

WEST SUBURBAN GIRLS SOFTBALL ASSOCIATION
2009 GIRLS 9-10 YEARS OLD

1. A.S.A. and IHSA RULES WILL BE FOLLOWED AT ALL TIMES WITH THE FOLLOWING EXCEPTIONS:
2. THE STARTING TIME FOR ALL WEEKDAY GAMES WILL BE 5:45 P.M.
3. THERE WILL BE A FIFTEEN (15) MINUTE GRACE PERIOD FOR THE START OF THE GAME. IF THE UMPIRE DOES NOT ARRIVE 30 MINUTES AFTER THE STARTING TIME THE GAME WILL BE RESCHEDULED.
4. TEAMS MUST FIELD 8 GIRLS TO PLAY OTHERWISE THE TEAM MUST FORFEIT. NINTH BATTER WILL NOT COUNT AS AN OUT. IF ONE GIRL GETS INJURED YOU WILL BE ALLOWED TO PLAY WITH 8 PLAYERS, IF A SECOND GIRL IS INJURED THE GAME IS STOPPED AND FORFEITED. THE UMPIRE WILL CALL THE FORFEIT.
5. MUST HAVE SIX (6) PLAYERS FROM YOUR OWN TEAM TO BEGIN PLAY. THE REST CAN BE SUBS, BUT SUBS MUST COME FROM THE LOWER LEVEL. SUBS CANNOT PITCH OR CATCH AND MUST PLAY A MINIMUM OF THREE (3) INNINGS. REGULAR TEAM PLAYERS MUST PLAY BEFORE SUBS.
6. SUBS CANNOT COME FROM THE SAME LEAGUE. THEY MUST COME FROM THE NEXT LEVEL DOWN. EACH MANAGER OF THE LOWER LEVEL WILL PROVIDE A LIST OF POSSIBLE SUBS FROM THEIR TEAMS TO THE NEXT HIGHER LEVEL. THE SUBS WILL BE USED ON A ROTATING BASIS FROM EACH TEAM.
7. SAFETY BASE AT FIRST BASE IS MANDATORY.
8. FACE MASK WITH CHIN STRAP IS MANDATORY FOR ALL BATTERS. HELMETS NEED CERTIFIED ASA STAMP OR NOCSAE.
9. ANY NEW BATS PURCHASED NEED TO HAVE ASA IMPRINT ON BAT (STICKERS ARE NO LONGER ACCEPTABLE).
10. IT IS NOT MANDATORY FOR PITCHERS TO WEAR HELMETS WHILE PITCHING.
11. IT IS A SUGGESTION THAT INFELDERS WEAR MOUTH GUARDS.
12. UNIFORM COLORS ARE TO BE DISTINGUISHABLE WITH NUMBERS VISIBLE. ISSUED UNIFORMS MUST BE WORN AT ALL GAMES. SHIRTS ARE TO BE TUCKED IN AT ALL TIMES.

