

Greater Champaign County Girls Softball League
Rules and Guidelines
10U Softball
Last Updated: March 2024

Information for the 2024 Season

- ❑ A player's age on December 31, 2023 determines what age group they can play.
- ❑ The 10U League will have __ teams:
- ❑ Teams in the 10U League will be required to play a minimum of __ games. Must play each team in the league once.
- ❑ The 10U League Tournament will be played on **June 24 - June 27 with a rain date of June 28 at Dodds Park in Champaign, IL.** (There is a possibility there may be a "play in" game on June 24).
- ❑ League Tournament fee of **\$175** is due at the scheduling meeting, to be held on **March 4 at 6:30 pm at the Leonard Recreation Center, Champaign..** Checks should be made payable to **Greater Champaign County Girls Softball League (GCCGSL).**
- ❑ **Team Rosters** must be turned in to the **League Commissioner** by **May 15.** Team rosters should include each player's full name, address, and date of birth.
- ❑ **Tournament Rosters** must be turned in to the **League Commissioner** by **June 15.** Tournament rosters should include each player's full name, address, and date of birth.

The Greater Champaign County Girls Softball League will use NSA Softball Rules. The NSA rule book is available online at <https://www.playnsa.com/>.

The following procedures and points are emphasized:

- The GCCGSL is a C-level instructional league with an emphasis on softball fundamentals designed to help develop players for our local school districts. Coaches should promote teamwork and sportsmanship.

- Cheers and chants are encouraged, and should be used to positively motivate and celebrate teammates. Negative cheering directed at opponents will not be tolerated. Coaches should model and monitor appropriate behavior.
- Each team should play every other team in the league a minimum of one time during the regular season. Additional games are at the discretion of the team coaches, but only the results of the first game will be used for tournament seeding.
- Players should compete for the town of their school district unless there is no team or an exception is approved by the Commissioner. A player must be listed on the Team Roster turned in to the league to play in a game before league play begins.
- 8U players from each town may be included on the Team and Tournament Roster. However, the 8U girls are not allowed to play ahead of the rostered 10U players and can only be on one 10U roster.

There will be additional adaptations, exceptions, and clarifications including:

The Playing Field

- The pitching plate for the 10U league will be set at 35 feet.
- Hash marks will mark the half-way point between bases.

Equipment

- The official softball shall be a 11-inch hard, raised-seam, optic yellow softball. All balls should be approved for USA/ASA, NFHS, or NSA play.
- The official bat shall bear the NSA 2012 logo or USA/ASA certification and be manufactured by a bat company that is listed on the Approved Bat Company list found at <https://www.playnsa.com>.
- A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, runner, and youth coach in the coach's box. **The helmet must have a properly attached face guard.** Players will NOT be required to have chin straps on their helmets.
- **Pitchers must wear a face mask while pitching**, and are encouraged to wear a heart shield. It is required that all players wear a face mask during live ball play. Each league team's organizing body will make the final ruling on this for their players.

- Catchers must wear a NOCSAE approved head protector/protective mask, a chest protector, and leg guards.
- Metal cleats are NOT allowed.

Players & Substitution

- Teams must have a minimum of eight (8) players to start a game. If a team does not meet this minimum at the agreed upon game time, it shall be considered a forfeit. Teams will be allowed to start with eight (8) players without any out penalties.
- Teams will be required to use a continuous batting order that includes each player on its roster. If a player is removed or is injured, the vacated spot in the batting order will be skipped and will not be considered an out. If a player is ejected, the vacated spot automatically becomes an out each time the vacant spot comes to bat. Late arriving players are placed at the end of the batting order.
- Teams may use a courtesy runner for the pitcher or catcher currently in the game. The courtesy runner shall be the player who made the most recent out who isn't also the pitcher or catcher. Courtesy runners are NOT required.
- Teams can play a maximum of ten (10) players on defense. The additional defender will be considered an additional outfield position and must start play behind the baseline.
- Teams will be allowed to make free defensive substitutions. All players must play at least two (2) innings in the field.
- Any player or coach who is bleeding or has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered and clothing with blood has been removed.

The Game

- A regulation game shall consist of six (6) innings or one hour and forty-five minutes (1:45) of play.
- In cases of inclement weather, a game will be considered official after four (4) complete innings.
- No new inning will start after the time limit has expired.
- All innings will consist of three (3) outs or five (5) runs scored, except for the 6th inning; there is no limit on the number of runs scored in the 6th inning. If the time

limit is reached prior to the 6th inning, then there will be no inning in which a team could score unlimited runs.

- All games will be governed by a run ahead rule. If one team is fifteen (15) runs ahead after four (4) innings **OR** ten (10) runs ahead after five (5) innings, then the team ahead will be the winner.
- A game that is tied at the end of a regulation game will be considered a tie.

