



EGSA Division 3 (10-12 years old) Softball Rules 2019

All umpires and coaches will receive a copy of these rules prior to the start of the season.

All ASA rules and EGSA general rules will prevail in situations not covered by these rules.

The purpose of these rules are to serve as a guide for game play and to ensure that both team coaches are in agreement with the rules and to allow the girls a competitive environment to play and learn the game of softball.

UMPIRES

1. The home team is responsible for assignment and cost for an accredited umpire.
2. THE UMPIRE'S JUDGEMENT IS FINAL! There are no protests allowed at any time. Only the manager and one of the coaches, designated by the manager prior to the game are permitted to discuss any play in question with the umpire.
3. All discussions with the umpire must take place away from players and spectators.
4. No game shall be permitted to be played or continue without a home plate umpire.
5. The umpire may eject and/or banish from the game and/or field area any player, coach, or spectator for un-sportsman like conduct. a. This includes but is not limited to: Use of profanity, fighting, unnecessary arguing, needling of the umpire. b. A warning may be given but is not needed prior to ejection.
6. Team coaches are responsible for the conduct of the players, parents, and spectators on his/her side of the field
7. The umpire may stop the game at any time due to unsafe field conditions, including adverse weather conditions and inadequate lighting.
8. Any rule interpretation questions, should be discussed prior to start of the game when meeting with the umpire at home plate.

FIELD CONDITIONS & WEATHER

1. At the first sign of lightning, or if thunder is heard, the game must be stopped and the players removed from the field immediately -No arguments, no judgments, no exceptions.

2. The home team is responsible for assisting with the preparation of the field prior to the game and raking after when needed.
3. Smoking is not permitted on or around the field by anyone on or associated with the team including coaches and score keepers.
4. A minimum of twenty-four hours' notice must be given for rescheduling a game for any reason other than a rainout.
5. The League is responsible for determining if the game is to be played if there is inclement weather. The decision to postpone a game due to rain or other inclement weather must be made no later than two hours before the game time. Should a storm hit as the game is about to begin it will be the home plate umpire's decision to make the call.
6. The EGSA league officials will notify coaches for both teams should there be a cancellation due to weather as well as the umpire assignor as soon as the determination is made.

GAME PLAY

1. You must bat your entire lineup. The lineup remains consistent throughout the game. If a player is injured and cannot bat when it is her turn, she is bypassed and the next batter in the lineup bats, NO OUT occurs for missing batter. The injured player may be placed back in her original place in the lineup.
2. Players that arrive late are inserted at the end of the lineup.
3. Batting Helmets. In addition to the ASA rule requiring all offensive players to properly wear double ear flap NOCSAE-approved batting helmets; all offensive players must wear these batting helmets modified to have a face mask.
4. All batters and base runners must wear a batting helmet at all times while on the field.
5. Non approved Bats: <https://www.doubleaasports.com/page/show/3026875-2018nonapproved-asa-bat-list>
6. A courtesy runner can and should be used for the catcher and pitcher when she is on base and there are two outs. The courtesy runner should be the last batted out, except if it was the pitcher or catcher
7. Batters who make a reasonable attempt to avoid getting hit by the ball (as determined by the umpire) are awarded first base. Pitchers who hit 2 players in an inning are removed for the remainder of the inning. Pitchers who hit 3 players in the game are removed from pitching for the remainder of the game. Pitcher may play another position on the field and bat.
8. All games played will not begin an inning after 1 hour 45 minutes and will have a drop dead 2-hour time limit from the scheduled start time. If the score of a game is tied at the end of the inning and the inning is not complete the game will end and the score will revert back to the last complete inning. The umpire will keep the official time.
9. You may play a game with 8 players but the 9th spot in the batting order is recorded as an out, unless agreed upon at the start of the game by both coaches and the umpire.

10. All players are to play in all games and are not to sit on the bench more than 2 consecutive innings, or half of the game, with the exceptions of injuries.

11. No player may participate wearing footwear other than sneakers or rubber spikes. Metal spikes are not allowed for the safety of the players.

12. The players may not wear jewelry. This includes bracelets, earrings, necklaces, etc. Any earrings left in place must be taped over. Medical alert jewelry or devices are exempt.

13. All players must have a fielding glove and should have a defensive facemask when taking the field. Defensive facemasks are required for all in-fielders when playing away games (intraleague play) and highly recommended when playing home games (EGSA home games) .

American Softball Association (ASA) rules will be used for play with the following modifications as specified for each age group.

1. There is a maximum of 6 runs per inning & a maximum of 10 batters per inning.

2. After 4 innings have been played, any team that is leading by 10 or more runs is deemed the winner at the completion of the losing team's offensive half of the inning.

3. Play is stopped once the pitcher is in possession of the ball in the pitcher's circle.

4. The infield fly rule is in effect.

5. A pitcher may pitch a maximum of four innings in a game. One pitch delivered in an inning will count as an inning pitched. *Travel pitchers may only pitch 2 innings per game.

6. Leads may be taken only after the pitched ball crosses home plate.

5. Stealing is permitted only after the pitched ball crosses home plate. Runners may steal 2nd and 3rd bases only.

6. The runner is not permitted to advance on an overthrow by the catcher on an attempted steal.

7. The drop third strike rule is not in effect.

8. Bunting, slapping and drag bunting are allowed. Batters who show bunt can NOT pull back and swing away. They may pull back to avoid a strike on a pitch.

9. Bunts going foul when batter has 2 strikes are counted as a 3rd strike and batter is out, Slap hits that go foul are considered a foul ball on third strike.

10. Teams that cannot reasonably form a team of 9 players from their roster due to circumstances beyond their control may borrow from their other team rosters 12U or 10U players with the exception of a TRAVEL PITCHER.