opposing teams or players, etc.) allowed. Each coach is expected to enforce this rule with his/her team. Should fan behavior become a problem, the umpire will confer with the coach of the appropriate team. It will be the coach’s responsibility to address and eliminate the problem.

IV. PITCHING

1. Live pitching with an ASA regulated 11-inch ball at a distance of 35 feet will be used for all games.
2. During the regular season a pitcher will be allowed to pitch a maximum of three innings per game. Those three innings do not need to be successive.
3. During the playoffs the pitcher will be allowed to pitch a maximum of three innings per game. If after six innings have been played and the score is tied, a pitcher shall be allowed to pitch up to three additional innings.
4. One pitch constitutes an inning. A pitcher can re-enter as a pitcher at any time during the game, and can be substituted for at any time during the game.
5. ASA pitching rules will be used.
6. All Pitchers must wear a face mask.

V. CATCHING

1. Catchers must wear a mask and helmet, shin guards and throat and chest protectors.
2. During the regular season a catcher will be allowed to catch a maximum of three innings

per game. Those three innings do not need to be successive.

3. During league playoff games, the catcher will be allowed to catch a maximum of three innings per game. Those three innings do not need to be successive. If after six innings have been played and the score is tied, the starting catcher shall be allowed to catch up to three additional innings.
4. A catcher can re-enter as a catcher at any time during the game, and can be substituted for at any time during the game.
5. Runner may only steal 1 base at time and may not advance on a catchers throw. There is no stealing home.
6. The catcher shall not interfere with the batter.

VI. **BATTING**

1. A team can score a maximum number of four runs per inning. If the fourth run is scored before the third out is made, the inning will be over for that team. If at the start of the sixth inning and the home team is ahead by more than four runs, the game will be called.
2. Batters must keep at least one foot in the batters box during her time at the plate. When receiving signals from the coach, the batter may pivot and place one foot outside the batter's box. Continued violation of this rule and after sufficient warnings from the umpire, a delay of game will be called, and the batter will be awarded a strike.
3. Bunting is allowed.
4. Anyone throwing the bat after a swing will be warned by the umpire. If the same batter is warned more than once the umpire under his/her discretion may call the batter out. "Throwing the bat" is when the bat travels a distance of eight feet or more, or if the batter releases the bat upon making contact with the ball and the bat hits the catcher before touching the ground. This rule will be enforced upon the discretion of the umpire.
5. The 1st batter receiving four balls in an inning will receive a walk. There will be a four balls and three strikes rule. If the batter gets four balls before the third strike is called, the batter may attempt to hit pitches from an adult pitcher. There will be no maximum number of pitches thrown from the adult pitcher. The count follows the batter with the adult pitcher. Umpires will continue to call balls and strikes. The batter can strike out by either swinging or called strikes on pitches from the adult pitcher. If the batter is struck by a pitch from the adult pitcher, it is not considered a hit-batsman, and the at-bat continues. The adult pitcher must pitch from the pitching rubber. The acting pitcher shall stand behind the pitching rubber, and shall not be outside of the circle. Upon hitting the ball from an adult, the batter may advance at most two bases.
6. If a pitcher hits a batter, the batter will be awarded first base. If the ball hits the ground first and then hits the batter, it still counts as a hit batter and the batter will be awarded first base. If the coaches agree that the ball was moving too slow, the batter will continue to bat.
7. No fake bunting followed by swinging or slapping at the ball is allowed
8. No dropped third strike in effect.

VII. **FIELDING**

1. A maximum of 10 players may play the field, no more than four infielders (not including the pitcher).
2. All outfielders must start on the grass until the ball leaves the pitchers hand. Infielders must stay behind the imaginary line extending from the pitching rubber perpendicular to the first and third base lines until the ball leaves the pitchers hand.
3. There will be no infield fly rule.
4. It is recommended that all defensive players wear a fielding mask.

VIII. BASE RUNNING

1. While a ball is considered “live”, the base runners cannot advance after the pitcher has maintained control of the ball within the pitchers circle.
2. Stealing is allowed. Stealing a base occurs whenever a runner advances a base on a pitched ball and there is no contact made by the batter.
3. The base runner may not leave the base until the pitch crosses the plate.
4. There will no attempts to steal home.
5. The runner may not advance to the next base if there is an overthrow on the putout attempt from the catcher.
6. Sliding is permitted, however, any runner who intentionally “takes out” a defensive player at any base by not sliding or by any other flagrant manner is automatically called out. Play is stopped and no runners may advance and/or score after any flagrant foul is committed. A runner must slide; unless she can legally (i.e. stays in the base line) avoid contact with the defensive player without sliding. If the runner does not slide and contact is made with the defensive player, the runner will be called out. This is a judgment call by the umpire, and may not be protested. If the defensive player has control of the ball, she can legally block the base. If a defensive player, while not in possession of the ball, blocks or impedes a runner, obstruction will be called, and the runner will be awarded a base.

IX. SCORING

1. The home team is considered to be the “Official Scorer” for that game, and will maintain the official scorebook. The home team is responsible to operate the electronic scoreboard during the game.
2. It is the responsibility of the winning team coach to update the final score in the system after each game.
3. A team losing by 13 or more runs after four innings may choose to end the game or play the final inning as a scrimmage (time permitting).
4. If the score is tied after six complete innings, games will be decided using the *NCAA Tiebreaker Rule*: The extra inning begins with the player who made the last out in the previous inning on second base with no outs. After three outs or nine batters, whichever comes first, the home team will put the player who made the last out in their previous inning on second base with no outs. The victory is given to the team scoring the most runs in the extra inning. This procedure will be followed for a maximum of one inning if the score remains tied, after which the game will be recorded as a tie.
5. League play-off games are not subject to the tiebreaker rule, and will continue until an outright victor is declared.

COACH EXPECTATIONS:

1. Coaches are responsible for:
 - Promoting good sportsmanship at all times. This league is to encourage the girls to participate and have fun. Our league commissioner will enforce a zero tolerance policy.
 - Keeping the girls on the bench and out of the playing area when appropriate.
 - Seeing that equipment is properly cared for and returned at the end of the season with an inventory of any equipment needs.
2. The De Pere Girls Softball Association Coaches Expectations and *Good Sportsman Code* applies to all leagues.

3. If a coach is ejected from a game, he/she may not continue to participate in that game. That coach must appear before the DGSA Board, and depending on the circumstances, he/she may or may not be reinstated.