13. JACKETS WILL BE OKAY TO WEAR, BUT MUST BE BUTTONED OR ZIPPED. SWEATSHIRTS CAN BE WORN UNDER UNIFORMS. PITCHERS CANNOT WEAR WHITE, YELLOW OR GRAY UNDER UNIFORM SHIRTS. THEY MUST WEAR A DARK COLOR.
14. NO JEWELRY FOR ANY PLAYER. IF EARS ARE RECENTLY PIERCED, THEY MUST BE COVERED WITH TAPE.
15. CHANTING BY PLAYERS WILL BE OKAY IF NOT DEROGATORY TOWARDS OTHER TEAM. NO PERSONAL INSULTS TO PLAYERS AND CATCHER CANNOT TALK TO THE BATTERS.
16. THERE WILL BE CONTINUOUS BATTING FOR ALL PLAYERS WHO SHOW UP FOR THE GAME, EVEN SUBS.
17. PITCHING LIMIT: THREE (3) INNINGS, ONE PITCH IS CONSIDERED AN INNING. INNINGS NEED NOT BE CONSECUTIVE.
18. PITCHERS CAN PITCH EITHER A.S.A. OR IHSA STYLE. THE PITCHER MUST START WITH BOTH FEET ON THE RUBBER, BUT THIS ALLOWS HER TO STEP FORWARD ON HER FORWARD MOTION OR ROCK BACK WHEN PRESENTING THE BALL BEFORE RELEASING HER PITCH.
19. WARM UP PITCHES ARE ALLOWED AT THE BEGINNING OF THE GAME OR WHEN A NEW PITCHER ENTERS THE GAME. OTHERWISE, AFTER THE FIRST INNING, PITCHERS ARE ONLY ALLOWED 3 WARM UP PITCHES.
20. A PITCHER WILL BE REMOVED FROM THE GAME IF SHE HITS THREE BATTERS IN A GAME. IF A PITCH HITS THE GROUND AND THEN BOUNCES AND HITS THE BATTER, THAT WILL BE CONSIDERED A HIT BY PITCH AND THE BATTER WILL RECEIVE 1ST BASE. HOWEVER, A BATTER MUST MAKE EVERY EFFORT TO AVOID GETTING HIT BY A PITCH. IT WILL BE AT THE UMPIRE'S DISCRETION TO DETERMINE WHETHER THE BATTER MADE A REASONABLE ATTEMPT TO AVOID BEING HIT. THE PITCHER MAY PLAY OTHER POSITIONS ON THE FIELD BUT MAY NOT RETURN TO PITCH.
21. THERE WILL BE A FIFTEEN (15) RUN RULE AFTER 3½ INNINGS IF THE HOME TEAM IS AHEAD. THE HOME TEAM ALWAYS GETS AN OPPORTUNITY TO BAT IN AN INNING WHEN THE 15 RUN RULE IS INVOKED.
22. GAMES WILL CONSIST OF SIX (6) INNINGS AND TEAMS WILL CHANGE SIDES WHEN ONE TEAM SCORES 6 RUNS IN AN INNING. UNLIMITED RUNS IN THE LAST INNING.

23. STEALING OF SECOND BASE IS NOT ALLOWED!!! A RUNNER MAY ONLY STEAL THIRD (3RD) BASE. THEY ARE ALLOWED TO STEAL FROM SECOND (2ND) TO THIRD (3RD) BASE. THEY ARE ALLOWED TO STEAL FROM SECOND (2ND) TO THIRD (3RD) ONCE THE BALL PASSES HOME PLATE. RUNNERS ARE NOT ALLOWED TO STEAL HOME UNDER ANY CIRCUMSTANCES. THERE ARE NO WILD OR PASS BALLS.
24. NO DROP THIRD STRIKE AT THIS LEVEL.
25. A TWO HOUR GAME LIMIT FROM THE START OF THE GAME. HOME TEAM GETS LAST AT BATS. UMPIRES MUST CALL FINAL INNING TO BOTH MANAGERS WHEN APPROACHING THE TWO HOUR TIME LIMIT. FINAL INNINGS MUST BE CALLED WITHIN FIFTEEN MINUTES OF THE TWO HOUR TIME LIMIT OR IF DARKNESS IS APPROACHING.
26. SUSPENDED GAMES WILL BE RESCHEDULED BY THE HOME TEAM UPON FIELD AVAILABILITY AND GAMES SCHEDULES TAKEN INTO CONSIDERATION.
27. RESCHEDULING OF GAMES WILL TAKE PLACE AT THE EARLIEST CONVENIENCE FOR BOTH TEAMS. MAKE UP GAMES AS SOON AS POSSIBLE. IF THE HOME TEAM SCHEDULES A GAME WHEN THE OPPOSING TEAM IS AVAILABLE, AND THE OPPOSING TEAM DOES NOT SHOW UP TO PLAY, THE OPPOSING TEAM TAKES THE FORFEIT. IF THE HOME TEAM DOES NOT RESCHEDULE THE GAME, THEY TAKE THE FORFEIT.
28. ALL MANAGERS ARE REQUIRED TO CALL AND CANCEL GAMES, IF THEY KNOW THEY ARE UNABLE TO PLAY THE GAME. WITHIN LESS THAN A 24 HOUR NOTIFICATION, THAT TEAM CANCELING TAKES A FORFEIT. NO MANAGER IS TO CANCEL A GAME DUE TO THE LOSS OF THEIR BEST PLAYERS. IF THEY HAVE SIX GIRLS FROM THEIR TEAM AND ARE ABLE TO BRING GIRLS UP FROM THE LOWER DIVISION, THEY MUST PLAY THE GAME. SAME DAY CANCELLATIONS WILL CAUSE YOUR TEAM A FORFEIT!
29. A COMPLETE GAME CONSISTS OF FOUR (4) COMPLETE INNINGS.
30. NO BULLDOZING OF OPPOSING PLAYERS WILL BE ALLOWED. THE RUNNER MUST ATTEMPT TO AVOID CONTACT. IT IS THE RESPONSIBILITY OF THE RUNNER TO AVOID CONTACT WITH A PLAYER IN THE FIELD OR A HIT BALL.
31. NO THROWING OF THE BAT. IF A BATTER THROWS THE BAT THEIR TEAM WILL RECEIVE A WARNING. IF THIS OCCURS AGAIN, THE BATTER IS OUT.

