

## 2017 SGSL Division AAA (10U) Local Rules

These are the AAA (3A) local rules used for recreational league play in the Sunnyvale Girls Softball League and override the ASA fastpitch rules. If you have questions, please email: [uic@sunnyvalegirlssoftball.org](mailto:uic@sunnyvalegirlssoftball.org).

### Field/Equipment:

- 10.1 All games use 11-inch optic-yellow RIF 10 (or equivalent) softball.
- 10.2 Double 1<sup>st</sup> base shall be used when available.
- 10.3 Pitching distance is 35 feet.
- 10.4 Equipment rules:
  - a) Bats must meet all ASA requirements
  - b) All defensive players on the field must have gloves
  - c) Cleats are strongly recommended. Metal cleats are **not** allowed
  - d) Infielder masks: pitchers are required to wear masks.

### Game Play:

- 10.5 Time Limits: Drop dead at 1 hour 40 minutes. In progress batter (received at least one pitch) completes at-bat. Score reverts back to last full inning.
- 10.6 Games may be played with as few as eight players in a line-up. With 8 players, no out is taken for the 9th spot in the batting order.
- 10.7 A regulation game is five innings long. If a team is ahead by 10 runs after four innings, the game is over. Per ASA Rule 1, the next inning begins as soon as the last out of the previous inning is registered. Until tournament if both managers agree, play may continue beyond 5 innings until the hard stop time.
- 10.8 A half-inning ends when either:
  - the defensive team achieves three outs, or
  - if, **during the first three innings**, the offensive team scores four runs before making the 3<sup>rd</sup> out.
- 10.9 The dropped third strike and infield fly rules are not in effect for 3A Division.
- 10.10 The home team shall maintain the official game scorebook.
- 10.11 If a player is injured in the course of a live ball and requires immediate attention, the umpire shall call "time", the ball is dead and the umpire directs runners to the bases they would have achieved. There is no appeal to the umpire's judgment to call time or to direct players to specific bases.
- 10.12 Coaches are allowed 3 defensive conferences per game, 1 offense conference per inning.
- 10.13 Only players, umpires, and adults officially registered with the Sunnyvale Girls Softball league as a coach may be present on the playing field during a game. This includes the coach pitcher. Violation of this rule may result in forfeiture of the game.
- 10.14 The strike zone is defined by ASA Rule 1, in a natural batting stance between the knees and armpits and above the area of home plate.

### Pitching:

- 10.15 Player pitching rules:
    - a) Player pitcher begins with a count of 0 strikes and 0 balls.
    - b) After 4 balls by the player pitcher, coach pitcher relieves her for that batter and inherits the same strike count.
    - c) Pitchers must start their pitching motion with both feet in contact with the pitcher's plate, are only allowed one step during which they must drag their pivot (trailing) foot.
    - d) Prior to tournament play, if a batter is hit by a ball it is a dead ball and a ball or strike based on if the ball is in or out of the strike zone. If it is not a called strike and the batter makes an attempt to avoid being hit by the ball, the batter may choose to take a base, or have the coach pitcher enter to continue the strike count on the batter. During tournament play the batter is always awarded first base.
    - f) Player pitcher is allowed to hit a maximum of 3 batters per inning, or 4 in a game before she is relieved.
  - 10.16 Coach pitching rules (in effect the entire season):
    - a) The coach pitcher inherits the strike count and is allowed a maximum of 3 pitches (foul ball on last pitch is replayed) after which the batter is called out. **No walks are allowed.**
    - b) All coach pitches WILL be called a strike if the ball passes through the strike zone and is not swung at by the batter.
    - c) The coach pitch must start from the pitching plate and the coach pitcher is allowed one step. Every attempt should be made to deliver a flat-level pitch.
    - d) If coach pitcher is hit by batted ball, it is a dead ball and the pitch is repeated.
    - e) 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. If this is the 3<sup>rd</sup> strike, batter is out.
    - f) Bunting/stealing bases is not allowed while staff pitcher is pitching, however lead offs after the coach pitcher releases the ball are allowed. After a non-batted coach pitch, base runners must promptly return to their last base without risk of being put out.
    - g) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle during coach pitch.
- ### Offense:
- 10.17 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
  - 10.18 The batter is not required to stay in the batter's box to take signs from the coach and practice swings. Violation of this ASA rule (R7-S3-D) will NOT result in any penalty to the offensive team.

