



Know the exceptions for your age group

# League Spring 2017 Rules & Exceptions

[General Rules](#)   [6 & Under](#)   [8 & Under](#)   [10 & Under](#)   [12 & Under](#)   [18 & Under](#)

## I. GENERAL RULES

### A. GROUND RULES

1. No alcoholic beverages are permitted at the field or at any meeting locations. This rule pertains to manager, coaches and parents.
2. No firearms are permitted within the fences of the fields or in the dugouts. **(revised 01/16)**
3. Littering and glass containers are strictly prohibited.
4. No pets are allowed on the field
5. The home team will occupy the third base dugout, unless a back to back game is in effect. **(revised 08/08)**
6. Tobacco in any form will not be allowed on the fields or in the dugouts at any time before, during or after a game. Coaches will not be allowed to leave the field to use tobacco during the game. The umpire will eject anyone violating this rule. City Ordinance-No smoking anywhere inside Imperial Park.
7. The coaches are responsible for ensuring that the area on their side of the field is clean before leaving after completion of the game. This includes the dugout, inside and outside of the fences, and the bleacher area.
8. All SLGSA players **MUST** wear facemask protection and chin straps on batting helmets.
9. Coaches are to exhibit proper softball etiquette on the softball fields. Inappropriate behavior on the fields is subject to a verbal warning, at a minimum by the umpire and/or commissioner on duty. Coaches are also responsible for the parents in the stands for their demeanor towards the game.
10. Only girls registered with SLGSA for league play may participate in the current season.
11. Coaches must wear issued coach shirt. Coaches shall not alter uniform. Coaches must wear caps and visors correctly and are not allowed to wear them backwards.
12. SLGSA provided uniform (per **Spring** – jersey top/ socks; **All-Star** – jersey top(s)/pant/socks; **Fall** – jersey top and **Fall** (tournament team) – jersey top) will be the mandatory attire. **NO UNIFORM ALTERATIONS.** **(revised 01/17)**
13. SLGSA background check and certification requirements. Please note levels of SLGSA volunteers and mandatory requirement to participate. Please visit [www.registerusasoftball.com](http://www.registerusasoftball.com) to complete your certifications. All denials shall be resolved with USA before SLGSA allows access onto the complex facility to interact with participants. **(revised 01/17)**

<b>SLGSA Volunteer</b>	<b>ASA Background Check</b>	<b>ASA ACE</b>
Board Director / Manager / Head Coach / 1 <sup>st</sup> Asst.	YES	YES
Approved Instructor / Asst. Coach / Team Parent	YES	Optional
Team parent assistant	YES	Optional

## B. SLGSA GENERAL PLAYING RULES AND EXCEPTIONS

1. **The USA Softball's (USA) Guide and Rule Book shall be the official rules and guidelines. The specific USA "B" division guidelines to the 8u and 10u groups have also been attached.** The following SLGSA Rules & Exceptions apply only to SLGSA and set forth by league officials per specific situations. **(revised 01/17)**
2. Regulation Game: **6u Division – 1hr. (60 minutes) drop dead. 8u thru 14u Division- time will be 1 hour and 10 minutes.** Official start time for the game is one (1) minute after the conclusion of the plate meeting or first pitch, whichever occurs first, at which point the umpire will announce that the game is "on the clock". THERE WILL BE NO DROP DEAD TIME. When time expires and the game is tied there will be one inning of international tiebreaker. If after the first inning of international tiebreaker the game remains tied the game will end in a tie. In every age group there will be a maximum of 5 runs per inning. There will be NO international tiebreaker innings in the 6U division, if after game time the game is tied it will remain a tie game. **(revised 01/17)** Overrides USA Game Time Limit – Seven (7) innings or 1 hr. and 30 minute games.

## C. SPECIAL RULES

1. League teams are limited to THREE meetings per week. Any gathering of 3 or more players and a coach is considered a meeting. Teams will be allowed no more than 3 meetings or games within a one week period, (if you have one game in a week you may only have 2 other meetings in that week period. The week starts on Sunday and ends on Saturday). There will be NO meetings on Sundays or on legal holidays. Doubleheader is one meeting. \*\* Coaches and teams who do not comply may face single or multiple game forfeitures, coaches may be subjected for removal or team may be suspended from participation per SLGSA Board final ruling. \*\* **(revised 02/14)**
2. Score is not kept for 6u age group. Score will be kept for age groups 8u to 14u. **(revised 01/17)**
3. Coaches will be allowed one minute maximum between innings to change positions in the field. Pitchers will only be allowed a maximum of 5 warm up pitches in between innings. This is designed to help speed up the game and allow girls more playing time instead of wasted time. **(revised 01/17)**
4. A pitcher will be allowed 5 warm up pitches when coming into the circle as part of a pitching change. **(revised 01/17)**
5. Player move up rule. Players seeking to move up in age division play, must score (at tryout evaluations) within the top 25% of the sought division overall scores. Should the player meet the qualification, player shall be provided the opportunity to move up. **(revised 03/10)**
6. If a manager protests a game he/she must file the protest with the Director on Duty immediately after the play in question. The protesting manager must leave a \$25 deposit with the Director on Duty immediately after the game (this will be refunded if the protest is upheld). The Director on Duty will notify the appropriate age commissioner as soon as possible and the protest will be handled per the SLGSA By-Laws. **(revised 01/17)**

