

BRAZOS VALLEY *girls*

SOFTBALL ASSOCIATION



USA Softball rules apply unless modified below - *MUST* play by rules defined

BVGSA Modified Rules for 10u Division

Line-Up Card	Line-Up/Game card (provided by home team) must be completed and turned into the official at pre-game meeting at home plate. ALL players must be listed on the game card. If a player is absent or not playing, mark through that player's name and play with no penalty to the team.
Warm Up	Teams may warm up on the field prior to the start of the game. Both teams must have an opportunity to warm up on the infield. When a game is in session, no other teams may warm-up on the game field.
Game Time	60 minute time limit; finish the inning, if the home team is ahead, visitors are to finish their at-bat. No extra innings, the game can end in a tie.
Run Rule Limit & Outs	6 run limit or 3 outs per inning per team; whichever occurs first
Players/Injured Players	A team must have at least six (6) players to play (no penalty). If a player is injured, the player who made the last out may take her place on base. If pick-up players are used, please refer to by-laws for guidelines. If less than (6) roster players, they may choose to still play but the final score will show a forfeit.
Positions	Only six (6) players are allowed to play in the infield (this includes the catcher). A team can play up to four (4) outfielders and they must be in the grass until the ball is batted into play.
Player Pitcher	Uses the 35' pitching rubber and must start from the rubber, illegal pitches will be called balls, no bases awarded. Umpire will issue one (1) warning. The pitch must be delivered underhanded. The player pitcher pitches until ball four (4) or ball is batted into play. Ball size used is 11".
Coach Pitcher	After ball four (4), the coach will then pitch the remaining strikes. The coach pitcher must pitch from the 35' pitching rubber (start from the rubber). The coach pitcher will pitch up to five (5) pitches, there will be no foul outs and strikes will be called. Umpire will continue to call balls and strikes on coach pitches, NOT only when the bat is swung.
Mandatory Defensive Player Rotation	All players can play defense or free substitutions. No player may be on the bench for two (2) consecutive innings, except for injury or disciplinary reasons. No player can be on the bench twice in one game before all other players sit on the bench at least once - except for the pitcher and catcher.
Mandatory Batting Order	All players bat. Coaches will develop a batting order for the first game and follow that order for the entire regular season. The on deck batter at the conclusion of the game is the leadoff batter for the next game. <i>Coaches are allowed one batting order change during the regular season.</i>
End of Season Tournament	All players bat. Coaches may change their line-up at the start of the tournament from the regular season and may change it one (1) time during the tournament.
Batter	No walks. Bunting and slapping are allowed against player pitchers, but not coach pitchers. If the player pitcher hits the batter, the batter is awarded first base. Runners only in a force position may advance one (1) base. Umpires may use a liberal strike zone to encourage batters to hit.
Lead-Off/Stealing	Runners must wait until the ball has left the pitcher's hand to lead off; if they leave early they are out. Umpires are encouraged to provide a verbal warning for the first offense of each game during the first half of the season. Warning is at the umpires discretion. Stealing/Lead-off is allowed against the player pitcher but not the coach pitcher. Runners may attempt to steal any base on wild pitches and overthrows until the ball is called dead.
Look Back/Infield Fly	Both rules are in effect and umpires will call.
Chanting	Chanting in the dugout is allowed. Teams are not allowed to chant any derogatory chants or make comments toward the other team.

Look Back Rule: When a batter bats a ball into play, the play is live until the pitcher has possession and control of the ball in the pitching circle. Once possession is made, all runners may stop once, then must immediately return to base or attempt to advance to the next base. Failure to immediately make a decision results in the runner being called out. Once a runner stops at any base for any reason, the runner is out if they leave the base.

Exception: A runner will not be declared out when a play is made on another runner (a fake throw is considered a play).