

**Ada Sports Complex  
10 & Under  
League Rules**

1. **Eligibility:** A player cannot be 11 years of age before January 1, of current year. Player's age on January 1 determines the age group they are eligible to play.
2. **Rules:** Play will be governed by ASA (USA) official rules, along with specialized league rules stated on this sheet. Any situation not specifically covered in these local rules will be governed by the ASA (USA) rules.
3. **Rosters:** Each coach must provide a copy of the team's complete roster, copies of birth certificates of each player, and any outstanding player fees before participating in play. Coaches are encouraged to play every player on the roster, either defensively or offensively. No player may be allowed to change league teams after 10 p.m. on May 19th and final rosters for the post season tournament must be finalized no later than 10 p.m. June 9th.
4. **Playing Field:** Base distance will be 60 feet and 35 feet for the pitching distance.
5. **Equipment:** Offensive players shall wear a "NOCSAE approved" batting helmet and extended ear flaps, which cover both ears and temples when in live ball area. Batting helmets must also have a "NOCSAE approved" attached face mask/guard. Catchers shall wear a NOSCAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed. ASA (USA) stamped/approved 11" optic yellow cover, red stitch with raised seams .47 core & 375 lbs. softball will be the only ball allowed for game use. All bats should be marked "Official Softball" and be marked with an ASA (USA) stamp.
6. **Concussion Protocol: League Play Only** In an effort to protect all of our athletes, the league will require all coaches including asst. coaches and umpires of the Ada Sports Complex be certified in the concussion protocol. A certificate must be on file before your team participates. The certificate can be accessed at <https://www.cdc.gov/concussion/HeadsUp/Training/index.html>.
7. **Time Limit:** Each game will be 5 innings or 55 minutes. An inning cannot start after 55 minutes has elapsed. The umpire and official score keeper will document starting time. Their time will be official. The tie breaker procedure will go into effect after time has expired, or teams are tied after the last inning of play. Tie breaker will last for 1 inning using the ITB rules. If game is still tied after the extra inning the game will result in a tie. In case of inclement weather, the losing team must have been at bat 3 times to constitute a legal game. Incomplete games due to rain or other circumstances will be considered suspended and picked up where they left off and continued at a time designated by the league director or his designee.
8. **Scoring:** A maximum of 5 runs can be scored by each team per inning. Run rule will be 12 after 3, 10 after 4. If either team is behind and cannot catch up or go ahead, the game shall be over immediately.
9. **Official Lineup:** Nine (9) players shall play in the field at one time, but no less than eight (8) are required to start and continue to play in a game. A team cannot start any game with less than 8 players. A team may implement the option of listing all present players in the batting order and batting through the lineup. All players shall bat in order whether playing in the field or not. Any player who must leave game will NOT be called out each time she would have been at bat.

10. **Batting Order:** A coach shall bat his entire roster. If a player is not present for their at-bat it will be ruled automatic out and the batting order will continue. Players that arrive late may be added to the bottom of the batting order or bat in the position they were already assigned.
11. **Defense:** Free substitutions are allowed defensively at any time with the exception of Pitchers Rule see # 14
12. **The courtesy rule:** can be used for the catcher and/or pitcher. The courtesy runner will be the batter who made the last out.
13. **Home plate conference:** is held five (5) minutes before the beginning of every game.
14. **Pitchers:** are allowed five (5) warm up pitches between innings. The pitcher must take a position with both feet firmly on the ground and with both feet in contact with, but not off the side of the pitching rubber. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter. The same player-pitcher is allowed to exit and re-enter the pitcher position once in a game.
15. **Coaches** shall be responsible for controlling the conduct of players and parents during a game. If players or fans become unruly then the game could end in a forfeit.
16. **Home Team:** will be decided by coin toss.
17. Game time is forfeit time!
18. **Standings** will be kept. In the case of a league tie, the following will take effect:
  - a. Any team with a forfeit is automatically eliminated from title consideration
  - b. Head to head competition.
  - c. Fewest runs allowed against teams involved in championship consideration who are tied.