## D. PICK UP PLAYERS

1. If you are short players you may pick-up players (SLGSA registered) from the same age group or the age below your division. You may pick up no more than 3 players, **MAXIMUM** only up to the

point to be able to field a team of nine (9) players. Pick up players **MUST** play the outfield and bat last in the order. **(revised 01/17)**

2. You may start and or finish with only eight players.
3. Any player arriving more than 20 minutes after the start of the game MAY NOT enter that game.
4. In the event that you have picked up players and your team player arrives prior to the twenty-minute limit, the original player will replace the pick-up players spot in the lineup.
5. Pickup Pitchers and Catchers are allowed with approval of age division commissioner or assigned DOD. **(revised 03/10)**

## E. WHEN ON OFFENSE

1. A continuous batting order will be used in all age groups. All players must bat. **(revised 08/08)**
2. Base Stealing is NOT allowed in 6U and 8U.
3. Base stealing is allowed in 10U thru 14U divisions per USA guidelines. **(revised 01/17)**

*Note: Base stealing is allowed to home in the 10U through 14U age groups only. (revised 01/17)*

## F. OFFICIAL FIELD DIMENSIONS

<b>Division</b>	<b>Bases</b>	<b>Pitching</b>
Pixie	60 feet <b>(revised 08/08)</b>	35 feet
10 & under	60 feet	35 feet
12 & under	60 feet	40 feet
14 & up	60 feet	43 feet <b>(revised 01/16)</b>

Pitching Circle: 16 foot diameter or a 8 foot radius (All Divisions)

## II. SPECIAL EXCEPTIONS

### A. 6U

1. **No** Player may sit out more than 1 inning per game on defense. If it is discovered that a player has sat out more than 1 inning, that player shall be inserted in the defensive line up and shall play the remainder of that game and the entire next official game. This penalty will be noted and made to the attention of a Director on duty.
2. No player may play the position of pitcher, first, or shortstop more than a combined total of three innings per game or more than 2 innings at any one of these positions. Example: A player may play pitcher for 2 innings and first base 1 inning, thereafter, she may either sit out or play another position except pitcher, shortstop, or first base. Violation of this rule shall result in the manager's suspension for the rest of the current game, and the next official game.
3. Each player (MUST) play at least one inning in the infield by the end of the 3rd inning. To insure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. Exception to the rule is letter from parent. **(revised 01/17)**
4. A regulation game is 1 hour (60 minutes) drop dead. **(revised 01/09)**
5. You will have 2 minutes for your teams to change positions in the field. We have this rule to speed up the game.
6. A continuous batting order will be used. All players will be in the batting order. If a player arrives late she will be placed at the bottom of the batting order. All batters will bat in every inning. After the first inning instead of batting the first batter you will bat the last batter and continue from bottom to top. Next inning you will start at the top and go back down. Alternate each inning.
7. There is no infield fly rule in effect.
8. There will be no unassisted put outs at 1<sup>ST</sup> base by the pitcher. (i.e. she must throw the ball to 1<sup>ST</sup> base)
9. OFFENSIVE PLAY
  - a. Each batter will get 3 pitches from the coach pitcher. The coach pitcher must have one foot inside the circle before they start to pitch. If the batter does not hit any of the three pitches from the coach pitcher, then they will get 2 swings off the tee. If after the 2 swings off the Tee the batter does not hit the ball the batter will be considered out. The batter if she so chooses may hit 4 or 5 pitches off the coach pitcher and waive either one or both swings off the tee. So if she DOES NOT hit any of the five pitches off the coach pitcher she WILL be considered out. If the player chooses to hit all 5 pitches and fouls off the fifth pitch, she will receive another pitch until she either strikes out or puts the ball in play.
  - b. There will be no balls or strikes called by the umpire.
  - c. When positioning the Tee for the batter to hit, the Tee will be placed in front of home plate and NOT on top of home plate for safety purposes. The batting coach must remove the Tee after the batter hits the ball or the runner coming home will be called out.
  - d. There will be a restraining line drawn in an arch from home plate. This line will be 10 feet from the back of home plate. A ball hit from the batter must pass beyond the line for the ball to be considered a fair ball.

