



League Rules & Exceptions (revised 01/20)

General Rules	6 & Under	8 & Under	10 & Under	12 & Under	18 & Under
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I. GENERAL RULES

A. GROUND RULES

1. No alcoholic beverages are permitted at the field or at any meeting locations.
2. No firearms are permitted within the fences of the fields or in the dugouts.
3. Tobacco in any form and E-cigarettes will not be allowed on the fields or in the dugouts at any time. Coaches will not be allowed to leave the field to use these products during the game. The umpire will eject anyone violating this rule. No smoking anywhere inside Imperial Park by City Ordinance. **(revised 01/20)**
4. Littering and glass containers are strictly prohibited.
5. No pets are allowed on the field.
6. No hitting into fences (no matter the type of ball). Sock nets are available around the complex. **(revised 01/20)**
7. Pitching pens on either side of the field are to be used for pitching warmup only. No hitting in pitching pens. **(revised 01/20)**
8. The home team will occupy the third base dugout, unless a back to back game is in effect.
9. Coaches are responsible for ensuring that the area on their side of the field is clean before leaving after the completion of the game. This includes the dugout, inside and outside of the fences, and the bleacher area.
10. All SLGSA players must have a helmet on whenever they have a bat in their hand. **(revised 01/20)**
11. All SLGSA player batting helmets must have facemask protection and a chin strap.
12. Wearing a facemask while on defense is optional. We encourage the pitcher and corner position players (1st and 3rd) to wear facemask protection while on defense. **(revised 01/20)**
13. Only girls registered with SLGSA for the season of league play being played may participate in the current season.
14. Coaches are to exhibit proper softball etiquette on the softball fields. Coaches are also responsible for the parents in the stands and their demeanor towards the game. Inappropriate behavior on the fields is subject to a verbal warning, at a minimum by the umpire and/or commissioner on duty. It is at the umpire and/or director on duty's discretion if further immediate action is required including, but not limited to, ejection from the game. Any inappropriate behavior may result in the further investigation and/or action by the Board of Directors. **(revised 01/20)**
15. Coaches must wear issued coach shirt. Coaches shall not alter the uniform. Coaches must wear caps and visors correctly and are not allowed to wear them backwards.
16. SLGSA provided uniform (Spring – jersey/socks; All-Star – jerseys/pant/socks; Fall – jersey) will be the mandatory attire. No uniform alterations are allowed.
17. SLGSA background check and certification requirements. Please note levels of SLGSA colunteers and mandatory requirement to participate. Please visit www.registerusasoftball.com to complete your certifications. All denials shall be resolved with USA/USSSA before SLGSA allows access onto the complex facility to interact with participants.

SLGSA Volunteer	Background Check	ACE
Board Member / Manager / Head Coach / 1 st Asst.	YES	YES
Approved Instructor / Asst. Coach / Team Parent	YES	Optional

B. SLGSA GENERAL PLAYING RULES AND EXCEPTIONS

1. The USA Softball 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.
2. Regulation Game (Fall Season):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires, no matter the conditions of the game, the game will end after the completion of the current at bat ("finish the batter"). Since no score is kept, there is NO finish the inning NOR international tiebreaker.*
 - (1) 6U Division games shall be 60 minutes.
 - (2) 8U and higher Division games shall be 70 minutes.
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*
3. Regulation Game (Spring Season):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires the game shall finish the inning, except if the home team is mathematically unable to at least tie the game, then the game shall finish the current at bat ("finish the batter").*
 - (1) 6U Division games shall be 60 minutes.
 - (2) 8U and higher Division games shall be 70 minutes.
 - (3) Tiebreakers:
 - (a) 6U & 8U – There will be NO international tiebreaker innings. If after game time has expired the game is tied, then the game will end in a tie.
 - (b) 10U & Higher – If the game remains tied after finishing the inning, then there will be one (1) inning of international tiebreaker (last completed at bat starts on second base). If after one inning of international tiebreaker the game remains tied, then the game will end in a tie.
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*
4. Regulation Game (End of Season Tournaments):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires the game shall finish the inning, except if the home team is mathematically unable to at least tie the game, then the game shall finish the current at bat ("finish the batter").*
 - (1) 6U Division games shall be 60 minutes.
 - (2) 8U and higher Division games shall be 70 minutes.
 - (3) Tiebreaker (All Age Divisions): If the game remains tied after finishing the inning, then there will be one (1) inning of international tiebreaker (last completed at bat starts on second base). If the game remains tied after one inning of international tiebreaker, then the game will be played to completion under "progressive" international tiebreaker (last completed at bat starts on second base and second to last completed at bat starts on third base).
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*

C. SPECIAL RULES

1. League teams are limited to three (3) 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 (i.e. - if you have one game in a week you may only have 2 other meetings during that week period). A week is considered to start on Sunday and end on Saturday. There will be NO meetings on Sundays or on legal holidays. A doubleheader is to be considered as one meeting. Coaches and teams who do not comply may face single or multiple game forfeitures, coaches may be considered for removal, and/or the team may be suspended from participation per SLGSA Board final ruling.
2. Score is not kept for the 6U age division (only exception is during the End of Season Tournament). Score will be kept in all other age divisions during the Spring season and End of Season Tournaments.
3. Coaches will be allowed one (1) minute between innings to change positions in the field. Pitchers will only be allowed a maximum of five (5) warm up pitches in between innings. If the catcher is not immediately available a coach should catch for the pitcher until the catcher is ready. This is designated to help speed up the game and allow girls more playing time instead of wasting time waiting.
4. A pitcher will be allowed five (5) warm up pitches when coming into the game as part of a pitching change.
5. Player Move Up Rule: Players seeking to move up in age division play must score during evaluations within the top 25% of the sought age division overall scores. Should the player meet the qualification, the player shall be provided the opportunity to move up to the higher age division. Playing down in an age division that a player is not age eligible for is not allowed.
6. If a manager protests a game they 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.

