

Gahanna Junior League Sports 10U League Rules

The following rules are supplementary to and supersede ASA rules and regulations. No draft can be conducted unless at least one Board member is present.

1.0 General Rules

1.1 In all situations, the safety of the players, coaches, umpires, and spectators shall be of primary importance. Players and spectators are not allowed to stand or climb on the benches or fences. It is the coaches' responsibility to control their players, parents and spectators on the sidelines regarding conduct or comments to the other team's players or coaches.

1.2 10U League is instructional and will require all coaches to teach basic skills and sportsmanship. If any problems arise, it will be the coaches' responsibility to try to resolve them with the 10U League Commissioner having the final decision making authority when required.

1.3 There shall be no smoking, alcohol, drugs or profanity used by anyone on the field, in the dugouts or within the limits of the field.

1.4 Uniforms: Only league-issued shirts, socks, and visors with proper softball pants/shorts are to be worn. All players must wear their team shirts tucked into their shorts/pants. No jewelry, bracelets, or earrings may be worn. Cover earrings with Band-Aids, tape, etc., if necessary.

1.5 All helmets MUST be equipped with a chin strap and face mask and must be worn while batting, running bases or in the on-deck circle. All batters/runners must wear the chin straps and this rule will be enforced.

1.6 Catchers must wear facemask, shin guards, chest protector, helmet, and throat protector. Any player warming up a pitcher must wear a helmet and facemask.

1.7 The field has 60' bases and the pitching mound rubber is 35' from the back tip of the home plate.

1.8 The home team will take the first base side dugout (bench) and the visitors shall take the third base side dugout (bench). The home team is to provide one (1) new 12" yellow ball to be used at each game. Visiting team to provide 1 good condition used ball. THE HOME TEAM IS RESPONSIBLE FOR PREPARING THE DIAMOND BEFORE THE GAME AND CLEANING UP THE DIAMOND AT THE END OF EACH GAME (this includes lining the baselines, the pitching circle and batter's boxes, dragging the field prior to each game, raking around and filling in holes at home plate and bases after the game, and having the players clean up their trash around the benches.) Coaches or parent Volunteers MUST empty the trash cans and replace the garbage bags as needed (halfway full cans).

1.9 Games begin at 6:00 pm or 6:30pm Monday through Friday, and either 10:00am or 12:15pm on Saturday. Games must begin within 15 minutes from the designated time or the teams may risk forfeiture. Games will be limited to 1 hour and 45 minutes or six innings, whichever comes first. No new inning may start after the time has expired. The time to consider for expiration is the time of the last out of the previously completed inning. Whatever team is winning at the expired time after a full inning is completed is deemed the winner of the game. During the regular season, four completed innings will constitute a finished game in the case of it being called because of inclement weather. If less than four completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped.

School in session rule: When school is in session, no game may go beyond 8:00PM. There will be a hard stop at 8:00 and the score will revert to the last completed inning. The previously mentioned “finished game” rule applies.

1.10 Each team must field a minimum of seven players to begin the game. Failure to field seven players in the allotted time (grace period of 15 minutes from the designated game time) may result in a forfeit. If you only have 7 players, you will take an automatic out in the 8th batting slot. If you only have 6 players (due to illness or injury after the game started), you will take an automatic out in the 7th and 8th batting slots. If you have 8 players, there will NOT be an out charged to the ninth batting position.

If thunder is heard or lighting is seen, the game will be suspended for 30 minutes. If thunder or lighting is heard or seen within the 30 minutes suspension, the 30 minutes time will start again at that moment. If suspension of play exceeds the time limit and the game has completed 4 innings, the game is final.

If less than four completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped. Both coaches are to record the score, the number of outs and how much time is left to complete the remainder of the game (1 hour 45 minute total).

1.11 Umpires are provided for 10U. 1 behind the plate covers the field. In the Case an umpire does not show a coach or parent may be used to officiate the game.

1.12 One coach may instruct from the field during defense for the first week of the season. It is the coach’s responsibility to be aware of the location of the ball that is in play and make every possible effort to get out of the way of all fielders. Coach is to be positioned behind the infield.