32. IF A PLAYER COMES LATE TO THE GAME SHE WILL BE INSERTED AT THE BOTTOM OF THE LINEUP. IF A PLAYER ARRIVES AFTER THE START OF THE 4TH INNING, THE MANAGER DOES NOT HAVE TO LET HER PLAY.
33. IF A PLAYER GETS INJURED DURING PLAY AND IS UNABLE TO BAT HER NEXT TURN AT BAT, THE TEAM GETS AN OUT THE FIRST TIME. IF SHE IS UNABLE TO BAT HER NEXT TIME UP TO BAT, THE BATTING PASSES OVER HER, THE TEAM DOES NOT GET AN OUT, BUT THE BATTING CONTINUES TO THE NEXT BATTER, AND THE INJURED PLAYER IS ELIMINATED FROM THE ROSTER. THIS RULE APPLIES TO PLAYERS WHO HAVE TO LEAVE EARLY OR GET SICK DURING THE GAME ALSO.
34. THE BASES SHALL BE 60 FEET LONG AND THE PITCHING RUBBER SHALL BE 35 FEET FROM THE POINT OF HOME PLATE.
35. AN 11" BALL WILL BE USED AT ALL TIMES.
36. ALL UMPIRES MUST BE ADULTS, FOURTEEN (14) YEARS OF AGE OR OLDER.
37. ALL TIES WILL BE LEFT AS TIES IF GAMES CANNOT FINISH IN THE TWO HOUR TIME FRAME.
38. MANAGERS MUST CALL IN WINS ON SUNDAY TO DIVISION SECRETARY
 _____ AT PHONE # _____
 E-MAIL _____
39. ANY QUESTIONS ON RULES CONTACT THE COMMISSIONERS OF YOUR DIVISIONS OR THE COMMISSIONER OF YOUR GIRLS LEAGUE.
40. THESE RULES HAVE BEEN UPDATED ON OCTOBER 18, 2008. - PLEASE FOLLOW THESE RULES, DISCARD ANY OTHERS.
41. IF A 9-10 YEAR OLD PLAYER IS MOVED UP PERMANENTLY TO PLAY IN THE 11-12 YEAR OLD DIVISION, THE PLAYER MUST STAY UP IN THAT AGE DIVISION AND NOT BE ALLOWED TO PLAY IN THE 9-10 YEAR OLD DIVISION.
42. COMPLETE ROSTER MUST BE TURNED IN BY THE FOURTH GAME OF THE SEASON. IF NOT TEAM WILL FORFEIT ALL GAMES AND ELIMINATION FROM THE PLAYOFFS. ROSTERS MUST CONSIST OF NAMES AND DATE OF BIRTH. IF A NAME IS ADDED COORDINATOR MUST KNOW.
43. **MANDATORY:** IF CATCHER IS ON BASE AFTER TWO OUTS, A PINCH RUNNER MUST BE PUT IN. PLAYER WHO MADE LAST OUT WILL BE THE PINCH RUNNER.

44. 9-10 RULE ONLY: NO DIRECT STEAL TO SECOND BASE ON A WALK.
45. PLAYOFF MONEY MUST BE MADE OUT TO ORGANIZATIONS NOT TO INDIVIDUALS. ALL TEAMS MAKE PLAYOFFS.
46. NO INFIELD FLY RULE.
47. NO SHOWING OF BUNT THEN SWINGING AWAY.
48. NO METAL CLEATS OR STEEL SPIKES.
49. ALL PLAYERS MUST PLAY AT LEAST 2 INNINGS IF COMPLETE GAME.
50. LEAGUE REPRESENTATIVE FOR TOURNAMENTS MUST BE PRESENT.
51. ANY CHANGES MADE TO ASA OR IHSA RULES WILL GO INTO EFFECT THE FOLLOWING YEAR.