D. FIELDING A TEAM

1. If a team is short of players, the team may "pick-up" players (must be SLGSA registered) from the same age group or an age division below the team's age division. You may pick up no more than three (3) players. The team may only pick up players to the point where they are able to field a team of nine (9) players. Pick up players MUST play the outfield and bat last in the batting order.
2. You may start and or finish a game with only eight (8) players.
3. Any player arriving more than twenty (20) minutes after the start of the game may NOT enter the game.
4. In the event that a team has picked up players in order to start a game and a player on that team arrives late, but prior to the 20 minute limit stated above, the original team's player will replace the pick up player's spot in the lineup.
5. Pick up pitchers and catchers are allowed with approval of the age division Commissioner or assigned Director on Duty.

E. WHEN ON OFFENSE

1. A continuous batting order will be used in all age groups. All player must bat.
2. Base Stealing:
 - a) 6U & 8U – Base stealing is NOT allowed.
 - b) 10U & Higher – Base stealing is allowed per USA Rules.

F. OFFICIAL FIELD DIMENSIONS

Division	Bases	Pitching
6U	60 feet	35 feet
10U	60 feet	35 feet
12U	60 feet	40 feet
14U & Higher	60 feet	43 feet

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

II. SPECIAL EXCEPTIONS

A. 6U Division

1. No player may sit out more than one (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, 1st base, or shortstop more than a combined total of three (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 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 (1) 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 requires a letter from the parent of the player violating this requirement.
4. 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.
5. There is no infield fly rule in effect.
6. There will be no unassisted put outs at 1st base by the pitcher. (i.e. – the pitcher must throw the ball to 1st base)
7. Offensive Play:
 - a) *Each batter will get three (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 arc 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 ("Restraining Lines") 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 plane of the pitcher's circle or the ball is called dead, the runner is entitled to the next base. If the runner has not crossed the restraining line, then the runner 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.

8. Defensive Play:

- a) Ten (10) defensive players will be used. The tenth player will be in the outfield. The four outfielders are to be positioned in the outfield (on the grass) at the beginning of each play.*
- 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.*
- c) Play will be declared dead when the ball passes through the plane of the pitchers circle, unless in the umpires judgment a play is being made.*
- d) The pitcher throwing a ball to an unoccupied pitcher's circle will not constitute the 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 batter-runner however remains at risk and a play made be made on her until she reaches 1st 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 thirty (30) feet from the batter until the ball has been hit. This is for player safety.*

B. 8U Division

1. No player may sit out more than one (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. 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 (9) 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 is able to return to the game she may be reinserted into her original spot.
3. No player may play the position of pitcher, 1st base, or 3rd base more than a combined total of three (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 1st base for 1 inning, thereafter, she may either sit out or play another position except pitcher, 1st or 3rd 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 3rd inning. NEITHER THE CATCHER POSITION NOR THE ROVER POSITION IS 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. Exception to the rule requires a letter from the parent of the player violating this requirement.
4. There will be no unassisted put outs at 1st base by the pitcher. (i.e. – the pitcher must throw the ball to 1st base)
5. With the exception of the catcher, no defensive player may be closer than thirty (30) feet from the batter until the ball has been hit. This is for player safety.
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 these lines is to position runners when play is stopped. If a runner has crossed the line when the ball is returned to the pitcher, she establishes position in the pitchers circle, and holds the ball above her head (this is considered control of the ball), the ball is called dead and the runner is entitled to the next base. If she has not crossed the restraining line, the runner must return to the last base touched.
7. The Coach Pitcher may only coach from the pitching circle when the ball is declared dead.
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.
9. The outfielders are to be positioned in the outfield (on the grass) at the beginning of each play. The tenth defender (rover) must play behind the baseline.
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).

C. 10U Division

1. No player may sit out more than one (1) 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 apply 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 inning (except the starting catcher), that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official game. [NOTE: If the starting catcher is 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 she comes up to bat, UNLESS you only have nine (9) 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 is able to return to the game she may be reinserted into her original spot.
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 3rd 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 to the rule requires a letter from the parent of the player violating this requirement.
4. Stealing home is allowed. Please refer to the USA rules regarding stealing home, continuation and dropped third strike.
5. We will not tolerate coaches who encourage their players not to swing, bunt or slap hit off the pitcher. If an 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.
6. A pitcher may pitch no more than two (2) consecutive innings and no more than three (3) total innings during a 6 inning game. In post season games, any pitcher may pitch after the 6th inning, with no limit.
7. A team may only play nine (9) players on defense.

D. 12U Division

1. No player may sit out more than one (1) inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exception to this rule pertains to the starting pitcher and catcher who play those positions for the entire game. If it is discovered that a player sat out two innings without all players sitting out one inning, that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official 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.] 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 every game. Please rotate your players!
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 (9) 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 is able to return to the game she may be reinserted into her original spot.
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.
4. Stealing home is allowed. Please refer to the USA rules regarding stealing home, continuation and dropped third strike.
5. We will not tolerate coaches who encourage their players not to swing, bunt or slap hit off the pitcher. If an 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.
6. A team may only play nine (9) players on defense.

E. 14U DIVISION AND HIGHER

1. No player may sit out more than one (1) inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exception to this rule pertains to the starting pitcher and catcher who play those positions for the entire game. If it is discovered that a player sat out two innings without all players sitting out one inning, that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official 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.] 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 every game. Please rotate your players!
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 (9) 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 is able to return to the game she may be reinserted into her original spot.
3. A team may only play nine (9) players on defense.