

GBAA Recreational Softball
Rules & Procedures effective 1/16/2024

4. PLAYING FIELD SPECIFICATIONS

SLOW PITCH	BASE DISTANCE	PITCHING DISTANCE
6 & under	50 feet	25 feet (coach)

FAST PITCH	BASE DISTANCE	PITCHING DISTANCE
8 & under	50 feet	30 feet (player & Coach)
10 & under	60 feet	35 feet
12 & under	60 feet	40 feet
14 & under	60 feet	43 feet

5. GENERAL PLAYING RULES

1. Slow Pitch Regulation Game – Game can end in a tie during the regular season

Age Division	Time Limit	# Innings	Run Limit
6U	70 minutes	5	5 runs first 4 innings, 10 runs 5 th and beyond
8U	75 minutes	6	3 runs first (player pitch) inning, 5 runs 2 nd - 5 th innings and 10 runs 6 th and beyond. The final inning of the game must be completed unless the home team is ahead at their time of bat.

2. Fast Pitch Regulation Game – Game can end in a tie during regular season

Age Division	Time limit	# Innings	Run Limit
10 & under	90 minutes	6	3 runs per inning for first three innings and 5 runs in the 4 th inning and beyond
12 & under	90 minutes	7	3 runs per inning for first three innings and 5 runs in the 4 th inning and beyond

An inning may not begin after the time limit specified.

End of season tournament games will have no time limits; mercy rule still applies.

- 5.4.1 In the event a game has to be called due to rain or inclement weather at least half the game would have to be played to be considered a complete game. The following number of completed innings will determine if the game was a complete regulation game. If the game is called at some point beyond this the winner of the game will be determined by the score of the last complete inning. Example: if a 6 & under game was in the 5th inning and the game was called due to rain/weather the winner would be determined by the score at the end of the completed 4th inning.

6U	3 innings
8U	3 innings
10U	4 innings
12U	4 innings

USA Softball Rulebook reads: Games that are not considered regulation shall be resumed at the exact point where they were stopped.

3. Stealing will be allowed per USA Softball Rule Book for 10U and 12U
4. Sliding to reach a base safely will be allowed for all age groups.
5. At least eight (8) players are required to start a game. If a team has less than the required number of players available at the official start time (or within fifteen (15) minutes of the official start time of the first game scheduled for the day), the game will be forfeited. If a team begins a game with the required number of players but loses a player due to injury or illness during the game, the game will not be forfeited.
6. An automatic out will be scored for any missing player(s) if the team plays with less than nine (9) players each time the lineup cycles through
7. Unlimited defensive substitution will apply to all positions, except the pitcher position which will be governed by ASA rules concerning removal and re-entry. It is the responsibility of each individual park to ensure that all players receive playing time per their own park's rules.
8. All players on the roster will bat in rotating order. In case of illness or injury the head coach will have the option of
 - a. player may be removed from the game without an out being taken but may not reenter the game at any point;
 - b. team may choose to take an out for the injured or ill player, which would allow the player to reenter the game. Option B can only be used for one at bat. An offensive player, injured while a baserunner, will be replaced by the player whose name immediately precedes the injured player who is not on base. A maximum of ten (10) defensive players will be allowed for 10U and older

9. Weekday games may begin at 6:00 pm. Saturday games may begin at 8:00 am and Sunday games may be considered if rainouts or other problems prevent adherence to the regular schedule.
10. Teams should plan to arrive thirty (30) minutes prior to their scheduled game time for warmups. NO on-field warm ups will be permitted. Teams who are not ready to play at their scheduled start time will risk forfeiture of the game.
11. Tri County as of 2004 will adopt a rule that states: Use of a double first base will be mandatory.
12. Rules not specifically covered here will automatically revert to the most recent USA Softball Rule Book.
13. Courtesy Runner – for this rule, the pitcher or catcher of record is the player physically playing the position when the third out was recorded in the prior inning. In the top of the first inning, the pitcher or catcher of record is the player identified on the lineup card given to the official scorekeeper prior to the start of the game.

5.17.1 The team at bat may use a courtesy runner for 10U, 12U divisions (pitcher and/or catcher); Whenever they safely reach base prior to the next at bat in the batting order, the courtesy runner is determined as follows:

It is the player whose name immediately precedes the pitcher/catcher being courtesy run for. If that player is not available because she is currently on base, is the pitcher or catcher of record, or has already, in that inning, courtesy run for the other position, then that player is skipped and the courtesy runner becomes the next previous name on the lineup.