1.13 Limit of two timeouts per team per game. Keep the game moving.

1.14 All team players present at the start of the game will be listed in a continuous batting order. Any player not present at the beginning of the game must be moved to the bottom of the batting order and reported to the opposing coach. Any player who must leave before the end of the game must be reported to the opposing coach and removed from the batting order. An out will not be taken in this spot unless the batting order drops per rule 1.10.

1.15 The tie-breaker procedure will not be used during the regular season. It will only be used during the post-season tournament. If a regular game ends in a tie, for standings purpose, each team will be awarded ½ of a point.

1.16 Cheers and chants are encouraged. They promote teamwork, motivate kids and add to the child’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.

1.17 Each head coach should email/text their commissioner the date and score of their game within 24 hours of the game’s completion.

1.18 Rainouts, cancellations and partial games will need to be rescheduled via the 10U League Commissioner. If cancelled games are not rescheduled within a reasonable time, it is the 10U League Commissioner’s discretion to forfeit the game. The home team coach will be responsible for notifying the 10U League Commissioner of any incomplete or cancelled games.

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1.20 All head coaches are expected to provide assistance during "work sessions" which could be scheduled at any time during the season.

2.0 PITCHING

2.1 Pitcher will pitch from the rubber in a fashion resembling the windmill per ASA rules. Portions of the movement are allowed if full mastery of the windmill is not there yet. See commissioner for specifics. No dead balls to be called on foot alignment. The player pitcher will pitch up to 4 balls or 3 strikes for an out. No walks are permitted in 10U. After 4 balls the coach will enter the game to pitch from the rubber at 35'. Remaining strikes determines how many pitches remain for a total of 7. The at-bat cannot end on a foul ball.

Example: if a batter has a count of 4 balls and 2 strikes they get only 1 pitch. This is consistent for regular and post season play in 10U.

2.2 Pitches are to have minimal arch. No strikes will be called on pitches that arch above the batters head and drop into the zone in slow pitch fashion.

2.3 Only three warm-up pitches between innings. If a new pitcher is entering a game, he/she is allowed five warm-up pitches. This is in an effort to keep the innings moving. The pitcher has 20 seconds to release the next pitch after receiving the ball or after "play ball" has been announced.

2.4 A Maximum of 4 innings may be pitched by 1 pitcher in a game. No more than 2 consecutive innings within that game. No other restrictions will apply to 10U other than to provide opportunity when possible for those who show the ability to pitch in practices.

3.0 BASE RUNNING

3.1 No drop-third strike. If the batter strikes out and the catcher does not catch the ball, the batter CANNOT run to first.

3.2 Overthrows – Runners may NOT advance extra bases on an overthrow at any base. The runners only advance to the base they were going to at the time of the overthrow. This rule is designed to encourage infielders to make plays and discourage them from holding the ball in an effort to hold the runners. If the ball is in play, the runners may advance but are at risk of being put out. If the ball goes out of play, each runner gets the base she is going to. Out of play is designed as that area beyond the line defined by the fences in front of the player's benches.

3.3 On a throw from outfield, once the ball reaches the infield (dirt), the runner may advance to the base she is going to. Runners advance at their own risk.

3.4 Play will be stopped when a play is attempted on an advancing runner, when the ball is thrown to the infield (hits the dirt), or the pitcher has control of ball within the pitching circle.

3.5 Runners cannot leave a base until after the ball is hit or the ball crosses fully past home plate. In 10U we need to start teaching how to get off the base. Use this time to do that with no advancement

opportunity from 1st to 2nd as stealing 2nd base is prohibited. Using this technique in 10U, base runners are allowed to steal from 2nd to 3rd. This may be on a pass ball or fielded ball by the catcher. If the runner leaves the base before the ball is hit or crosses the plate, the team will be warned once. After that, the runner will be called out. Stealing home or advancing to home on a pass ball is prohibited.

