



10 & Under

Modifications of ASA General Rules

Any rule not modified by these rules, please adhere to USA Rule Book

Updated 3/2026

New items for this season will be indicated by BOLD print.

All rules contained in the USA Official Rules of Softball relative to the administrative rules and playing rules, which apply to the 10U division, except modified herein, shall apply. This addendum is to be used in conjunction with the current USA Official Rules of Softball.

In the Lewis County League, we allow girls to play for town teams either in the School District they live in, or the School District they attend school in. If there is no team available for their age division in either of those locations, the player will be placed on a team with review and approval from the League Organization President.

PENALTY

It is up to the president of the town league association to enforce these penalties.

- 1st Offense - Warning
- 2nd Offense - Ejection
- 3rd Offense - Minimum two-game suspension with league hearing
- 4th Offense - Automatic league suspension

Field Etiquette and Rules

1. No alcohol, vape or tobacco allowed on playing fields or in dugouts.
2. No foul or abusive language allowed on the playing field by players, coaches, or spectators.
3. No player or coach will show up at practice or games under the influence of alcohol and/or drugs.
4. The manager of a team is responsible for the actions and conduct of all coaches, players and parents on his/her team.

Modified USA Rules

5. Every team shall turn in a roster of players on their team. The rosters will be kept by the league to settle any discrepancies.
6. Four (4) full innings is considered a "played game". If the game is rained out prior to the fourth (4th) inning being completed, it will be rescheduled and will start over from the beginning.
7. All players will wear a shirt with a number on it.
8. A team failing to field a team fifteen (15) minutes after the scheduled game time will forfeit.
9. Will be using a standard 11" softball. No safety balls.
- 10.. Each game field will have a "slash mark" clearly marked at the halfway distance between all bases.
11. Duration of games will be six (6) innings or one hour and ½ (90 minute) time limit, whichever comes first, with no new innings starting after the one hour and ½ (90 minutes) time period. Time starts with the delivery of the first pitch of the game. After the first pitch is delivered. The umpire should note the time and report it to the home scorekeeper for entry into the scorebook.
12. Ten (10) run mercy rule is in effect after the fifth (5th) inning. Home team will not bat in the fifth (5th) inning if they are ten (10) runs ahead. A full five (5) innings must be played, unless the 90 minute time limit has expired prior to beginning the 5th inning.
- 13.. Six (6) run limit per inning, no runs will be counted after the sixth (6th) inning crosses the plate, unless the last inning has been declared. The declared last inning will be open and there is no limit to the number of runs allowed.
- 14.. A team will consist of ten (10) players on the field and free substitutions. Every player must play at least two (2) defensive innings and every player must bat. Games may be played with a minimum of seven (7) players, but If less than 7 players are available to play on scheduled game night coaches can discuss moving forward with playing the game or rescheduling.
15. Infielders must play at least 40' from home plate when the ball is pitched.
16. Players shall assume normal softball positions. A team shall consist of ten (10) fielders. Four shall be outfielders. Outfielders shall play a minimum of fifteen (15) feet behind the base paths or as indicated by a chalk line drawn on the field at the before mentioned distance. Outfielders should be evenly spaced in the outfield, no rovers. All defensive positions must be positioned in fair territory, when the pitcher delivers the ball to the batter, the only exception to this rule is the catcher. Once the ball is put into play, all defensive players are free to move to any positions to play the ball or runners.
17. Pitching: Played by ASA rules. 35' pitching distance from back tip of home plate to front of pitching rubber. Lewis County Youth Fastpitch HIGHLY RECOMMENDS pitchers and infielders wear a facemask. Mandatory facemasks are up to the individual clubs discretion.
18. Hit by Pitch: If a pitch hits the ground before hitting the batter, it is considered a wild pitch and the batter will take her base. Batter must make an attempt to get out of the way of the ball. The home plate umpire will be responsible for making the call. If the same pitcher hits two batters in the same

inning, the pitcher will be pulled from pitching for that inning and may return the next inning.

19. There will be a six (6) run limit per inning.. No runs will be counted after the 6th run crosses home plate, unless in the last inning.

