

Rural Girls Softball League IMPORTANT RULES SUMMARY FOR U10 F/P INST BRACKET

PITCHING DISTANCE	35 ft
BASES	60 ft
INNINGS (FULL GAME)	6
15 RUN RULE	4 or 3 ½
# OF STRIKES	3
BALLS	4
INFIELD FLY RULE	YES
BALL SIZE AND TYPE	11" dream seam
RUN LIMIT (INNINGS 1-3)	5
RUN LIMIT (INNING 4)	10
RUN LIMIT (INNING 5-6)	Unlimited
# OF OUTFIELDERS	4
STEAL HOME?	NO
STEAL BASES AND HOW MANY?	1 base
DROP 3 RD STRIKE	NO

Four innings must be complete or a minimum of one hour (based on official start of game) for an official game. If not, (due to rain/darkness) the game will restart where it was halted by the umpire.

1½ hour time limit; No inning shall start after 1 hour 30 minutes. When 3rd out is made for home team next inning has begun.

The OFFICIAL SCOREKEEPER is the home team. It is highly recommended that the visitor's scorekeeper verify the official score after each inning.

The home team will supply one (1) new game ball to start the game and all necessary game balls to complete the game.

HOME team is responsible to enter scores on the RGSL web-site. (Ruralgirls.net)
see By – Laws Article 17 for other responsibility

Fines and Penalties see RGSL, By – Laws Article 21

Protest Procedures see RGSL, By – Laws Article 5

It is the responsibility of the team managers and game umpire to have a copy of RGSL and ASA rules at every game.

The batting line up shall include all team members present at game.

All girls will play at least two (2) innings in the field. Team coaches and umpire should be informed prior to game if any players are being disciplined or not playing for other reasons.

Free substitution – girls may enter the game at any time on defense.

A MASK MUST be worn anytime a player is warming up a pitcher- either before or during a game.

RGSL RULE

All bats must meet the official ASA softball bats requirements and specification.
NO Dents or Dings and or loose grip tape.

NO PITCHER may pitch more than 9 outs of 1st 6 innings of any game. If there is a International tie breaker then each pitcher my start all over.

THE PITCHER CAN BE REMOVED AND THEN RETURN TO PITCH IN ANOTHER INNING. BUT ONCE REMOVED FROM PITCHING POSITION CANNOT RETURN TO PITCH IN THE SAME INNING.

Players may only steal one (1) base at a time. Overthrow on a player stealing a base results in just that base only.

Overthrow on a batted ball (live ball) runners may advance as many bases as they can (at own risk).

A RUNNER may not leave a base until a legal pitch is delivered to the batter and ball has reached home plate.

One defensive coach is allowed in the outfield per inning and must stay behind the baselines. The coach may move to different positions in outfield, but may not interfere with any play.

Only an umpire may call time. Coaches and players may request time but, only an umpire may call time.

Teams that only have eight (8) players to start the game must take an out where the 9th batter would have hit.

A batter throwing a bat in a dangerous manner will be called out. Batter will be ejected from the game if called out twice for this.

Players, of team at bat, will receive one (1) warning (team warning), to be given to the team coach for not wearing a helmet outside of the dugout. The second offense will be an automatic TEAM OUT.

If a player leaves the game due to illness or injury, the coach must decide when the girl comes to bat whether to let her bat, take an out, or take the girl out of the game. Once a player is removed from game, she may not re-enter the game.

If a substitute runner is requested (due to an injury) and permitted, the runner shall be the girl who made the last out.

In the event of a tie after allotted innings the international tiebreaker rule is mandatory.

If a game results in a tie, due to expiration of time limit, each team will be awarded a half (1/2) win and a half (1/2) loss.