

South Vancouver Island (SVI)  
Fastpitch Association

# OPERATING AND LEAGUE PLAY RULES

2019

U10 Tier 1 and 2

**U10 Tier 1** – For more experienced players and those new players with higher athletic ability and/or competitive desire.

**U10 Tier 2** – For newer players who have not previously played in a Softball program or younger aged players that may be delayed in developing their skill set.

The differences between U10 Tier 1 and 2 are minimal with the biggest difference being the ability to utilize Machine/Coach pitch up to and including the May 2X2 weekend in Tier 2. Tier 1 there is no Machine/Coach pitch.

Players:

1. It is recommended that U10 teams be made up of no less than 10 players and no more than 12.
2. Teams of U10 comprised entirely of males will be scheduled in the U12C category.

**SECTION ONE - GAME TIMES & DURATION**

1. Games will be scheduled on Tuesday evenings and Saturdays at 11am or 1pm.
2. All games will be 1:30 with no new inning starting after 1:30.
3. Weeknight games prior to May will begin at 6pm. On and after May 1st, games will begin at 6:30pm on weeknights.

Procedure for Postponement of Games:

1. To postpone a game for field conditions the Umpire will decide whether it is safe or unsafe to play, after all efforts tried to rectify the problem. Teams are to show up for game time as it is the Umpire who decides to postpone the game.
2. To postpone a game for other reasons, the coach must notify the other team's coach 48 hours before the scheduled game.
3. If either team fails to give proper notice of cancellation they are liable for the Umpires pay. A \$50 fine will be imposed by SVI on the offending park.

**SECTION TWO – SCHEDULING, SCORING & STANDINGS**

Teams will be given initial schedules which will only go until mid-May. There will be a scheduled 2x2 weekend event mid-May for each Tier that is considered to be a part of League Play. After completion of these tournaments, teams may be reshuffled during a practice only/no games week. (Teams from Tier 1 may be moved down and teams from Tier 2 may be moved up). This will improve the challenge to some teams and end the frustration for others. Once movements have been decided-teams will receive their schedule for the balance of the season.

Travel:

Due to the size of our District some travel is necessary to include all parks; however in each Tier we will try to operate with small pools of teams to minimize distance and or frequency of travel to the furthest parks by teams.

### District Playoffs:

A District play-off tournament will be held for each Tier at the end of the season. For this tournament teams will be placed according to the Tiers at the time.

### U10 Provincials:

SVI puts together one or two teams for those U10 players with the ability and desire to be placed on a District 1 team to play in the Provincial Championships in Burnaby.

### Run Scoring:

1. Maximum 5 runs scored or 3 outs per inning.
2. Run ahead rule - will take effect if a difference of fifteen runs or more is scored after 3 innings of play (or two and a half if the Home team is ahead) or by seven runs after 5 innings (four and a half if home team); the game will be over and the win awarded to the team that is ahead. SVI league games will not end when the Run Ahead Rule is in effect if both teams want to play on. However, scorekeeping stops and players move into different positions to learn new positions and be more sporting.

## **SECTION THREE – INJURIES**

### Injuries:

The Softball BC injury form should be obtained from your Park President at the start of the season and should be carried with you for all games and practices. If a player, coach, manager, Umpire or spectator is injured during a practice or game or travelling to a practice or game, it is the responsibility of the coach to record the following:

- A. Who was injured, name, address and phone number
- B. Nature of the injury
- C. Date, time and location
- D. Any witness, name, address and phone number
- E. What treatment was sought or first aid rendered

If an injury occurs, the coach must ensure the following receive a copy of the injury form:

- A. Softball BC
- B. Your Park President
- C. District One Minor Coordinator
- D. Keep one for your records

**Note:** *That if the injury requires professional medical treatment, the form must be filled out.*

### Blood:

A player whose uniform is soiled by blood may return to the game out of uniform (i.e. t-shirt, sweatpants) to finish the game.