- e. No stealing. If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpires will issue a warning to the offensive coach for the first offense. Second offense – the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.
- f. Hash marks will be marked on the fields half way between first and second, second and third, and third and home. The sole purpose of these lines is to position runners when play is stopped. If a runner has crossed the line when the ball has crossed the plain of the pitcher's circle or the ball is called dead she is entitled to the next base. If she has not crossed the line she must return to the last base touched.
- g. Two runners may not occupy a base. If two runners are touching the base, while the ball is live, the following runner is out when tagged. The lead runner is entitled to the base.
- h. Pitching coach must avoid interfering with defensive play by moving away from the direction of a batted ball. After the coach pitches the ball and the ball is hit that coach must get out of the way of the hit ball. If the hit ball accidentally strikes the coach pitcher in the circle the ball shall be declared dead. The base runners and batter will advance one base. If in the judgment of the umpire the coach pitcher interferes with any play the batter shall be declared out and the runners on base will return to the base she occupied when the ball was hit.

## 10. DEFENSIVE PLAY

- a. 10 defensive players will be used. The tenth player will be in the outfield. The four outfielders are to be positioned in the outfield (in the grass) at the beginning of each play **(revised 03/16)**
- b. Teams are allowed to have a defensive spotter on the field (in foul territory) to position players when the ball is dead. During play they are not allowed to speak. Any violation will result in the spotter being removed from the field **without a replacement. (revised 08/08)**
- c. Play will be declared dead when the ball passes or gets to ANY part of the pitchers circle, unless in the umpires judgment a play is being made.
- d. The pitcher herself throwing a ball to an unoccupied pitcher's circle will not constitute end of play. However, another position player throwing the ball to or through the circle will be a dead ball whether the pitcher occupies the circle or not.
- e. An overthrown ball that travels outside either foul line shall be considered a dead ball. All runners on base shall be awarded the next base not yet reached and may not advance beyond that base. The batsman however remains at risk and a play made be made on her until she reaches 1<sup>st</sup> base safely. A ball that is thrown outside the foul line not in the process of making a play and deemed to be intentional or a ball kicked outside of the foul line by a defensive player will not be considered dead. A ball dropped by a defensive player who in the umpire's judgment clearly possessed the ball in hand or glove prior to dropping the ball that subsequently rolls beyond the foul line shall not constitute a dead ball. Purpose is to avoid intentional dropped, kicked or thrown balls in attempt to stop plays.
- f. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. This is for player safety. **(revised 01/17)**

## B. 8U

1. No player may sit out more than one inning per game on defense (until all players have sat Out 1 inning). If it is discovered that a player has sat out more than one inning, that player shall be inserted in the defensive line up and shall play the remainder of that game and the entire next official game.
2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player for some reason is able to return to the game she may be reinserted into her original spot. **(revised 01/17)**
3. No player may play the position of pitcher, first base, or 3<sup>rd</sup> base more than a combined total of (3) innings per game or more than 2 innings at any one of these positions. Example: (A player may play pitcher for 2 innings and 1<sup>st</sup> base for 1 inning, thereafter, she may either sit out or play another position except pitcher, 1<sup>st</sup> or 3<sup>rd</sup> base). Violation of this rule shall result in the Head Coach's suspension for the rest of the current game and the next official game. All players MUST play the infield one inning per game by the end of the 3<sup>rd</sup> inning. THE CATCHER POSITION IS NOT CONSIDERED AN INFIELD POSITION. To insure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. **(revised 01/17)**
4. There will be no unassisted putouts at first base by the pitcher. (i.e. she must throw the ball to the base) **(revised 08/08)**
5. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. This is for player safety. **(revised 01/17)**
6. Hash marks will be marked on the fields half way between first and second, second and third, and third and home. The sole purpose of this line is to position runners when play is stopped. If a runner has crossed the line when the ball is returned to the pitcher and she holds the ball above her head this is considered control. The ball is dead and the runner is entitled to the next base. If she has not crossed the restraining line she must go back to the last base touched. This is the umpire's judgment as to the positioning of the runner. **(revised 08/08)**
7. **THE COACH PITCHER MAY ONLY COACH FROM THE PITCHING CIRCLE WHEN BALL IS DECLARED DEAD.** **(revised 08/08)** *[Overrides USA Section 3, Part D]*
8. A batter will be thrown a maximum of seven (7) pitches. If after seven total pitches the batter has not put the ball in play then the batter will be declared out. **(revised 03/16)**
9. The outfielders are to be positioned in the outfield (in the grass) at the beginning of each play. The tenth defender (rover) must play behind the baseline. **(revised 01/17)**
10. The coach pitcher must be established in the pitching circle at the start of their pitching motion (i.e. with at least one foot inside the circle). **(revised 01/17)**

