

West Sac Girls Softball: 10U Division Rules for 2023



West Sac Girls Softball (WSGS) is a member of [USA Softball](#) and [NorCal Girls Softball Association](#). WSGS follows [NorCal rules of play](#) and supplements them with their own local rules. West Sac Girls Softball local rules appear in bold in this document.

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1.0 INNINGS & TIME

- 1.1 Regulation game is 6 innings.
- 1.2 Game length 1 hr 30 min; cannot start new inning after 1 hr 30 min unless tied and umpire determines there is sufficient light to play an additional inning.
- 1.3 Sudden death rules or "international tiebreaker" then applies with the last batter from the previous inning starting the new inning at 2nd base; once a new inning is called, it must be completed unless the game is called due to darkness, in which case final score is that of the last complete inning.
- 1.4 Home plate umpire and scorekeeper shall keep time.

2.0 EQUIPMENT & FIELD

- 2.1 Ball 11 inches.
- 2.2 Base 60 ft.
- 2.3 Pitching 35 ft.
- 2.4 Outfield is defined as 10' from the natural baseline.
 - If space allows, a 10' chalk line should be marked and used by the umpire.

- If Field size or conditions do not allow for a 10' line to be reasonably marked in the infield, the outfield grass will be used as the line between infield and outfield

3.0 DEFENSE

- 3.1 Minimum of 8 defensive players to field a team; team will forfeit if they have less than 8 players.**
- 3.2 Play 9 defensively.
- 3.3 Free substitution of defensive players at any time subject to minimum play requirements.**
- 3.4 Every player will be given the opportunity to play an infield position at least one inning per game. Two innings of infield per player is recommended, however infield positions will be predicated on safety of players.**
- 3.5 The same players shall not consistently sit out innings each game. Each player shall have the opportunity to play throughout a whole game at least twice during the spring season.**

4.0 PITCHING

- 4.1 Walks awarded after four balls. No continuation to second base on a walk. Ball is live for other runners.
- 4.2 Pitchers have 1 minute or 5 pitches to warm up.
- 4.3 No player can pitch more than 6 innings in two consecutive games and 4 innings in one game. Rainouts or missed games by a player do not count in a two-game sequence. Each team shall record innings pitched by players in their scorebooks which are available for review by the opposing team. Pitchers are ineligible to pitch in a given game (assumed to have filled their 6 inning limit) if pitching inning totals cannot be determined from the scorebook. Scorebook must note absent players.**
- 4.4 One or more pitches by a pitcher counts as an inning.**
- 4.5 Illegal pitches shall be questioned only by the head coach of the opposing team and in conference with the umpire and other head coach.**
- 4.6 Hit batters awarded 1st base.

5.0 OFFENSE

- 5.1 Five up Rule Applies- You are allowed 5 runs in the first 2 innings, after that you can score 5 runs plus however many runs you are behind from the last half inning. The home team is responsible for letting the umpires know when the 5 runs have been reached.

5.2 Five up Rule Example- Example: Team A can score 5 runs and the inning is called if team B has no runs. Then team B comes up to bat, team B can score a total of 10 runs - its first 5 and then an additional 5 - then team B will be 5 up.

6.0 HITTING

6.1 Bat the entire game roster in continuous order whether play defense or not.

Continuous order means that you start the batting line-up wherever you ended your previous game. This will ensure that every player on the team receives the same number of at bats throughout the season.

- **Coaches will have one opportunity after 3 games are played to alter their lineup. Lineups may be changed ONCE, and then this lineup is used, batting in continuous order, until pool play begins.**
- **Please note - This will NOT apply to the year-end tournament. While all players will still bat (whether they are playing defense or not) throughout the tournament, coaches may rewrite their line-ups for each game to allow for more competitive play.**

6.2 No dropped 3rd strike rule-dropped 3rd strike is live, so base runners may advance not the batter.

6.3 Infield fly rule applies.

-Definition: Batter is out on a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second, or first, second, and third bases are occupied with less than two outs.

6.4 Courtesy runner (player making the last out) may be used for catcher only when there are 2 outs and the catcher is a base runner.

6.5 If a player leaves the game for any reason before the end of the game, that player will be removed from the line- up for the remainder of the game. When that player is scheduled to bat that position will be skipped with no consequence.

7.0 RUNNING

7.1 Stealing is allowed including home

7.2 Leadoffs allowed.

7.3 Two bases can be taken on an overthrow of a ball beyond the field boundary lines and into an out of play area.

7.4 When a batter is walked no continuation/stealing of second base is permitted.

8.0 OTHER

8.1 No jewelry of any kind worn at games and practices except medical alert bracelets (must be taped to wrist) or necklaces.

8.2 Where there is no WSGS/NORCAL rule specified, then ASA/USA rules will prevail.

8.3 Make up games and cancellations will be made up by the board members only. Coaches are not allowed to postpone games between one another.