

NVGSA 10 & Under Pigtail Division Specific Local Rules for 10U House

10U League local rules are designed to facilitate the continued training of softball skills begun in Coach Pitch League, while still maximizing general softball skill development and fun for all players.

1. The 10 and under rules of the American Softball Association (ASA) apply, unless modified by this document.
2. Field Measurements:
 - a. 60 feet between bases.
 - b. 35 feet between the back point of home plate and the pitching rubber.
 - c. 8-foot radius around the pitching rubber.
 - d. Right and left batting boxes are 3 feet wide and 7 feet deep – 4 feet from the middle of the plate forward and 3 feet from the middle of plate backward.
3. Game duration:
 - a. No game will go beyond 6 innings, regardless of the time left.
 - b. No new innings after 1 hour 35 minutes. Drop dead time of 1 hour 50 minute.
 - c. If an inning is not completed (for any reason), the score of a called game shall be the score at the end of the last complete inning, unless the home team is at bat and is winning or has tied the score. In this case, the score shall be that of the incomplete inning.
 - d. An official game is a minimum of 2 innings or expiration of time.
4. General:
 - a. Coaches are expected to keep the game moving quickly. To minimize down time between innings, catchers should put on their equipment before the last out is recorded. Coaches are encouraged to pull their catcher from a base when there are two outs so she can put on her equipment. The most recent player to make an out will be the substitute runner. If more than 3 minutes passes waiting for a catcher to dress after the last out of the previous at bat, the umpire may direct the inning to start with a coach catching. If there is a runner on base with a coach still catching, the runner automatically is awarded a base for the first pitch of each new batter (i.e., it is assumed the player catcher could not have prevented a steal).
5. Player Participation:
 - a. Teams may start and play with 6 players. If a team has less than 6, then the ‘official’ game is a forfeit, and the team with more players may select a few players to play for the other team in a practice game (scrimmage).
 - b. Each team will use a continuous batting order; all players present at the start of a game will be listed on the batting order and will bat in turn.

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- c. Late arriving players shall be placed at the end of the original batting order (e.g., a player arriving after her team has batted around must wait until the last player in the original order bats again for her first at bat).
 - d. Teams shall play up to 10 defensive players with only 6 infielders (1B, 2B, SS, 3B, pitcher and catcher) at one time to avoid “flooding” the infield. The outfielders must start each play no closer than the edge of the outfield grass. In the event games are played without a defined outfield grass, the outfielders must start each play no closer than 10 yards behind the baselines.
 - e. No fielder can sit out a second inning until every available player on the team has sat out one.
 - f. All players should be allowed to play a variety of positions.
 - g. Each player will play the same position no more than two innings per game.
 - h. Most girls would rather play an infield position rather than an outfield position. Therefore, within the first three innings, all players shall play at least one inning in an infield position, and at least one inning in an outfield position.
 - i. Players who miss their turn at bat, due to injury or other valid cause, or because they must depart the field of play, shall be skipped without penalty to the team at bat. Notification to the umpire and opposing team manager should be made. Missed batting opportunities, for whatever reason, will not be made up. The player may re-enter the game at any time and resume her original position in the batting order.
6. Run limits:
- a. Maximum 4 runs per half inning for all innings
 - b. For fifth and later innings, maximum 5 runs per half inning
7. Pitching:
- a. Pitchers may pitch no more than two innings of one game (consecutive or non-consecutive) until the game goes into the fifth inning, then a pitcher can pitch her third inning. For the purposes of counting an inning, a pitcher who throws one pitch in an inning is considered to have pitched that inning.
 - b. If a pitcher does pitch more than the allowed 2 innings, it must be brought to the attention of the umpire. The player at bat shall then be awarded a base-on balls and the pitcher replaced. All previous and prior play is unaffected by this oversight.
 - c. The pitching plate shall be located 35 feet from the back tip of home plate. All managers should develop as many pitchers on their teams as possible, striving to have at least 1 player who can pitch a ball “over the plate” (on the fly) to a batter. If the pitcher is struggling to pitch a ball “over the plate” (on the fly) from the pitching rubber, she may move up within the 8-foot radius of the pitching circle to throw the pitch. She must finish the pitch with both feet entirely within the 8-foot radius circle. Any pitcher who possesses the arm strength/ability to consistently pitch a ball over the plate (on the fly) from the pitching rubber must pitch from the rubber. A pitcher who has achieved two strikeouts in a game shall pitch from the 35-foot distance for the remainder of the game.
 - d. Mouth guards or face masks are required for NVGSA pitchers.
 - e. In the spirit of maintaining the pace of the game, if the pitcher is a developmental or beginner pitcher (e.g., a pitcher that has difficulty throwing a strike or is unlike to throw a hittable pitch), the umpire will start the batter’s count at 1 ball, no strikes.