- a. The last inning of the game will have no run limit. The last inning **MUST BE DECLARED** by the umpire prior to the inning start. **An umpire may declare “last inning” after 1 hour and 40 minutes of play has been completed. If at the beginning of the last declared inning, the home team is losing, then the home team will bat first for that inning. If the home team is not able to catch up, the game is over. If they are able to catch up and surpass or tie the visiting team, the visiting team will then get their last chance to bat. If the home team is ahead at the beginning of the declared last inning, the inning will proceed as normal with the exception of their being no run limit.**

20. Coach Pitch: When the pitcher reaches four (4) balls the coach will pitch. The coach will only pitch an additional five (5) balls. The coach will pick up the count (the number of strikes). The umpire will stay and count only the strikes thrown by the coach. The strike zone for coach thrown pitches is the same for player thrown pitches (see #23) below. Foul balls thrown by the coach will count. If the 5th ball thrown by a coach pitch is hit foul the batter will receive another pitch until; a fair ball has been batted, a strike is called, or no attempt to swing has been made. Bunting is not accepted after a coach comes in to pitch. If the ball is not hit and the count reaches three (3) strikes, the batter is out. When pitching, the coach must make every attempt to stay clear of the defensive players after the ball has been hit. The Pitcher (player) must maintain at least one foot within the pitching circle, during Coach-Pitch. If, in the umpire’s judgment, the coach becomes a factor in the play of the game either through intentional or unintentional interference, the ball is declared dead and the batter will be called out. The coach must pitch with one foot on the pitching plate. If a batter is struck by a pitch thrown by the coach, it will count as a pitch, no first base will be awarded. The intent of the coach pitch rule is to provide each batter with hittable pitches to promote swinging and hitting and to avoid “walk-a-thons”. The umpire can disallow any actions by the batter and coach pitch that appears to take advantage of their relationship beyond the specific intent of this rule.

21. Base running: (10 & under fastpitch only). Runners starting at first or second base are entitled to advance or steal one base per pitch with the liability to be put out. Once crossing the halfway “slash mark”, runners are then committed to advancing. Stealing on Coach-Pitch is NOT ALLOWED. It is possible that a runner can earn 2 bases from the same pitch, when: a) the pitcher makes a play at any base after the ball has been returned to her, but before the next pitch b) a defensive player attempts a play at a base other than the base that the runner advanced to on the pitch.

Runners starting at 3rd base may not STEAL home. However, a runner may ADVANCE home on a ball put in play (i.e. on a hit, catcher’s attempt on throw down, error in fielder’s choice, while still adhering to one base rule). They are liable to be put out if they come off the base. A runner may not advance home on passed balls or wild pitches. There will be absolutely no exception to this rule.

21a. A runner attempting to advance beyond the one base they are entitled to advance or steal, once crossing the halfway “slash mark”, are then committed to advancing with a possibility of being put out while between bases. A runner cannot be put out while in sole contact with the base.

21b. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.

21c. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.

21d. A batter who receives a base on balls, cannot advance past 1st base. If they advance further, they will be returned to first base after the ball is returned dead.

21e. Awarded bases will apply to all runners.

22. If the runner is observed by the umpire leaving the base before the ball is pitched, the runner will be called out.

23. No head first sliding – players may dive back.

24. The strike zone will be enforced as defined by ASA as being; when a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's arm pits and the top of the knees. Note: there are already revisions that limit "walk-a-thons". This rule-clarification purpose is to (1) eliminate on-field debate, (2) to provide uniformity within the league, (3) to properly educate our volunteer umpires, and (4) to allow us to properly develop our players toward correct batting practices.

25. The home team is responsible for providing an umpire. The home team is also responsible for informing the umpire of the game of all rules contained within this document prior to the game and to clarify any questions appropriately. Youth umpires shall be at least two (2) years older than the age division of the players participating in the game (i.e. a 12 & under game requires that umpires be at least 14 years of age). This applies to both home plate and base umpires.

26. All batters including those "on deck", and base runners shall wear batting helmets. Batting helmets must be equipped with chin straps and faceguards approved by the manufacturer for use with the helmet.

Protests

Lewis County Girls Fastpitch strives to promote a positive learning environment based on good sportsmanship, competition, and safety. In the event that there is a perceived possible violation of a playing rule, every effort should be made to bring the matter to a quick, peaceful, and agreeable conclusion for all parties involved. At the conclusion of the play, we encourage that "time" be called and both managers approach the umpire to calmly discuss any possible misinterpretation of the playing rules and that any corrections be made accordingly by the umpire and for play to resume uninterrupted. In the event that the issue cannot be resolved on the playing field by the parties involved the following protest procedure shall be followed:

1. The opportunity to protest occurs when the manager gives reasonable indication to the umpire that he/she wants to make a protest. Managers have the right to insist on filing a protest even if the umpire believes the call is not open for protest.
2. Protests are to challenge interpretations of the rules. Judgment calls cannot be protested. Judgment calls include, but not limited to; runner safe or out, ball or strike, fair or foul, legal or illegal pitch, did or did not touch base, or did not leave base too soon on fly ball, was fly ball caught legally or illegally, was it not an infield, fly playing field safe or not safe and any other

matter involving only the accuracy of the umpire's judgment.