3.6 Sliding is permitted. Sliding is a technique that needs to be taught in 10U. Stealing 3rd and plays at home are of importance. A player should learn to slide into a base that is being defended properly. The catcher must be taught to protect the home plate but at the same time to protect herself by not completely covering the plate. A runner will not be penalized with an out if she makes contact and exerted a reasonable effort to avoid contact. The best option is to slide at bases or home when a defensive play is being made. Use this as a teaching moment for all players concerned.

3.7 Base runners are considered out when they do not stay within base line to avoid a tag. Defensive players may not stand in baseline without the ball thus interfering with the advancing runner. A safe or out call can be made with umpire discretion on defensive and offensive baseline interference.

3.8 Double first base - Half of the base is white (over fair territory) and half is orange (over foul territory). A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul. When a play is made, the fielder must use the white portion of the base. The runner should use the colored base on the initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored. When no play is being made at first base, the runner may touch either the white or colored portion. When overrunning the base, the runner must return to the white portion. Once the runner reaches first base, the runner must then use the white base. The runner is never out for touching the white base rather than the colored base.

4.0 HITTING

4.1 Batters may not throw the bat. The first offense will result in the batter and team receiving a warning. Upon every additional offense, play is dead and the batter is out.

4.2 Bases will be awarded to a batter who is hit by a pitched ball. When a pitched ball makes contact with the batter and the batter makes an effort to avoid the pitched ball or was unable to avoid the pitched ball; the pitcher will be replaced by the coach at the time of the hit batter; the count will move to 4 balls; the coach will pitch the remaining strikes left in the count. The batter will continue at bat unless she is unable due to injury. When injury prevents a batter from completing at-bat, the last player to record an out is brought in to continue and will have the same count as the previous batter.

Example: Batter is hit by pitch; count is now 4 balls. If there were 0 strikes, the coach would pitch 3 pitches; if there were 1 strike, the coach would pitch 2 pitches; if there were 2 strikes, the coach would pitch 1 pitch.

4.3 In-field fly is not in effect.

4.4 Bunting is permitted when the player pitcher is in the game, not off of a coach pitcher. Home plate is fair territory. A ball that is hit and makes contact with the plate and bounces fair is a live ball. If it bounces foul, it is a foul per umpire call.

4.5 Each half inning is completed when 8 batters have completed an at bat or 4 runs have been scored or 3 outs are made.

5.0 DEFENSE

5.1 With a six inning game, all players must play a minimum of two innings of infield, two innings of outfield, and four innings defensively. Players are not permitted to sit on the bench for three innings in a row. Exceptions: Player is late, injured, sick or must leave early. A player shall not be allowed to play more than three innings at one position.

5.2 Unlimited substitutions for all positions, including the pitcher. Players can enter and leave a position and re-enter again. Since there is a continuous batting order, there is no need to report defensive position changes. (This rule lets coaches play players every other inning, so that they feel more a part of the game. It also allows coaches to try players out at different positions and still put starters back in and out again.)

5.3 Each team may play a maximum of ten players, with four outfielders. The outfielders must be at least 10 feet into the grass, or from the infield line, until the ball is hit. The outfielders cannot make a play on the bases. They must throw the ball in to an infielder. The infielders cannot be on the grass or outfield. All infield positions must be playing in their designated positions. While opposing team is at-bat, infield players are not allowed to go past the pitcher circle towards the batter until after the ball is hit.

5.4 Player pitchers are required to wear a protective mask. Infielders are not required to wear a fielding mask, though it is highly encouraged.

6.0 CALL-UPS

6.1 Each coach will have to send a list to their commissioner giving the names, phone numbers, email addresses and parents' names of the top three players on their team for possible call ups for the 10U League. A player cannot be called up if their team is scheduled to play at the same time. During the season, if a coach finds that they will not have enough players to field a team for a given day, they may call from the call-up list provided by the next lower league's commissioner. If the coach thinks he will have 9 players, they may not bring up a player, if eight, they may bring up one, if seven players, they may bring up two, and so on. No player who is called-up may pitch for the higher-level team. If a team calls-up a player and has nine players at the game, the player called-up may play a full game. If a team calls-up a player and has 10 or more players at the game, none of the players called-up may play more innings than a player on the roster of the higher-level that is at that game. Any player who is called-up must play at least three complete innings, even if the team calling her ends up with enough players to field a team without her. Any players called-up to a league with a continuous batting rotation must be placed at the end of the batting order. In the event of a suspended game, any eligible call-up may be used, but any call-up previously used in the game must be asked first. It is the coach's duty to record the name of any call-up player in the logbook located at the concession stand.

