

Chantilly Youth Association (CYA)
Girls Softball League
10U Division Rules

The Official ASA rules as modified by these rules shall govern in all other situations.

General Rules and Guidelines

1. Arrive at the game at least 30 minutes prior to its start.
2. Home team is responsible for grooming the field beforehand, including raking, and lining the field. The home team is responsible for dragging the infield after the game. Coaches should designate field prep coordinators for each home game who would perform those duties so coaches are free to conduct their business.
3. The home team should supply a new 11-inch softball; the visiting team should supply a ball of the same size in good condition.
4. In the absence of this, both managers should mutually agree on a person to handle the position of umpire and be prepared to start the game on time. The same individual(s) will officiate the entire game, i.e. home plate ump/field umps retain same functions throughout game.
5. The game is to begin once each team has at least 7 players. A 10 minute grace period from schedule time of start is authorized. Less than the minimum and the game is forfeited. In this case, both coaches make adjustments to rosters and play a practice game to give the participants a chance to play.
6. No new inning will start after 1:30 minutes from the games start time. Drop dead is 1:45. If drop dead is called, score reverts back to the last fully completed inning. The final inning is allowed to play out, should both coaches/managers agree PRIOR to start of the game. A new inning begins when the home team makes its last out. Should the home team go ahead during the last inning, three outs to complete the inning are not required. Game over.
7. Each game shall consist of a maximum of 6 innings. An official game consists of at least 3 innings. Incomplete games of less than 3 innings that have to be called are considered suspended and are picked up where they left off – same score, same base runners, lineups, etc. However, if an incomplete game is due to time constraints (as opposed, say, to weather), the game shall be considered official.
8. If lightning is seen and thunder heard in the area, the game is to stop immediately and the field cleared. Game is not to resume until at least 20 minutes have passed from the last sighting of lightening. Refusal to follow these strict rules is grounds for suspension of a coach(es) at the discretion of the CYA Softball Commissioner.
9. Coaches are responsible for the conduct of the players, coaches and game observers. If anybody displays behavior unacceptable per the CYA code of conduct, they should be asked to leave the premises

Participation Rules and Guidelines

10. Up to 10 players can be on the field at once: pitcher, catcher, four infielders and four outfielders. Outfielders are to be on the grass at least 10 feet beyond the baseline until the ball is hit or passes the batter. Outfielders are to be taught how to play outfield, and not to encroach on infielder's position.
11. Lineups are to include every girl present. Girls who show up late are to be added to the bottom of the lineup after the opposing coach is notified. Each player shall bat in order whether or not they are playing in the field.

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12. Base runners are not to be substituted except for injury. An exception may be made in the case where there are two outs and the runner is scheduled to play catcher the next inning. If a pinch runner is used, it can only be the girl who made the most recent out.
13. Play girls at various positions throughout the game while taking into consideration their safety (e.g., it could be hazardous for a less-skilled girl to play first base). Managers are strongly encouraged to equalize playing opportunities and positions assigned. Don't restrict girls only to the outfield. No girl shall sit two consecutive innings unless injured (opposing coach and umpire must be informed in this case).
14. Free substitutions are allowed defensively during a dead ball, following proper notification to the umpire by the coach at any time during the game.

Pitching Rules

15. The pitcher's rubber shall be 35 feet from home plate.
16. Both feet of the pitcher must remain in contact with the pitching rubber at all times prior to the forward step.
17. To keep the game moving, coaches should ensure that catchers are dressed before the start of an inning; pitchers are limited to 5 warm-up pitches; eight if replacing a pitcher; but none if it is the second time in an inning for the girl to pitch.
18. Keep visits to the mound to a minimum. On the third visit, the pitcher must be replaced.
19. Pitchers are limited to 2 innings of the first four innings and unlimited thereafter. Although, a pitcher may not pitch the 3rd, 4th, & 5th innings in succession. Any pitch during an inning shall constitute a full inning of pitching (e.g., a pitcher who faces one batter in an inning has pitched one inning, OR throws pitches during warm-ups). However, a pitcher may pitch, be replaced, and return *the same inning* and have that count as one inning of pitching.
20. **FALL SEASON: The No-Walk rule will be in place for FALL SEASON. This works as follows. First, the pitcher will pitch to a batter. When the pitcher reaches ball four, the coach will enter the game to finish out the batter. Strike count remains the same (i.e. if the pitcher pitched 2 strikes and 4 balls, the coach is now pitching with 2 strikes). The batter either strikes out or hits the ball.**

SPRING SEASON

The No-Walk rule will be in place for a predetermined amount of time. See the description above for No-Walk rule. This is being used to help develop pitching within the league. At **WEEK THREE** of the season, regular pitching will go into effect to prepare the girls for "official" league play (i.e. tournament, All-Stars, and those moving up to 12U next season).

Batting, Running, Scoring Rules

21. **Players at bat, on the bases, and on deck must wear helmets WITH CHIN STRAPS AND FACE GUARDS.** They should be removed only after entering the dugout.
22. Bunting is permitted.
23. **Teams are restricted to 5 runs per inning.** Play, however, should continue if there is a live ball situation after the fifth run has scored (e.g., if a batter has hit a ball into the outfield with runners on base, the batter could conceivably circle the bases for a 'home run.' However, only the maximum allowed runs for that inning shall be entered into the scorebook.)
24. Batters shall make every effort to move out of batters box if there is a play on a runner at home plate. Umpires have the discretion to call the runner out if it is determined that the batter interfered with the play at the plate, whether inadvertent or on purpose.
25. Bases shall be 60 feet apart.

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26. Batter-Runners are to tag the ORANGE bag (where available) located in foul territory at first base, while the fielder makes contact with the white base. Batters cannot advance to first base on a dropped third strike.
27. There is no infield fly rule.
28. Runners are *encouraged* to slide on any 'plays' at every base, but MUST slide at home on plays at the plate to limit injury. **Runners who fail to slide at home when there is a play shall be called out.** Coaches are to instruct players about this rule. The umpire is not required to give a warning.
29. Runners are permitted to leave their base only after a pitched ball has reached home plate. Players who leave the base early shall be returned to their base after the first infraction, and both coaches will be warned. Any further infraction by either team is cause for the runner being called out.
30. Stealing of bases is permitted but limited to one base per batter and no advancing on an overthrow during a steal attempt.
- ~~30.~~31. **Stealing of home is not permitted. (May revisit taking out for spring season).**
- ~~31.~~32. **Stealing 2nd base after a walk is not permitted. (Only applicable in Spring, Fall is NO WALK Rule)**

Other Rules & Points of Emphasis

1. A post-season tournament shall be held involving all teams in the CYA 10U house league. In the case of an odd number of teams, the team with the best record shall have a bye in the first round.
2. The two managers should endeavor to play games as scheduled. Should a large number of players be gone because of school holidays or widely reported illnesses, the league director should be consulted so that a game can be rescheduled. However, lack of one or two players being available is not cause for postponing or canceling a game.
3. Report all CYA scores and game results to the 10U Administrator.
4. Players are to remove all jewelry. This is both an ASA rule and CYA safety concern.
5. The CYA Code of Conduct will be adhered to, by ALL participants. These include the players, coaches, and spectators.