



City of Anderson Parks and Recreation Department  
10-Under Girls Softball League Rules

ORGANIZATION

1. Players will be allowed to remain on the team that she played for in the previous year if she chooses. Otherwise, she will be placed in the draft.
2. All girls should play in the proper age group, which is according to her age on January 1<sup>st</sup> of this year. However, a girl who is league age 10 that played in the 10-under division last year will be allowed to move up to 12-under.
3. Requests are not guaranteed.
4. Teams may automatically have the daughters of one head coach and one assistant only.
5. Teams will be selected through a draft following the players' skills tests.
6. Once the draft is completed, no players will be allowed to change teams unless deemed necessary by the Rec Department staff.
7. Overall league and city only team standings will be recognized.
8. Any situation not covered by these rules will be decided by the Recreation Department staff.

League Play

1. Play will be governed by general softball rules and the league rules as listed.
2. A full game should consist of 6 innings with a time limit of 1 hour and 30 minutes. However, it will be considered complete regardless of the inning after the time limit has expired. If the game is tied after 7 innings or time limit, it will remain as a tie.
3. No new inning will start within 10 minutes of time limit. However, once an inning starts, it must be completed.
4. The umpire will prohibit unnecessary stalling actions by teams and eject offenders after one warning.
5. Game time is forfeit time. However, when the preceding game runs longer, game time shall be when the umpire calls for action to begin. In case of a forfeit, a practice game may be played and the umpires will call the game.
6. The game may begin with 8 players to avoid a forfeit. A ninth and/or tenth player may be added on arrival.
7. 10 players will be on the field for defense (4 outfielders).
8. The 10 run lead will be in effect any time after 4 innings. A 20 run lead rule will apply after 3 innings.
9. The half-inning will end after 3 outs or when the team batting has scored 10 runs. Any run that scores on the play with the 10<sup>th</sup> run will be allowed to count.

10. All players present will be in the batting order for the entire game. The starters on defense will be noted in the score book prior to the game. Free substitution will be in effect for defense---players may be switched in and out each inning and rotated around the various positions on the field. This will make it easier to make sure that each girl plays the two required defensive innings in all games.
11. If a player misses too many practices without a valid reason, the coach is not required to play her. This must be noted in the book and the opposing team and umpires notified.
12. A player who is not available to bat when her turn comes up will be called out. Exception: If she is injured during the game or becomes sick and can not continue, her spot will be skipped.
13. There should be no more than 5 minutes between the end of one game and the beginning of the next.
14. Teams are to warm up on the side of the field or outside of the fence prior to each game. There will be no infield warm-up.
15. All teams will be required to use line-up cards. Each coach should give one to the scorekeeper and the opposing team before the game. Full rosters with first and last names should be turned in at least 5 minutes prior to the game.
16. No jewelry will be allowed. Girls should remove it before the game.
17. All shirts must be tucked in while playing.
18. Only team players and coaches will be allowed in the dugout area.
19. The infield fly rule will apply in this league.
20. Bunting will be allowed in this league. Bunting will only be allowed while a player is pitching. Bunting will not be allowed when a coach is brought in to pitch.
21. *Runners will be allowed to steal all bases, once the pitch crosses home plate.*
22. *A Batter CANNOT advance on a dropped 3<sup>rd</sup> strike by the catcher.*
23. Any batter who slings the bat will be called out---the ball is dead and no runner may advance. There will be no warnings given.
24. Missing bases or leaving early is called by the umpire and is up to their discretion
25. Time out may only be called when the ball is in the possession of the pitcher in the circle. If a runner is between bases when time is called, she must stop at the next base she comes to. Coaches are to strongly encourage and teach their players to attempt a play rather than to automatically call time.
26. Any runner is out when she runs more than three feet away from the baseline in an attempt to avoid a tag, unless her action is to avoid interference with a fielder attempting to catch a batted ball.
27. Two runners may not legally occupy a base at the same time. If a tag is made, the trail runner shall be called out. The preceding runner is entitled to the base.
28. The catcher, without the ball in her possession, has no right to block the path of a runner attempting to score. The baseline belongs to the runner and the catcher should be there only when she is fielding the ball or already has the ball in her hand.
29. While the team is batting, a coach should be in each coaching box. They can not touch players in any manner while the ball is in play. Violation will result in the player being called out.
30. If there is a question concerning a play on the field, the coach may request time-out to discuss the matter. He/she must wait for it to be granted before coming onto the field. The umpire is in control of the game and does not have to give the time-out. There will be a warning for the first offense and ejection for the second.

