

2010 FALL 10U GIRLS LEAGUE RULES

- 1) TIME LIMIT: 1:20 MINUTE GAMES. NO INNING CAN START AFTER 1:20 MINUTES. IF YOU ARE PLAYING THE LATE GAME ON A NON SCHOOL NIGHT AND THE COACHES AGREE YOU CAN PLAY WITH NO TIME LIMIT. 3 OUTS OR 6 RUNS WILL BE CONSIDERED AN INNING.
- 2) 6 INNING GAME OR TIME LIMIT.
- 3) STEALING: STEALING IS ALLOWED, BUT NO LEADING OFF UNTIL BALL CROSSES HOME PLATE. IF THERE IS A PLAY MADE ON THE RUNNER AT 3RD, THEN THAT RUNNER CAN ADVANCE HOME. YOU CANNOT STEAL HOME ON A PAST BALL.
- 4) 4 OUTFIELDERS ARE ALLOWED ONLY IF BOTH COACHES AGREE BEFORE THE START OF THE GAME.
- 5) ALL PLAYERS CAN AND SHOULD HIT IN THE BATTING ORDER
- 6) OPEN SUBSTITUTION FOR THIS LEAGUE. PLAYERS CAN RE-ENTER AS MANY TIMES AS THE COACH WANTS. A PITCHER CAN RE-ENTER.
- 7) SLIDING IS ALLOWED BUT NOT REQUIRED RUNNER SHOULD AVOID CONTACT
- 8) UMPIRE WILL BE USED. ALL CALLS BY UMPIRE ARE FINAL.
- 9) WALKS: NO WALK LIMIT
- 10) NO RUNNING ON A DROPPED 3RD STRIKE
- 11) OUT OF TOWN TEAMS MUST PROVIDE THEIR OWN EQUIPMENT
- 12) PITCHING DISTANCE: 35FT AND 11 INCH BALL
- 13) SIZE OF BALL: 11 INCH
- 14) COURTESY RUNNERS ARE ALLOWED FOR PITCHERS AND CATCHERS
- 15) NO INFIELD BEFORE GAMES. TEAMS MUST WARM UP IN OUTFIELD. BATTING CAGES ARE AVAILABLE.
- 16) RUBBER BASEBALL SHOES ARE RECOMMENDED. NO STEAL SHOES
- 17) NO CHEWING GUM ON FIELD AT ANY TIME. NO SUN FLOWER SEEDS
- 18) IF RULE IS NOT STATED ABOVE THEN ASA RULES APPLY.
- 19) FACE MASKS ON HELMETS ARE ENCOURAGED BUT NOT REQUIRED.
- 20) PLAYER/COACH EJECTIONS: IF UMPIRE EJECTS ANY COACH OR PLAYER THEY MUST IMMEDIATELY LEAVE THE GROUNDS AT LENZ SALES & DIST.,INC. DETERMINATION OF FUTURE GAME SUSPENSIONS WILL BE MADE BY THE LEAGUE DIRECTOR BEFORE THE NEXT SCHEDULE GAME
- 21) BASE LENGTHS: 60 FEET
- 22) \$1 DONATION FOR LIGHTS: ALL COACHES SHOULD ENCOURAGED PARENTS TO MAKE A MINIMUM \$1 DONATION TO THE DONATION BOXES LOCATED AT THE ENTRANCE GATES FOR ALL NIGHT GAMES.
- 23) ON DECK: ON DECK HITTERS SHOULD STAND ON THE OUTFIELD SIDE OF THE COACHES BOX. PLAYERS NOT ON DECK MUST BE IN THE DUG OUT WITH THE GATES SHUT.
- 24) LIGHTNING: IF LIGHTNING IS SEEN PLAY WILL BE STOPPED FOR 20 MINUTES FROM THE LAST SIGHT OF LIGHTNING. COACHES SHOULD MAKE DECISION ON WHETHER TO FINISH GAMES OR NOT. NOTE: IF GAMES IS SUSPENDED AND THEN RESUMED THE GAME TIME LIMIT IS STILL IN EFFECT. NOTE: LIGHTNING CAN TRAVEL UP TO 10 MILES - SAFETY SHOULD ALWAYS BE OUR #1 CONCERN.
- 25) TRIPS TO THE MOUND: IF THE COACH GOES TO THE MOUND TWICE IN ONE INNING OR 3 TIMES IN ONE GAME THE PITCHER MUST BE CHANGED. THE INCOMING PITCHER ONLY GETS 5 WARM UP PITCHES ON THE MOUND. PITCHERS GET 5 PITCHES BETWEEN INNINGS.
- 26) COACHES SHOULD PROVIDE THE ANNOUNCING TABLE ROSTER WITH #