- f. No walks per batter. Ball 4 does not entitle the batter to first base, but shall result in a coach pitching to his/her own batter. The coach must not come onto the field until the play is over, including any stealing. When the coach comes out to pitch to a batter, the batter will retain the number of strikes she had when ball 4 was thrown. The coach will pitch to her until:
 - i. The batter strikes out swinging based on count,
 - ii. The batter strikes out on a called third strike, or
 - iii. The batter puts the ball in play.
- g. The home plate umpire is to call balls and strikes on all pitches by either the player or the coach in order to teach the batter the strike zone.
- h. When the coach-pitcher is pitching, the player-pitcher can position herself anywhere within the 8-foot pitching circle, but must remain in the circle until the ball is hit.
- i. Coach Pitch Interference: The coach pitcher must not interfere with a hit ball or a defensive player attempting to make a play on a hit or thrown ball. If unintentional interference occurs, the ball will remain live and play will continue. If intentional interference occurs, the umpire will declare a dead ball. All runners must stop and return to the base they occupied just before the interference occurred. The umpire will call the batter-runner out for interference of the coach. Determination of intent is solely the judgment of the umpire and cannot be protested.
- j. *Hit by Pitch (HBP)*: If the pitch hits the batter, then the batter is awarded first base. Batters must try to get out of the way of a pitched ball. It is the umpire's decision whether a batter has not reasonably tried to move out of the way. There is no HBP when coach is pitching. Batters hit by pitch can elect to continue batting. In this case, the pitch hitting the batter is a ball.
- k. Batter is automatically out on the third strike, regardless of whether the ball was caught by the catcher. There is no drop third strike rule.
- l. A pitcher gets 5 warm-ups to start the game or when entering in relief; for successive innings she gets 3.
- m. Teams should do their best to develop 3 or more pitchers just in case they lose one of their pitchers to a family commitment or illness.

8. Batting

- a. Bunting is allowed. Some reminders:
 - i. Any unsuccessful attempt to bunt is a strike.
 - ii. The batter is out on all failed (to include foul balls) bunt attempts when she has two strikes.
 - iii. Players may not bunt during coach pitch.
- b. Batter's Interference: The batter must get out of the way if there is a defensive play at the plate. If the batter does not and in the umpire's judgment the batter had interfered with the defensive team's attempt to put out a runner, the batter is out and all runners must return to the base they occupied at the time of the pitch. This rule does not apply when a batter interferes with the catcher's throw to the pitcher. In this situation, the ball is dead and no runner may advance.
- c. The first thrown bat by either team will result in a warning to both teams; the second thrown bat by any player will result in the player being called out.

9. Fielding:

- a. Play ends when the pitcher has possession of the ball in the pitching circle to end play. At this point, base runners not on a base must immediately (after 1 second) move to either the base in front of them or the base they have just touched.
 - i. The pitcher can make a play on any base runner off the base, but if she does, other base runners may advance at risk of being put out.
 - ii. Any base runner that does not immediately move to a base shall be called out (i.e., look back rule).
- b. Infield fly rule does not apply (i.e., the results of the play are based on what fielders & runners actually do). This means runners must return to their original base if the pop fly is caught and can be doubled up if they do not; they can advance if they tag up.
- c. Coaches have the option to remain in the outfield when their team is on defense to position players and to give verbal directions to the players on how to play the batted ball (i.e., throw to 1st base and then back to pitcher). Defensive coach duties may also include ensuring that all defensive players are in the proper defensive positions before each pitch, including outfielders staying in the outfield, infielders in the proper place, as well as educating fielders as to the proper play should the ball be hit to them. Coaches cannot get physically involved in the play of a batted ball (stop the ball and throw it back to the player).
- d. A maximum of two coaches are allowed in the field at one time.

