



## **EAST DEKALB GIRLS FASTPITCH SOFTBALL LEAGUE 10 – 18 Under Rules**

### **1. CLASSIFICATIONS**

Ten and Under Division: Age 10 and under but not reaching age 11 prior to January 1<sup>st</sup> of the current calendar year

Twelve and Under Division: Age 12 and under but not reaching age 13 prior to January 1<sup>st</sup> of the current calendar year

Fourteen and Under Division: Age 14 and under but not reaching age 15 prior to January 1<sup>st</sup> of the current calendar year.

Sixteen and Under Division: Age 16 and under but not reaching age 17 prior to January 1<sup>st</sup> of the current calendar year.

Eighteen and Under Division: Age 18 and under but not reaching age 19 prior to January 1<sup>st</sup> of the current calendar year.

### **2. EQUIPMENT**

All equipment must be ASA approved

11 Inch yellow .47 cord ball (10 & under)

12 Inch yellow .47 cord ball (12-18 & under)

Bats: Official ASA approved bats

Bases: ASA approved safety bases, including a double bag at first base will be used. A game is subject to protest if the first base on the playing field is not equipped with an ASA approved safety base. . Safety bases are recommended but not required for the remaining bases.

Helmets: All batting helmets shall be equipped with a securely fastened chin strap and NOCSAE approved face mask guard.

### **3. UNIFORMS**

All uniforms will be in accordance with ASA rules on uniforms.

i.e. All jerseys shall be in the same color with numbers of the same color on the back

All teams members must wear same color shorts & sliding shorts

If there are any questions regarding what is the correct uniform please refer to your ASA manual for the current year.

#### **4. UMPIRES**

Only ASA certified umpires will be used to call the games.

Two umpires shall be provided for age groups 10 & above.

#### **5. FIELD DIMENSIONS**

The field dimensions will be in accordance with ASA rules for the current year. Below is a brief guide of the field dimensions as listed in the 2002 ASA manual. In no way are the following guidelines meant to replace the ASA manual. When or where there is any discrepancy between the guide and ASA, the ASA manual takes precedence.

a. Base distance 60 feet.

b. Pitching mound is 35 feet from the back of Home plate to the front edge of the pitching mound for 10 under.

c. Pitching mound is 40 feet from the back of Home plate to the front edge of the pitching mound for the 12 and above.

#### **6. STARTING OF GAME – TIME LIMITS**

Only the visiting team will have a 15-minute grace period for the 6:30pm game on Monday through Friday. There is no grace period for weekends and 8:15pm games. The plate umpire shall determine the official starting time.

One (1) hour 30 minutes (Open inning may be called after one (1) hour (**10 & above**))

#### **7. NO JEWELRY OR HAIR ORNAMENTS (I.E. BOBBY PINS, BARRETTES, HAIR CLIPS, HAIR-BEADS OR OTHER METAL/PLASTIC HAIR ORNAMENT) IS ALLOWED.**

#### **8. MANAGERS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR COACHES, PLAYERS AND SPECTATORS AT ALL TIMES. IF CONFLICT ARISES MANAGER/COACH MUST REPORT TO LEAGUE REPRESENTATIVE. A RESOLUTION MEETING WILL BE HELD WITH OFFICERS OF EAST DEKALB GIRLS FASTPITCH LEAGUE AT A LATER DATE. “THIS GAME IS FOR THE CHILDREN, LET THEM ENJOY IT.”**