31. BATTING OUT OF ORDER:

- (a) - A batter shall be called out, on appeal, when she fails to bat in her proper turn, and another batter completes a time at bat in her place. All action that occurred from the wrong batter is nullified.
- (b) - If this is noticed while the wrong batter is in the box, the proper batter may take her place and assume any count.
- (c) - If the improper batter becomes a runner or makes an out and pitch is made to the next batter before an appeal is made, the batter becomes legal. The next batter would then be the player following the now legalized batter.

PITCHING

1. All pitches will be delivered to the plate from a distance of 35 feet with an underhand delivery. The intent of the pitch is merely to put the ball in play. The pitcher should attempt to put the ball across the plate in a manner that will allow the batter to hit it.
2. Normal pitching rules apply.
3. The pitcher must begin with both feet in contact with the pitching rubber or she may either face the batter or turn sideways with the front foot on the rubber.
4. The pitcher has 10 seconds to release the next pitch after receiving the ball or the umpire calls for the pitch.
5. If 4 batters are walked and/or hit-by-pitch in the same inning, the offensive coach will come in to pitch the remainder of the inning. The player will move to the side of the pitching area to field the position with one foot within the circle. The same or a different player may start the next inning on the mound. ***Once the 4<sup>th</sup> batter is walked, all play is dead and any runners on base must return to their original base.***
6. When the coach is pitching, the batter will get 6 pitches to hit the ball. Three misses will be a strike-out. A foul ball on the sixth pitch will be an out. There will be no walks.
7. The coach should not “lob” the ball to the batter but should make every effort to throw a flat pitch.
8. The strike zone is that area over the plate from the batter’s knees to her armpit.

### CONDUCT

Anyone not following these rules will be warned by the Field Supervisor or other Recreation Department staff. A second offense will result in the individual(s) being asked to leave and if necessary, the proper authorities will be called.

1. Players, coaches, and spectators must display at all times a manner that exhibits sportsmanship and good will.
2. No profanity or other abusive language will be allowed at any time on city property
3. No criticizing of an opposing team, its players, coaches, or fans by word of mouth or gesture will be allowed.
4. Absolutely no alcoholic beverages or drugs will be allowed on the premises. Any person found to be under the influence of either will be asked to leave.
5. The use of tobacco products will be prohibited during the game. One warning will be issued before ejection. Repeated offenses will result in suspension.
6. Any discussion will involve only one coach and the officials.
7. The umpires are in control of the game. In the event that a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game after one warning that such action will be taken.
8. If a player or coach is ejected from a game, he/she may be seated in the stands. If she continues to argue or act improperly, she will be asked to leave the field. If she refuses, the game will be forfeited.
9. Any coach or player that is ejected from a game will automatically be suspended from the next game that they attend.

### RAIN-OUT POLICY

In case of rain on a scheduled game day, the decision is not made until 4:00 pm. From a touch tone phone, you may call 226-2489; then follow the prompts. We will also try to post this information on the city website: [www.cityofandersonsc.com](http://www.cityofandersonsc.com) or like our Facebook page: [www.facebook.com/andersonrecreation](http://www.facebook.com/andersonrecreation)

If rain comes after 5:00 pm, the umpires will make a decision at the field. The message will be updated as possible. Please remember that our rain patterns are scattered at times---if you are not sure, please go to the field to avoid forfeits.

In case of rain on a scheduled practice day, you will need to call your team coach. With the number of teams and other activities that we have, it is impossible to keep up with individual team schedules. Find out from the coach what the contingency plans may be for bad weather.