

Mission Viejo Girls Softball – 10 & U Rules

BASE and PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently the distance between bases is 60 feet and the pitching distance is 35 feet.

GAME LENGTH

All games in this division will be one hour, thirty minutes (1:30) and will drop dead at one hour, forty minutes (1:40). No new inning will start after 1:30.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment. As a guideline, play should stop when streetlights are activated.

STANDINGS

Scores will be recorded but no standings will be kept for Regular Season Games. Games may end in a tie. At the Mid-Season and Season Ending Tournament, Pool Games will be played and standings will be retained for final determination of Championship Tournament Play.

GAME FORFEITURES

In the event a team is unable to field a minimum of eight players, a regular season may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. If a game must be cancelled, see [General Policies](#).

RUNS ALLOWED

Each inning is limited to four (4) runs maximum or three outs for the first four (4) innings, whichever comes first. Beginning in the 5th inning of play, each team may score an unlimited number of runs.

Catch-up rule: During Regular Season Games the team with the lower score may exceed the four-run limit in any inning to tie the score only.

Mid-Season and Season Ending Tournament Games will be played using the Tournament Rules established by the Board of Directors.

DEFENSIVE PLAYERS

- A. Each team will use three (3) outfielders for a total of nine (9) defensive positions. The outfielders must use normal outfield positions in left, center, and right field. No roving player is allowed and all of the outfielders must play at least 10' beyond the base path until the pitched ball is hit or crosses home plate.
- B. No player may sit on the bench more than one inning during any game until all other players (excluding the Starting Pitcher and the Starting Catcher) on their team have sat one inning.
- C. No player will sit (2) consecutive innings, unless removed from the lineup (injury/blood rule).
- D. Each player must play at least one (1) full inning of infield during the first four (4) innings of a game. If the game is less than three innings, a player who has not played one inning of infield must start the next game in the infield.
- E. Any player who presents herself at the start of the game properly attired, including having the proper equipment, shall play the minimum defensive innings set forth above.

PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may

be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players are covered in the [General Policies](#).

BATTING

The team will bat round robin for players present at the start of the game. Late arriving players in accordance with the [General Policies](#) must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enters the game. The batting order remains fixed once presented to the opposing team and umpire. Batters hit by a pitch will be governed *per ASA rules* as follows: If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base.

MERCY RULE

If either team is leading at the end of five (5) complete innings (4.5 innings if the home team is leading) by ten (10) or more runs, the game is over.

INFIELD FLY AND DROPPED THIRD STRIKE

The infield fly rule and the dropped third strike rule **ARE** in effect, as per ASA rules.

STEALING BASES

Stealing bases will be allowed in accordance with ASA rules.

LODGED BALLS

A pitched ball that becomes "lodged" behind a wooden backstop located behind the catcher will be deemed a dead ball and out of play. Runners will be awarded bases in accordance with ASA rules.

PITCHING RULES

Pitching Outs/Pitching Week

During Regular Season Games, a pitcher is limited to twenty one (21) outs or the equivalent of seven innings per week. A week begins at 12:01am Sunday and ends at 12:00 midnight on Saturday. Two games equal a week should more than two games be played in a week. The pitcher may not start two consecutive games in the same week. An out will be charged to the pitcher for each out made.

Those pitchers designated 'A' and 'B' during the draft shall pitch a minimum of ten (10) batters per week. During weeks when only one (1) game is played (due to weather, scheduled byes, etc.), they shall pitch to minimum of five batters.

Mid-Season and Season Ending Tournament Games will be played using Tournament Rules established by the Board.

PITCHER SUBSTITUTION

Any pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule per ASA Rules, Rule 4, Section 9). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

COURTESY RUNNERS

Courtesy runners may be used for the pitcher and catcher of record, those scheduled to pitch or catch the next inning or for batters/runners injured during their turn at bat. The last player making an out, or the last two players in the case of courtesy runners for both pitcher and catcher, are the only players eligible to run for the pitcher and/or catcher.

SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract the pitcher and/or the catcher by the offensive team shall be tolerated. MVGS will follow the [General Policies](#) and/or ASA rules for unsportsmanlike conduct.

JEWELRY

Covered in [General Policies](#).