Pitching/Hitting/Base running

- Pitchers may opt to use the "start back" positions before the pitch.
- At the beginning of each half inning or when a pitcher relieves another, not more than one (1) minute may be used to **deliver not more than five (5) pitches**.
- Players will pitch the first three (3) innings. The hitting team's coach will pitch the remaining innings.
- No player shall pitch in more than two (2) innings. If a player makes a single pitch in any inning, that shall be considered a full inning.
- During a player pitch inning, the defensive team may walk a maximum of three hitters. After the third walk, the hitting team's coach shall move to the pitching circle. For the remainder of that half-inning, if the player pitcher throws four (4) balls to a hitter during an at-bat, the hitting team's coach will become the pitcher. The coach will give the hitter up to three (3) pitches to put the ball in play. Strikes carry over so the hitter can strike out (only by swinging strikes; there are no called strikes) off of the coach. If the hitter fails to put the ball in play during the three (3) coach pitches, it will be an out. The hitter gets unlimited foul balls on the 3rd pitch. There is no hit by pitch from a coach pitcher.
- When the coach steps in to pitch, the player pitcher then plays defense as a pitcher's helper within the circle. This is also the case in the 4th, 5th, and 6th innings.
- During the innings when the coach pitches (4th, 5th, and 6th innings), the hitter will get **five (5) total pitches** to put the ball into play. **All pitches count**. As before, the hitter gets unlimited foul balls on the final pitch. If the hitter swings and misses or takes the 5th pitch, it will be an out. The intent here is to encourage more hitting, fielding, and base running.
- The coach **does not** have to pitch from the pitcher's plate. The coach must start inside the circle. They may step slightly out of the circle with 1 foot if needed, but the back foot must remain in the circle. Coaches are encouraged to throw pitches

that are deemed “fastpitch” (with speed and no arc). This will prepare batters to advance to the next level of play.

- When the pitcher has the ball inside of the circle, the play is immediately dead unless the pitcher chooses to make a play on the runner. If the runner is past the hash mark, they are awarded the next base. If the runner is not past the hash mark, they must return to the previous base. The umpire will stop play and direct the baserunner to return to the previous base. The baserunner cannot be tagged out when play is dead.
- If a batted ball hits the coach that is pitching or the coach standing in the back of the circle while the player is pitching, the batter will return to the batter’s box with the pitch not counting and all runners will return to their previously occupied bases.
- If the ball is touched by any coach on the field, the play is immediately dead, and all runners must return to the base occupied prior to the play.
- **Base stealing is NOT allowed.** Runners may lead off upon release of the pitch. Catchers may attempt to pick off runners, but runners cannot advance.
- Bunting is allowed ONLY when facing a player pitcher.
- The dropped 3rd strike is NOT enforced. The batter may not attempt to advance to 1st base on a 3rd strike.
- **The infield fly rule is NOT enforced.**

Umpires

- The home team will supply the plate umpire at their cost. Every attempt should be made to have an USA/ASA, NSA, or IHSA patched umpire behind the plate at each game. An umpire must be a minimum of 16 years old.

Coaches

- Two **ADULT** coaches from the defensive team are encouraged to be in fair territory behind the baselines to help the fielding team.
- An **ADULT** coach from the defensive team may be on the field behind the umpire and catcher to help retrieve balls that get past the catcher in an effort to speed up the game.

Covid Safety Precautions:

- Participants are encouraged to bring own water as most ballparks might not have water fountains available
- Follow all rule and guidelines that are in place for each field/town/park district where the game is being held

New for 10u 2024

- If any coach is ejected from a game, they must leave the premises immediately. They also must sit out the next game at the 10u level.

Tournament Rules

- A **Tournament Roster** must be provided to the **League Commissioner** prior to the date specified on page one (1) of this document. A player must be on both the **Team Roster** and the **Tournament Roster** in order to be eligible to play in the tournament. A player may only appear on **one** tournament roster and may not play for more than one team in the tournament.
- **Tournament Time Limit.**

1. The decision has been made for the GCCGSL 10/12U Tournament, that **no new inning will start after 1 hour and 45 minutes and that the last inning started after 1 hour and 35 minutes will be an unlimited runs inning to still give a chance to the losing team to score enough runs to come back.**

A simple discussion between coaches and umpires about when to make the last inning an unlimited inning is pretty simple.

2. Games may end due to playing all 6 innings **OR** the time limit **OR** the run-rule (15 runs after 4 innings or 10 runs after 5 innings) and a tournament game cannot end in a tie. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat.

3. If the game ends in a tie we will continue with the following **tie breaker:**

The player that last completed their at bat assumes a position on 2nd base. We will continue where we are in the batting order with 1 out on the

scoreboard and every batter starts with a 1 ball, 1 strike count. There are unlimited runs during the tie breaker.

- **Tournament Seeding** will be based on the results of the first completed game between required opponents. A win will earn 2 points, and a tie will earn 1 point. The total number of points will be divided by the total number of first games played against required opponents. Each first game that a team fails to play against an opponent will count as a loss (earning 0 points and counting as a played game). Seeding will then proceed from the highest seeding score to the lowest seeding score.
- The **higher seeded team** will be the **home team** and will occupy the third base dugout.
- **Play-in games** may will be played at the **higher seeded team's home field**. The host team will be responsible for paying for the umpires and will receive the concession stand proceeds if a concession stand is offered by the home team. The umpire fees will be reimbursed by the league at the conclusion of the tournament.
- **Game play** for tournament games will follow **all established rules** with one exception: **games cannot end in a tie**. The **tie-breaker procedure** will begin after completion of 6 innings or when the time limit has expired and the score is still tied.
- For all 10U League tournament games, including play-in games, an **adult USA/ASA, IHSA, or NSA umpire** must be the plate umpire. A patched umpire of at least 16 years old must be the base umpire.
- The GCCGSL is responsible for providing individual league championship **medals and team trophies** for 1st-4th place in the League Tournament.