## SECTION FOUR – SVI U10 LEAGUE RULES

### Pitching:

1. Pitchers may pitch a maximum of 2 innings – these do not have to be consecutive.
2. While young pitchers should be taught proper mechanics and technique the Umpires should make all efforts not to discourage them by calling illegal pitches. One warning with an explanation to the player and coach, there are not to be any penalties enforced for an “illegal pitch”.
3. Full windmill pitching is a skill to be learned through practice both at scheduled team practices and at home. In U10, it is acceptable to throw underhand, slingshot or orthodox if necessary as a progression to full windmill.
4. When teams are using pick-up players for games or tournaments, they are allowed to pitch, but must be from a lower classification. (i.e. U10 Tier 2 or LTP)
5. There is no machine/coach pitch in Tier 1. Machine/coach pitch is allowed in Tier 2 up to and including the May “2x2” weekend. The Batters Coach will pitch or operate the Machine.

When Machine/Coach pitching is being used (for Tier 2) – up to and including the May “2x2” weekend only:

1. Batter receives up to four pitches from the pitcher. The batter cannot be walked.
2. If three strikes have been called during this initial four pitches, the batter is out on strike three.
3. If after four pitches are thrown, and there has not been a hit or a strikeout, the Machine/Coach may now be used.
4. The pitcher stands beside the Machine/Coach to play defensively.
5. The Machine/Coach will then throw a maximum of three pitches (balls and/or strikes) until the accumulative call is three strikes or a hit is made.
6. If after the Machine/Coach throws a maximum of three pitches and a hit has not been made the player will return to the bench and marked as an out. If on the third Machine/Coach pitch a foul ball is hit, the batter is out. No walks when the Machine/Coach is pitching.
7. No Walks or Free Bases are awarded for being hit by a pitch from a Machine/Coach.

### Batting:

1. All players bat in the order of the batting line-up sheet.
2. If a player arrives late they are added at the bottom of the batting order.
3. If a team is playing with only 8 players –the 9<sup>th</sup> batter is NOT automatically out.
4. Bunting is allowed.
5. Thrown Bat- A player will receive one warning for throwing their bat. The next incident will result in the batter being called out.
6. On-Deck batter is to use the warm-up circle located behind the batter to decrease the chance of injury. Players are to be instructed to run behind the catcher/umpire to get there.

### Fielding:

1. All players shall get equal opportunity to play infield and outfield positions. Coaches are encouraged to make rotations at least every half game.
2. No player is to sit more than one consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two.
3. A player cannot pitch in the same position more than three innings per game.

4. Only Nine players are to be used in the defensive position at one time.
5. One coach is allowed to be in the outfield during defensive play. This coach is not to wear a ball glove or to impede in the play. This coach's role is to keep the outfield players in the game and using opportunities to instruct on the outfield positions. This coach may also offer instruction to the infielders as long as the coach remains in the grass area. At no time is instruction from the coach to delay the game.

#### Base running:

1. Base stealing is allowed – base runners may only steal one base per pitch (no stealing on Machine/Coach pitches).
2. Cannot steal on the throwback to the pitcher.
3. Players may not steal additional bases on a throw from the catcher to a base. This is to encourage catchers and infielders to practice defensive plays for stolen bases but not be penalized by bad throws or errors by their teammates.
4. Sliding is allowed and should be encouraged
5. When the catcher is on base with two outs. The catcher is to be replaced as a base runner by the last player recorded as an out. This is to speed up the play and turnover between half innings.

#### Umpires:

1. A single Umpire is required for each game.
2. Remember that the Umpires are most likely not adults and they are just learning the same as you and your players. At this level mistakes can be expected by umpires and coaches alike, it is best to let the game carry on and bring it up with your parks UIC later so a discussion can be had with the Umpire by the UIC if found to be necessary in an environment better set up for learning.
3. Being an Umpire is not an easy job, especially as a young Umpire and the support of the coaches is expected to help them develop as Umpires who will hopefully stay with the game. Please set an example by showing your Umpires the RESPECT they should be given, by Coaches, players, parents and spectators.
4. If you don't agree with an Umpire's call, request a Time Out by asking from the dugout and only after the play has stopped. Do not go onto the field until the umpire has called "TIME". When approaching the Umpire about a call go to the Umpire that made the call. Remember your young players are watching so treat the Umpire with respect.