14. 8U (Pee Wee) catcher assistance: For the 8U division of play, the team playing the field during a coach-pitch inning may station an additional adult (coach or parent) behind the catcher to assist the catcher in returning the ball to the coach pitching in that inning.

6U Rules

A maximum of twelve (12) players can play defense

All Players are required to wear a facemask while playing defense

All player pitchers/circle players are required to also wear a chest protector

- The playing field will be marked as follows:
 - a. There will be a clearly visible mark halfway between the bases.
 - b. There will be a pitchers circle drawn on the field.
 - c. The pitching mark will be placed twenty-five (25) feet from home plate on a direct line between home plate and second base.
 - d. A semi-circular foul line will be drawn ten (10) feet from home plate between the first and third base foul lines.
- 2. Batting – each team must designate 50% of their batting lineup to only hit a pitched ball. Where a team has an odd number of batters the team must round up to the next whole number Example: 50% of 11 batters is 5.5 so this team would need to designate six (6) batters to hit a pitch only. A team with 13 batters would need to designate seven (7) batters.

3. Rules for batters with the tee:
 1. Each batter will receive three (3) pitches from her adult coach. An additional offensive coach will be permitted behind home plate to catch the pitched balls and return them to the pitching coach. A batter will be entitled to a total of five (5) opportunities to place the ball into fair play, of which the first three (3) must be by pitch. If the batter fails to hit the ball into fair territory on any of these three (3) pitches, she will be allowed to hit from a tee. If after five (5) opportunities, the batter has not hit a fair ball, the batter will be called out. Any motion toward the ball on the tee with the bat is considered a swing.
4. Rules for batters without the tee:
 1. Each batter will receive a total of five (5) pitches from her adult coach. Please note – the batter can swing at all 5 pitches and will only be out when the 5th pitch is missed. Because we are requiring these batters to hit off the pitch, unlimited fouls will be allowed on the last pitch (5th pitch) to these batters only.
 2. These batters will be marked in the official score book with a letter P to note the player can only hit pitched balls for the entire game. You cannot change who these players are once the first pitch is made to their team. If any injury or illness occurs to one of these players the team is not required to designate another pitch only batter.
5. If the ball stops inside the ten (10) foot area in front of home plate, it is a foul ball. If the ball is touched by a defensive player inside the ten (10) foot area, whether moving or not, it is foul. The ball is fair if any part of the ball touches the ten-foot line.
6. If the ball is hit, the coach who is pitching must immediately exit the playing field so as not to interfere with the defense and the umpire's line of sight. If the batted ball hits the pitching coach, the ball is dead and the batter must bat again without receiving a penalty for a swing. If the coach who is pitching interferes intentionally, the umpire shall issue a team warning. A second such offense, in the judgment of the umpire that interference was intentional, the batter shall be called out and the coach who is pitching shall be removed from pitching the rest of the game.
7. If the batter must hit from the tee, an offensive coach will adjust the tee for the batter, then move to the fence or backstop behind home plate. When the ball is hit off the tee, the coach will immediately remove the tee and bat.
8. Coaches will not be allowed to place the batter or tee in such a manner that will dictate the direction of the batted ball which includes touching the bat, any part of the player, or marking in the dirt to direct the batted ball.
9. Once a ball is put in play:
 1. If the base runner has both feet past the halfway mark between the bases when the pitcher has control of the ball in the circle (umpire calls time) or time is called ahead of the lead runner when runners are no longer advancing, the base runner will be awarded the next base. If the base runner does not have both feet past the halfway mark, she must return to the base last touched.
10. There are no walks in this age division.
11. When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the

pitching circle but no further than second base and the player/pitcher may not leave the infield until after the initial play has been made. She is the only player allowed in the circle prior to the ball being pitched.