3. A \$25 fee must accompany all protests, payable to Lewis County Fastpitch.
4. A protested game is a game in which an official protest was properly entered and the game was played to its completion. If the official protest is upheld, the game will be replayed from the point of the upheld official protest. These games will be rescheduled as soon as possible so all situations shall be approximately the same as when the game was officially protested. If the official protest is denied, the game stands as played.
5. In an official protest, the manager will request "time" prior to the next pitch. The manager will then proceed to the umpire and say, "I want to enter an official protest." At that time, if needed, the plate umpire shall allow the manager a reasonable time to give the rule number to enter the official protest.
6. If after requesting "time", the manager is unable to provide the plate umpire the rule number within a reasonable time, the official protest is lost and the umpire calls, "play ball".
7. If, after requesting "time", the manager is able to provide the plate umpire with the rule number within a reasonable time, the manager will proceed to the plate umpire and say, "I formally protest the interpretation of rule # (state rule) by the umpire on the last play." If the protest is based on a misinterpretation of the rule by the umpire rather than a judgment call. The umpire shall change the call to conform to the rule of allowing the game to be played under an official protest.
8. The plate umpire shall notify the official scorekeeper and order the official protest and rule number to be entered at the exact point of the game.
9. The umpire(s) of an officially protested game shall immediately contact the league president, and shall relate their views in writing so that the president will be informed of all facts in order to make a protest decision.
10. The protesting manager shall deliver the official protest in writing with the \$25 protest fee to the league president within 24 hours after the game. If the official protest is upheld, the fee will be returned to the manager, but if the protest is denied, the fee will be deposited into the league's treasury. Failure to deliver the written protest of fee to the president within 24 hours shall result in the protest procedure to be lost.
11. The league president will make the final decision on any playing rules protest, unless the president was a coach during the game under protest, then the final decision will be made by a third-party town league president.
12. An upheld protested game should be rescheduled as early as possible as decided by the league president.

Sportsmanship

1. The umpire has complete authority to eject players, staff, or spectators for unsportsmanlike behavior.
2. Managers and staff are responsible for the conduct of their team and spectators.
3. Managers, coaches, team staff, players, and parents may not say things to harass the umpires, pitchers, or players on the opposing team.
4. Bat throwing may be called intentional or unintentional by the umpire. No more than one (1) warning per team will be given. Intentional throwing of the bat in an unsportsmanlike manner will result in the ejection of the offending player. In the case of unintentional bat throwing, the umpire will issue one warning. A second infraction, and all others that follow, will result in the batter being called out and having all runners return to the base(s) held at the time of the pitch (dead ball).
5. At the conclusion of the game each team shall complete an "appreciation cheer" for the opposing team **followed by a high five line.**
6. Each team is responsible for cleaning out their dugout at the conclusion of the game and disposing of any garbage into an appropriate container.

Pick-Up Players

Teams, during the course of the regular season, that have difficulty fielding a minimum of 10 players for a game may pick-up a player or players from a team from their hometown in the same division or the division directly below for the purpose of playing a game. The pick-up player(s) will not be added to the teams' official roster for the post season tournament. The pick-up player(s) is/are not allowed to pitch during the game. A maximum of two (2) pick-up players are allowed per team per game. Teams using pick-up players shall not have a game line up of more than ten (10) players. Teams using pick-up players must inform their opponent prior to the game and provide them with the specific players' identities of the team they players were picked up from.

Score Reporting

The home team score book will be the official score book for the game. Both teams are responsible for reviewing and comparing score books to verify the score of the game prior to leaving the field. It is the responsibility of the winning team to report scores to their league president by the last game day of the week, (Friday). League presidents will report winning scores to the platform that Lewis County Youth Girls Fastpitch has designated. Please list division and team division with scores. Failure to do so WILL result in forfeiture of points in league standings. Standings will be posted on the designated platform and will be updated for the week by every Sunday evening.

Make-Up Games

All make-up games must be played by the date of the last scheduled game. The home team is responsible for attempting to schedule make-up games. Coaches are required to make contact within 72 hours to reschedule the game. In the event that there is a difficulty in scheduling a make-up game either by a failure to come up with an agreeable date for make-up or a lack of interest by either team

manager to schedule a make-up game, the following procedure shall be followed.

1. The coach or coaches shall make a reasonable attempt to contact each other within 72 hours of game cancellation.
2. The coach or coaches shall report the problem to their town league president.
3. The town league presidents of the affected teams will attempt to resolve the matter by one of the following methods: (a) they will schedule a new date for the game or, (b) they will agree to a forfeiture by one of the teams based on upon the teams' willingness to reschedule or, (c) they will refer the matter to the league president who will review the situation and render a final decision.