

**10 and Under Division**  
**Amended Rules**  
(Effective Beginning 2014 Season)

- 1) PITCHING:**
  - a) WALKS ALLOWED – 3 Per Inning, after 4 balls pitched from player coach pitches 1 (with a gentlemen's agreement, if a bad pitch the coach can re pitch one pitch only), if not hit batter is out.
  - b) Foul ball rules apply, continue to hit until fair ball or if 1A applies.
  - c) Staff pitching distance is as close as needed to get a flat level pitch, but must remain within the pitching circle.
  - d) 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).
  - e) Bunting and stealing bases is not allowed while staff pitcher is pitching.
  - f) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle when the staff pitcher is pitching. If you are the player pitcher you must pitch with two feet touching the rubber.
  - g) A pitcher may not pitch a total of more 4 innings per week, except when more than two games are scheduled in a week, in which case 2 additional innings per week are allowed for each game scheduled that week in excess of two. The same pitcher may not start in two consecutive games. This is to encourage coaches to have at least two pitchers on every team. It is recommended that each team have an a 9-year-old and a 10-year-old pitcher so as to develop the pitchers at an earlier age.
  - h) Umpire to report the name of the starting pitcher after each game to the snack bar (10 & under only). There will be a chart to enter the pitchers name in for the day played.
- 2) PLAYERS:**
  - a) There is a maximum of 10 defensive players on the field, (for use of 4 outfielders) however all the girls on the team will be in the batting order. Since all the girls bat, the defensive players may be substituted freely. If a girl shows up late, she is added in the last spot in the batting order. If the player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
  - b) If the girl who is catching is on base and there is one out you may put in a courtesy runner for her so that she can get her gear on for the next inning.
  - c) When the coaches are pitching the defensive players must throw the ball to their pitcher or one of their players who will give it to the coach. As a common courtesy no runners should be running when the coach comes on to the field to take over to pitch after 4 balls are thrown. Ball only becomes live again once it is hit and put in play.
  - d) Games may be played with as few as eight players in a line-up. No out is taken for the 9<sup>th</sup>/10<sup>th</sup> spot in the batting order.
- 3) SCORING:**
  - a) Maximum runs per inning, is 4 or 3 outs; whichever comes first. If a team is ahead by 10 runs after four innings, the game is over. Note: unlimited runs on the final inning.
  - b) There is stealing for second and third base.
  - c) The dropped third strike rule is not in effect for 10U division. (to evaluate at second half to drop this rule).
  - d) Per ASA rule, runners may leave a base when the ball leaves the player pitcher's hand.
  - e) A runner originating at third cannot steal home. The runner may advance home only on a batted ball or if awarded home by the umpire.

## PAJARO VALLEY GIRLS SOFTBALL LEAGUE 10 AND UNDER DIVISION

### SECTION 1:

(a) Objective: To teach the girls in our community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority through their participation in a team sport.

(b) Since this is still a instructional level to 12 & under we do not want to encourage excessive competition but there will be “standings” in this division starting this year (2011). The score will be kept to teach the girls that aspect of the game and win/loss records are recorded.

### SECTION 2:

Responsibilities: To achieve this objective the P.V.G.S.L. will provide a supervised program under the Rules and Regulations of the A.S.A. All directors, officers, coaches and members shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

#### **Managers/Coaches Responsibilities:**

It is the responsibility of each manager and coach to provide a safe and productive environment for the girls. All managers/coaches will treat all players with respect and instruct the players to treat each other as well as players on other teams with respect. It is also each manager/coach's responsibility to make sure that the parents of the players on their team are respectful towards the players on opposing teams. Remember that the girls on these teams are only 9 and 10 year olds and they are all learning how to play the game. No one benefits from teasing or taunting 10-year-old kids.

It is also the responsibility of the manager/coach to know the A.S.A. rules as well as league amended rules for this age division. It is recommended that each coach have these rules with them at all games to help settle any rule misunderstandings. Each coach should strive to teach the rules of the game to their players as well as the skills involved to play the game.

In the interest of building a stronger league, we ask that the coaches teach and develop individual skills so that there is a natural progression to the next level of play. Since pitching is such an important position, we ask that the coaches pay special attention to this area of development. For those coaches who do not feel comfortable teaching pitching, they should ask for additional help from the division coordinator (\_\_\_\_\_\_). Each team should try to work with at least two 9-year-olds and one 10-year-old pitcher. Ideally this would mean that we will have 8 new pitchers in our 12 and under division next year and 16 returning pitchers to this league next year. It also means that if a girl starts pitching at 9 years old, she will have 2 years experience by the time she plays in our 12 and under division.