10. Base Running and Stealing:

- a. All base runners must wear a helmet with facemask and chin strap.
- b. Base runners may advance only 1 base on an overthrow.
- c. Base runners may not leave a base until the pitched ball crosses home plate. Runners leaving early will be called out.
- d. Each base runner starting at first or second base is entitled to advance or steal only one base per pitch. A runner attempting to advance beyond the one base she is entitled to advance or steal may be put out while between bases; but a runner cannot be put out while in sole contact with a base.
- e. A base runner may not steal home.
- f. [RULE NOT INEFFECT, BUT PROPOSED FOR FUTURE CONSIDERATION: Runners starting at third base may steal home only on a passed ball, which is defined as any pitch not caught cleanly by the catcher.]
- g. After all play ceases, and the ball is called dead by the umpire, if a runner occupies a base beyond the one the runner was entitled to advance to or steal, and has not been put out by the defense while between bases, the runner will be returned to the correct base, without liability to be put out.
- h. A base runner (with the exception runner starting at third base) may attempt to steal a base any time after the pitch crosses home plate, but before the ball is in the pitcher's control in the pitcher's circle.
- i. Each base runner may only take one base at a time when stealing and may not advance on overthrows by the catcher on a steal. For example, a runner stealing second may not advance to third on the same play. The penalty for leaving the base early will be to return to the base after the play has ended. If the base runner gets thrown out attempting to advance to another base, she is out.
- j. There is no stealing when the coach is pitching.

11. Umpires and Scorekeepers

- a. The umpires at the game are the final authority on rules decisions at each game; their decisions will be final. There are no protests.
- b. The league attempts to schedule teenage (non-ASA) house umpires for all games at the 10U level.
- c. When no official plate umpire is assigned, or if an assigned umpire fails to arrive, the home team is responsible for providing the home plate umpire. If umpire equipment is not available, fill-in umpires are allowed to umpire from behind pitcher's plate. The visiting team will be responsible for supplying a base umpire, if one is desired and agreed to by the home plate umpire.
- d. In no case will a game be delayed, cancelled or postponed because assigned umpires are not available.
- e. The home team will provide the official scorekeeper for each game.
- f. The official scorekeeper will serve as the official time keeper of the "no new inning" and the "drop dead" time limits.
- g. Teams should be ready to play 15 minutes ahead of their scheduled start time.
- h. Coaches and umpires should review out of play areas prior to the start of the game. When a hit ball rolls out of play or thrown ball goes out of play, runners advance to the base one base beyond the one to which they are running at the time the play is called out of play, including home. Exceptions: a *pitched* ball that goes out of play past the catcher (i.e., rolls under backstop) requires the runners to return to their original base. For a thrown or batted ball landing in an out of play area previously declared in midfield due to wet field conditions, runners do not get an extra base.
- i. Teams shall exchange batting orders prior to the start of the game. Any player that shall depart prior to the completion of the game should be identified at this time.

12. Game Preliminaries, pre-game, field preparation, and weather

- a. Teams should be ready to play 15 minutes ahead of their scheduled start time.
- b. It is the home team manager's responsibility to determine if the game should be cancelled due to the weather or poor field conditions. This decision should be made from the field and as early as possible (attempt to make a decision about field playability 2 hours before game time to allow cancellation notice to be made and to prevent the league from being charged for umpire fees). If the home team manager has decided the game cannot be played due to weather or poor field conditions, he/she will call the visiting team manager as soon as possible. If a game is cancelled due to weather or poor field conditions, it is up to the two team's managers to decide on a mutually agreeable day to make up the game, working in concert with respective League Commissioner and the NVGSA scheduler. This needs to be done within a short period of time so that makeup games are not carried through the season.
- c. Each team should be given the opportunity to take infield practice on the half of the infield closest to the team's dugout for 5 minutes approximately 15 minutes before game time.
- d. The field should be cleared for the final 10 minutes before game time to allow final field preparation not completed earlier (lining and raking as needed).
- e. The league owning the field preps and lines the field. If two teams from the same league are playing, the home team is responsible for preparing the field for play and

- for returning the equipment to the field box after each game. The visiting team should assist with field preparation.
- f. The home team of the last game of the day at a field is also responsible for filling all holes and dragging the field following the completion of the last game.
 - g. The home team is responsible for LOCKING the field equipment box after the game.
 - h. Prior to each game, the plate umpire shall hold a plate conference with the managers and team captain(s) (if desired) to discuss field conditions and any local ground rules that may be in effect. The plate umpire will confirm that lineups have been exchanged between teams, if necessary. Each manager will supply the umpire with at least one ball at the start of the game (home team supplies a new ball; visiting team supplies a new or “like-new” ball, depending on the supply of balls issued at the beginning of the season). The umpire (or coaches in the case of no umpire) should call the game if: 1) the playing field conditions are too wet or slippery; 2) it is too dark; or 3) lightning is visible. A game is official if ending after 2 complete innings (or 1½ if the home team is ahead)
 - i. A game may be temporarily delayed if it is raining or if lightning is seen. In the case of lightning, players are to immediately go to cars or shelter with a roof. No game can restart until 15 minutes after lightning is last seen. If a game is delayed, the scheduled end time will be extended by the amount of the delay.

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