- 10.19 Runners may only leave a base when the ball leaves the pitcher's hand, (either player or coach pitcher). Lead offs are allowed in all circumstances. Any runner determined to have left early is called out.
- 10.20 On a non-batted pitch, base runners may advance *at most one base* at their own risk of being put out.
- 10.21 A base runner on third base is not allowed to steal home on a passed ball, or the throw from the catcher to the pitcher. However if after a non-batted pitch, the catcher or pitcher has possession of the ball and throws the ball in an attempt to put out any base runner, then the base runner at third is unlocked, and may steal home at the risk of being put out.
- 10.22 ASA "Look Back" violation (other than leaving base early) results in a dead-ball, verbal warning, and return of the base runner to the last base possessed.
- 10.23 If a base runner is hit by a batted ball in fair territory, the base runner is out, the batter is awarded first base and all other runners return to their previous base (unless forced to move by the batter). If the batter is hit by the ball in fair territory, then the batter is out, and all other runners return to their previous base.
- 10.24 If the batter interferes with a play at home, the batter is called out, and base runners return to their previous base.
- 10.25 If the batter is hit in the hands by the pitch, they are granted 1<sup>st</sup> base only if the pitch was not in the strike zone **and** they were not swinging at the pitch.
- 10.26 Courtesy runners may only be used for players on base who will be playing pitcher or catcher in the next inning. During the tournament the courtesy runner must be the player last recorded out who is not pitching or catching the next inning.
- 10.27 If a player throws their bat, the umpire will call a delayed dead ball and warn both the player and their coach/manager. If this happens again, the umpire will call delayed dead ball, the batter will be called out, and base runners returned to their original bases. The player will no longer be allowed to bat for the remainder of the game.
- 10.28 A strike will be called on a bunt attempt where the ball does not pass through the strike zone and the batter does not withdraw the bat prior the ball passing by the bat.

**Defense:**

- 10.29 Ten defensive positions are used with 3 or 4 outfielders. If 3 outfielders are used, one infielder must be positioned one step on the dirt in front of RF. All outfielders shall be positioned in the outfield (on grass) prior to the pitch.
- 10.30 Foul Tip (caught by catcher): The ball deflects off the bat without going over the batter's head and is caught either directly or off another part of the catcher. A Foul Tip is always counted as a strike, and remains a live ball.

- 10.31 Foul Ball caught by catcher: In this case, the ball deflects off the bat, going above the batter's head, and is caught by the catcher in the air. The batter is out, and ball is live: runners may advance at their own risk after tagging up.

**Coach/Manager Rules (enforced by Umpire)**

- 10.32 **Only one designated coach may be allowed on the field to represent the actions of their team in discussions with the umpire and opposing team.**
- 10.33 2 coaches are allowed to coach the offense from first and third base.
- 10.34 A coach pitcher may enter the field on offense as allowed by the rules. If a coach pitcher enters the field of play during a live ball situation, the umpire will signal dead ball, and all base runners must return to their last possessed base.
- 10.35 Any other non-player or coach on the playing field is subject to immediate ejection from the game unless attending to an injured player.

**Coach/Manager Rules (not enforced by Umpire)**

- 10.35 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions regularly.
- every player must play 2 innings in the infield prior to the 5th
  - every player must play 1 inning in the outfield prior to the 5th
  - no player may spend more than one inning on the bench on defense per game
- 10.36 In first 4 innings no pitcher may throw more than 2 innings. If the game goes to a 5th or 6th inning, a pitcher is allowed to throw a third inning for a total of 3 innings in the game. If a pitcher appears and throws at least one pitch, an inning is charged to the pitcher. Pitchers may return to pitch at any time during the game as long as pitching eligibility is considered.
- 10.37 Players with concussion symptoms cannot to return to the game.
- 10.38 Coaches must not interfere with play. Staff pitchers must wait for play to complete before entering the field. Base coaches should remain in their coaching boxes

**Team Provided Umpires:**

- 10.39 If no official arrives at the game, or if the official is not qualified to call from the plate, the teams must provide their own umpire for the game.
- Each team will provide a coach or qualified parent as an umpire
  - The umpire for each team takes the field while their team is on offense, and call balls and strikes for the opposing pitcher – so a coach may very well call strike out on their own batter.
  - The team umpire will take a position behind the pitcher (so there is no delay putting on protective gear required behind the plate)
  - The team umpire will need to keep track of the count (balls and strikes) on the current batter
  - The team umpire is responsible for calling all plays on the field and should be prepared to do so.