6.2 When a coach of the next higher league calls the commissioner, they shall give that coach the name and telephone numbers of three (3) players whose teams do not play on that date in question for that coach to call-up for that day. All players whose names are submitted for callup should play as close to an equal number of games as possible. No player may be called-up to the same team for more than three (3) league games. If the coach makes the telephone calls, that coach must inform the lower league's commissioner of the player's name(s) so that no one player is constantly being called-up. It is mandatory that coaches contact the lower league commissioner as soon as possible indicating that they have used a call-up player. If a lower league player is used who was available at the field at the time of play, the coach needs to inform the commissioner of that call-up as soon as possible after the game. It is the commissioner's responsibility to keep an on-going list of call-up names and what team they played for so coaches cannot take advantage of the call-up availability. If the game is cancelled, it is the coach's responsibility to contact the call-up player and the commissioner of the cancellation. The names and telephone numbers of the commissioners are as follows:

8U Commissioner: TBD
10U Commissioner: TBD
12U Commissioner: TBD
Majors Commissioner: TBD

6.3 Violation of any of the provision of the above may be protested to the commissioner. VP of Softball, or any officer of GJLS in writing within twenty-four (24) hours of the scheduled starting time of the game in which the violation occurred. The commissioner or officer of GJLS shall investigate and report the complaint to the Rules Committee. The Rules Committee may disallow the protest if no violation can be shown to have occurred; or it may do one or more of the following: Suspension of the offending manager for one game, order this game replayed from the moment the violation occurred, or issue a formal written reprimand to the manager. Only one such warning may be issued per season.

7.0 POST SEASON TOURNAMENT

7.1 A win/loss record will be used to determine seeding (W=1 point, T=1/2 point, L=0 points). If there is a tie in the win/loss records, the second tie breaker will be runs allowed. If there is still a tie, the third tie breaker will be runs scored. Tournament games will have a 2 hour time limit. Games can be played until darkness hampers the security of the players. The last inning (both head coaches must agree on last inning based on proximity to end of time limit) will have unlimited runs. (do not stop at 4 that inning).

7.2 The tie-breaker rule will be in effect if 6 innings have been completed and a winner has not been determined. The tie breaker rule is as follows:

- Each half-inning begins by placing a runner on second base.
- That runner is the player in the batting order that precedes the lead-off batter in that inning. It is the responsibility of the scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the other team's attention, there is no penalty. Place the correct player on base. This should occur whether a pitch has been thrown or if the runner has advanced a base.
- The game then proceeds a full inning, or until a winner is declared. All other rules will be in effect.

8.0 CONCESSION STAND

8.1 Teams playing on field 2 are responsible to open the stand and supply 2 workers to the concession stand for the first half of the time slot of games. Teams playing on field 3 are responsible for supplying 2 workers to the concession stand for the second half of the time slot of games and closing the stand.

8.2 The concession stand should NEVER be left unattended.

8.3 No one under the age of 16 will be permitted to work the concession stand.

9.0 EVALUATION NIGHT & DRAFT

9.1 All registered 10UC players must attend evaluation night. Any player not in attendance will be designated as a hat pick and will be assigned a team after all eligible players are drafted on teams. SOFTBALL WILL NO LONGER ALLOW "PICK 6" OR PLAYERS TO REMAIN ON THE SAME TEAM FROM PREVIOUS YEARS. ALL PLAYERS, NOT DESIGNATED COACHES' PICKS WILL BE REDRAFTED EVERY YEAR.