## 9. PLAYING RULES

- A. Games will be played by ASA sanctioned CLASS B OPERATIONAL PLAYING RULES AND POLICY
- B. A maximum of 3 outs or 3 runs will constitute an offensive inning for the first 4 innings. During the 5<sup>th</sup> through the 7<sup>th</sup> innings, the 3 run maximum rule will not be in effect.
- C. A 10 run lead after the completion of 5 innings of play shall constitute a game regardless of the time.
- D. Games are limited to one hour and thirty minutes of playing time. A full 7-inning game shall be played if time permits. All innings must be played to their conclusion. At least one OPEN inning must be played in order for the game to be complete. If the game is still tied at the end of 2 hours, it shall be recorded as a tie.
- E. In the Ten and under and the 12 and under teams must be comprised of ten players if available. If not, the game may be played with 9 players and will be considered a regulation game. A team playing with 8 players must take an automatic out in the ninth spot in the batting order. If a player leaves the game for any reason after coming to bat, reducing the line-up to 8 players, an automatic out will be taken in her place in the batting order.
- F. In the Fourteen and Under, Sixteen and under and the Eighteen and under divisions, teams must be comprised of 9 players, if available. If not the game may be played with 8 players and will be considered a regulation game. A team playing with 8 players must take an automatic out in the ninth spot in the batting order. If a player leaves the game for any reason after coming to bat, reducing the line-up to 8 players, an automatic out will be taken in her place in the batting order.
- G. The batting order shall consist of all the players on the team roster for the 10 and under and 12 and under divisions. A manager is allowed unlimited substitutions.
- H. In the Fourteen and under, Sixteen and under and Eighteen and under divisions, the batting order shall consist of the players on the field, unless manager is using the DP and DEFO. Please refer to the ASA manual on using substitutions and re-entry for the remaining players on the team for insertion into the batting order.
- I. In the Ten and under division only, players are not allowed to take a walk, unless hit by pitch. Upon the fourth ball called, the offensive coach will pitch to the batter. The defensive pitcher will remain in the circle during each pitch. The batter's count upon the fourth ball called will determine the number of pitches remaining of which the offensive team's coach may pitch to the batter. Note: the batter will either strike out or hit the ball. If the count is 4 balls and no strikes, the coach will pitch 3 more pitches. If the count is 4 balls and 1 strike the coach will pitch 2 more pitches. If the count is 4 balls and 2 strikes, the coach will pitch 1 more pitch. Whenever the coach is pitching, the runners are not allowed to steal. If a player attempts to steal, she can be called out.

If the coach is hit by the ball or if in the umpire's judgment the action of manager/coach interferes with the batted ball or interferes with the play, the batter will be called out and the runners will return to the previously held base (unless that is the third out).

- J. In the Ten and under division only, (1) in infield fly rule is not in force, (2) the dropped third strike rule is not in force; (3) base stealing is allowed from first to second base, and second base to third; (4) A player cannot steal home; (4) a player can only steal one base at a time.
- K. At the discretion of the manager on offense, the player in the deck circle shall be allowed to stand in the on deck circle behind the batter regardless of which dugout the offensive team occupies.
- L. The umpire shall use his/her discretion to declare an OPEN inning earlier than the fifth inning, after 1 hour of play.
- M. All players must play a minimum of two consecutive innings on defense. This rule may be waived in the event a player does not attend practice regularly or if there is a disciplinary problem; if all of the players on the roster are not going to participate, the manager must notify the opposing manager and plate umpire. In case of injury, a player may be removed from the game at any time. If it is proven that a player did not play two consecutive innings, the umpire and the two opposing managers will declare the game a forfeit after verification.
- N. A player will be declared ineligible for the season if it is determined that the player is listed on more than one roster either within the association, or outside of the association. In addition, the team will forfeit all games in which the ineligible player participated.
- O. If scores for a game is not reported as proscribed at the current season's EDGFSA Rules Meeting, both teams will forfeit the game.
- P. At the beginning of each game, the coaches of both the visiting and home team must exchange EDGFSA affidavit/roster books. If a coach fails to produce the EDGFSA affidavit/roster book at the beginning of the game, the umpire must annotate in both teams scorebook that book was not present for the offending team. Both teams shall return EDGFSA affidavit/roster books at the end of the game.
- Q. If a team fails to produce the EDGFSA affidavit/roster book at the beginning of the game, that game will result in an administrative forfeit by the league.
- R. If a game needs to be rescheduled and a park or team is being uncooperative about rescheduling the game, the park that is attempting to reschedule the game must notify the President of EDGFSA within 72 hours in order to resolve the rescheduling conflict. If the President of EDGFSA cannot resolve the rescheduling problem, the uncooperative team/park will forfeit the game and the opposing team will be awarded a win by forfeit.