## C. 10U

1. No Player may sit out more than one inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exceptions to this rule applies to the starting catcher who plays that position for the entire game. If it is discovered that a player sat out two innings without all players sitting out one innings (Except the starting catcher) that player will be inserted into the defensive line-up and shall play the remainder of that game and the entire next official game. NOTE: If starting catcher are removed during the game all players will be subjected to sit out one inning before a player sits a second inning. The head coach will at that time be ejected from the remainder of that game and the entire next game.
2. If a player has to leave the game due to illness or injury it will not be counted as an out when her time comes up to bat UNLESS you only have nine players. If the batter that leaves the game due to illness or injury is your ninth player, the next time her spot comes up in the order she will be counted out. If the player for some reason can come back into the game she may be reinserted in her original spot. **(revised 08/08)**
3. We are here for every girl to learn the game of softball and have fun. We strongly recommend that you give every girl the opportunity to learn how to play infield as well as outfield. Every player will play 1 inning play in the infield by the end of the 3<sup>rd</sup> inning. Catcher position is an infield position. To insure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. Exception is a letter from the parent. **(revised 01/17)**
4. Stealing home is allowed. Please refer to the USA rules regarding stealing home, continuation and dropped third strike. **(revised 01/17)**
5. **We will not tolerate coaches who encourage their players not to swing, bunt or slap hit off the pitcher. If a offensive coach encourages their players to not swing, except in a possible walk situation (batter with 3 balls), the coach will be ejected. Coaches are responsible for parents who do the same. (revised 01/17)**
6. You may pick up to 3 players if you do not have enough girls. The player must come from the same age group or below and MUST play the outfield and bat last in the order. No pick up player may play pitcher or catcher. Pick up players must be an SLGSA league registered player.
7. A pitcher may pitch no more than (2) two consecutive innings and no more than (3) three total innings during a 6 inning game. In post season games, any pitcher may pitch after the 6<sup>th</sup> inning, with no limit.
8. A team will only play nine (9) players on defense. **(revised 03/16)**

## D. 12U

1. No player may sit out more than one inning per game on defense until all players have sat out (or are currently sitting out) 1 inning. No player may sit out more than two innings in total per game on defense. No Player may sit out two consecutive innings. If it is discovered that a player has sat out two innings prior to all other players sitting out one inning, that player will be inserted in the defensive line-up and play the remainder of that game and the entire next official game. The Head Coach will at that time be ejected from the remainder of that game and the entire next game. Coaches are encouraged not to sit the same girl for two innings each and every game. Please ROTATE your players!

The only exception to this rule pertains to the starting pitcher and catcher. (Rule applies only to the starting pitcher and catcher who play that position the entire game.) Note: If the starting pitcher and catcher are removed during the game all players will be subjected to sit out one inning before a player sits out a second inning.

2. If a player has to leave the game due to illness or injury it will not be counted as an out when her time comes up to bat UNLESS you only have nine players. If the batter that leaves the game due to illness or injury is your ninth player, the next time her spot comes up in the order she will be counted out. If the player for some reason can come back into the game she may be reinserted in her original spot.
3. Stealing home is allowed. Please refer to the ASA rules regarding stealing home, continuation and dropped third strike.
4. You may pick-up up to 3 players if you do not have enough girls. The player(s) must come from the same age group or below. They MUST play outfield, and bat last in the order. NO pick up player may play pitcher or catcher. Pick up players must be an SLGSA league registered player.
5. A team will only play nine (9) players on defense. **(revised 03/16)**

## E. 14U AND UP

1. No player may sit out more than one inning per game on defense until all players have sat out (or are currently sitting out) 1 inning. No player may sit out more than two innings in total per game on defense. No Player may sit out two consecutive innings. If it is discovered that a player has sat out two innings prior to all other players sitting out one inning, that player will be inserted in the defensive line-up and play the remainder of that game and the entire next official game. The Head Coach will at that time be ejected from the remainder of that game and the entire next game. Coaches are encouraged not to sit the same girl for two innings each and every game. Please ROTATE your players!

The only exception to this rule pertains to the starting pitcher and catcher. (Rule applies only to the starting pitcher and catcher who play that position the entire game.) Note: If the starting pitcher and catcher are removed during the game all players will be subjected to sit out one inning before a player sits out a second inning. **(revised 08/08)**

2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player for some reason is able to return to the game she may be reinserted into her original spot.
3. A team will only play nine (9) players on defense. **(revised 03/16)**