9.2 Evaluations for players at all levels will be conducted by an Evaluation Committee, which consists of the Vice President of Player Placement, the league commissioner(s), other Board Members present at the league's evaluation and draft, and the league's coaches. At the evaluation, each player will be given a chance to perform various softball skills before the Evaluation Committee so that those persons may evaluate the level of ability for that player. : A. Each player evaluated will be slotted into one of three categories, "A Players," "B Players," and "C Players." The highest skilled players will be placed in the A group, the middle, or average players, will be placed in the B group, and the less skilled players in the C group. These assignments are not made with an objective standard in mind, rather, they are assigned by examining the particular pool of players available. Therefore, the skill level of the A, B, and C groups may vary from season to season. Members of the Evaluation Committee will be asked to keep these group designations and the discussions of the Evaluation Committee confidential.

9.3 Each evaluator should designate every player at the evaluation, including Coach Picks, an A, B, or C group player in preparation for the draft which is to be held immediately after the evaluation.

9.4 The groupings will be finalized at the draft by the Evaluation Committee. Where the coaches of a particular league cannot agree on the final groupings, the Vice President of Player Placement and Board Members that are part of the Evaluation Committee, all of whom must not have a child in that league, will have final say on player groupings.

9.5 Coaches may not voice an opinion of any player among their Coach Picks unless the remaining Evaluation Committee members ask for that opinion.

9.6 All players who do not attend an evaluation, and whose evaluation letter cannot be assigned by a consensus of the Evaluation Committee, will be assigned to teams by random selection ("hat pick") in their age-appropriate league. Coach Pick players that do not attend the evaluations will be considered "A" players for purposes of that league's draft, unless a player is a returning player and his group assignment can be agreed upon by a consensus of the Evaluation Committee.

9.7 No player may play in a league above or below his or her league age unless he or she attends that league's evaluation and the majority of the league's head coaches agree that it is appropriate for the player to participate in that league.

9.8 Coaches' Picks. Coaches have the option of selecting one (1) player whose parent has agreed to assist with the duties of coaching the team. This selection MUST be made BEFORE the evaluation. The coach's pick shall be determined as follows:

A. An Application for Assistant Coach must be completed, reviewed and approved by the Screening Committee. The Evaluation Committee will have the right to conditionally approve Head and Assistant coaches on the day of that league's draft, however, applications must be filled out and submitted to a Board Member on the Evaluation Committee that day. Those

coaching applications will then be reviewed as set forth in Article 3, Section 11 of the GJLS constitution and these regulations.

B. A coach’s pick MUST be chosen before the evaluation and the name of that pick also MUST be given to the VP of Player Placement before that evaluation. Coach’s picks will NOT be chosen once a tryout has begun.

C. All Coach’s Picks must attend the evaluation.

D. If there are any problems or issues arising out of this procedure, the commissioner and President may determine that the option of the Coach’s Pick for a particular coach is null and void for that season.

E. Where a team’s Coach Picks include “A” players, their Coach Picks will occur in the first round if possible. “B” and “C” coach picks will occur at the beginning of the “B” and “C” rounds, if possible. See the example draft tables below for illustration.

	Coach Picks and Ratings	1↓ A’s	2↑ A’s	3↓ A’s	4↑ B’s	5↓ B’s	6↑ B’s	7↓ B’s	8↑ C’s	9↓ C’s	10↑ C’s	11↓ HP	12↑ HP
Team 1	2 (A, A)	CP	CP	A	B	B	B	B	C	C	C	HP	
Team 2	2 (B, C)	A	A	A	CP	B	B	B	CP	C	C	HP	
Team 3	1 (B)	A	A	A	CP	B	B	B	C	C	C	HP	
Team 4	2 (B, B)	A	A	A	CP	CP	B	B	C	C	C	HP	HP
Team 5	2 (C, C)	A	A	A	B	B	B	B	CP	CP	C	HP	HP
Team 6	2 (A, B)	CP	A	A	CP	B	B	B	C	C	C	HP	HP
Team 7	2 (A, A)	CP	CP	A	B	B	B	B	C	C	C	HP	HP