

Dixie League Softball  
10U Girls 2011 Rules  
Revised 3/20/10

1. A player's age on January 1<sup>st</sup> of the current year is the age for the softball league
2. Each area must provide a home field for play on home games, with maps of the fields made available. Home team is responsible for the readiness of the field of play and for umpires
3. Team commitment by April 16<sup>th</sup>. Final rosters turned May 1<sup>st</sup>
4. Coach's will keep copies of all birth certificates along with a copy of the roster that was submitted to the director in their possession at all times. Any players not on the roster will not be allowed to play
5. Home team must provide two (2) new softballs and an additional "good" used softball for play. 11" softball to be used.
6. Rainouts will be rescheduled. It is the responsibility of the coaches to coordinate a field and date for make-up. If a rainout occurs, **HOME** team must contact and inform the director of the game not being played.
7. Game results must be called in by the **HOME** team to league director.
  - a. Phone Number **777-0940 ext. 222**
  - b. Report names of teams played and scores
  - c. Report coaches nominations for All Star game
    - i. Coaches will nominate 2 players by number and name of the opposing team - per game played
8. New teams are drafted each year. NO STACKING of teams allowed in this league
9. 10 players allowed on the playing field, of which 4 of these players will be in the outfield. (NO ROVERS)
10. Coaches are responsible for the conduct of the players and with parents and spectators. Unsportsmanlike conduct by players or spectators will not be tolerated. (After 2 warnings a forfeit will be charged to the offending team on the third incident.)
11. A.S.A. Softball rules apply with the following exceptions
  - a. Forfeit time is 10 minutes after game time: game time is 6:00 pm.
  - b. A team must start and finish a game with no less than 7 players
  - c. A game will consist of 6 innings or 2 hours. 4 ½ innings will constitute a complete game. A new inning will not start after 1 hr 50 minutes have elapsed. Knowing that the time limit may elapse within an inning, coaches may agree on calling last inning. Innings after that agreement will not be allowed.
  - d. 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
  - e. Mercy rule 10 runs after 4 innings, 15 runs after 3 innings.
  - f. Pitching mound distance is 35 ft. with an 8 ft circle around the pitching rubber
  - g. Base runners may not lead off, but can steal any base but home after the ball crosses home plate. (ONLY 2 STEALS PER INNING)
  - h. No stealing home unless an attempt is made at 3<sup>rd</sup> base only. No stealing home on passed balls, wild pitches, or a throw back to the pitcher.

- i. No advance on dropped 3<sup>rd</sup> strike.
- j. On the 4<sup>th</sup> called ball on a batter, her coach will then enter the game and pitch 3 balls for her to hit. The batter must put the ball in play within 3 pitches or she will be called out. No stealing while the coach is pitching. Pitcher must have one foot in the pitching radius while coach is pitching. If batted ball contacts the coach it will be ruled a dead ball with no penalty.
- k. Balks will not be called.
- l. Infield fly rule will be in effect
- m. A pitcher may pitch 3 innings per 6 inning game. One pitch constitutes an inning pitched. The starting pitcher is the only pitcher that can return to the pitching mound.
- n. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
- o. Unlimited substitutions; players may be taken out and re-entered into the field at any time.
- p. If time permits a pitcher shall receive 5 warm up pitches between innings
- q. Courtesy runners for the catcher with 2 outs. This runner shall be the player who made the last out, provided the player is not the pitcher
- r. Any player warming up a pitcher must wear a helmet with mask
- s. Any player who in the umpire's judgment DELIBERATELY THROWS A BAT OR HELMET (either to the ground or into the air) will be penalized 1 additional out. The 4<sup>th</sup> out will be assessed to the following inning. Teams will be given 1 warning for an unintentional thrown bat, all others will be called out.
- t. Bat size is limited to 2 ¼" barrels
- u. Coaches are allowed 2 trips to the mound per inning with the 3<sup>rd</sup> trip mandating pitcher removal. The same goes for any player approaching the mound
- v. Home team is responsible for the official book
- w. Chinstraps MUST be worn while batting and base running.
- x. Tennis shoes or molded plastic spikes are allowed. NO STEEL SPIKES
- y. Runners must attempt to slide on any close play at any base except 1<sup>st</sup>. Runner will be called out if attempt is not made.
- z. Ties will be played under the international tie-breaker rule. Starting extra inning, batting team starts with no outs and the player in the line-up before the lead off player in the tie-breaker inning will be the base runner on second base.
- aa. Tie breaker for post season standing going into the playoffs will be as follows: Head to Head winner; Least runs allowed between the tied teams; coin flip
- bb. No protests – umpire rulings will stand
- cc. Ejection of a player or coach: balance of current game plus the next scheduled game

REMEMBER: The game is played for the fun and enjoyment of the children. Adults should encourage and show good sportsmanship at all times.