12. No more than seven (7) defensive players will be allowed on the infield prior to the ball being hit. No defensive player on the infield may stand closer to the batter than the player pitcher. In no case must a defensive player move further back than the bases.
13. Two (2) defensive coaches will be allowed in the outfield at all times. They cannot touch the ball or enter the infield playing area. If a coach touches or is struck by a ball, or enters the infield, the base runners will be awarded an additional base after play has been stopped.
14. When the ball is in play, the umpire will call time out when either
 1. the player pitcher has full control of the ball and is inside the pitcher's circle with both feet; the pitcher is considered to be in the pitcher's circle when both feet are on or within the lines and requests time; or
 2. when in the judgment of the umpire, all runners have stopped advancing. If the pitcher is attempting to make a play and runs through the circle, the umpire will not call time.
15. If a player hits a fly ball to the player pitcher and she catches it, it will be the umpire's judgment whether to call time.
16. Any time players remain in jeopardy of being put out, umpires have the authority to not call time.
17. If the batter hits a ground ball that is fielded by the player pitcher inside the circle and she makes no attempt to make a play at first, the batter will advance to first base. No other runners may advance unless forced.
18. Defensive players may not intentionally ground or roll the ball. The ball must be thrown overhand during live ball play. The umpire will not honor outs made by intentionally grounded or rolled balls.
19. One (1) defensive coach will be allowed outside the dugout within arm's reach of the dugout area.
20. The initial play from the pitcher to first base MUST be an overhand throw UNLESS IN THE JUDGMENT OF THE UMPIRE her natural motion to field the ball took her out of the circle.
21. For an overthrow at 1st base only, the runner is allowed to advance one base at her own risk. Runner advancing beyond the base allowed, do so in jeopardy until reaching an unoccupied base, at which time a time out will be called and the runner will be placed on the correct base.

8U Rules

A maximum of twelve (12) players can play defense.

All Players are required to wear a facemask while playing defense

All player pitchers/circle players are required to also wear a chest protector

1. The playing field will be clearly marked as follows.
 - a. There will be a clearly visible mark halfway between the bases.
 - b. There will be a pitchers circle drawn on the infield.

- c. There shall be a pitcher's rubber or pitching line at 30 feet for the player pitcher for the first inning of play and the coach pitcher for the remaining innings.
2. During coach pitch innings, each batter will receive a total of five (5) pitches or three (3) strikes from her adult coach. A foul ball will be considered a strike unless it's the third strike, in which case the batter receives an additional pitch. A batter will not be called out on strikes as long as she is fouling the ball.
3. If the ball is hit, the coach who is pitching must immediately exit the playing field so as not to interfere with the defense and the umpire's line of sight. If the batted ball hits the pitching coach, the ball is called dead, and the batter must bat again.
4. If a base runner is past the halfway mark between the bases when time is called, the base runner is awarded the next base. If the base runner is not halfway, she must return to the last touched base.
5. There are no walks in this age division.
6. When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind the pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle. She is the only player allowed in the circle prior to the ball being pitched.
7. No more than seven (7) defensive players will be allowed on the infield (including the catcher) prior to the ball being hit. No defensive player on the infield may stand closer to the batter than the pitcher.
8. When the ball is in play, the umpire will call time when either
 - a. the player pitcher has full control of the ball and is inside the pitcher's circle with both feet; the pitcher is considered to be in the pitcher's circle when both feet are on or within the line and requests time, or
 - b. when, in the judgment of the umpire, all runners have stopped advancing. If the pitcher is attempting to make a play and runs through the circle, the umpire will not call time.
 - c. Any time players remain in jeopardy of being put out, umpires have the authority of not calling time.
9. If a player hits a fly ball to the player/pitcher and she catches it, it will be the umpire's judgment to call time.
10. If the batter hits a ground ball, which is fielded by the player pitcher inside the circle and she makes no attempt to make a play at first, the batter will advance to first base. No other runners may advance unless forced.
11. One (1) defensive coach is allowed outside the dugout within arm's reach of the dugout area. No coach will be allowed inside the lines of fair play during defensive play.
12. Defensive players may not intentionally ground or roll the ball. The ball must be thrown overhand during live play. The umpire will not honor outs made by intentionally grounding or rolling the ball.
13. Run limits: the first inning will be a player pitch inning and will have a three (3) run limit. Innings 2-5 will have a five (5) run limit and subsequent innings will have a ten (10) run limit.
14. During player pitch, each batter will be allowed any number of pitches until she either has three

(3) strikes against her (and will be scored a strikeout) or four (4) balls. After four balls (not four pitches) are thrown by the player pitcher, the coach pitcher, who should be ready to take the field and pitch, will take over pitching with the current strike count from the player pitcher. There will be no more than two pitches from the coach pitcher and the batter must hit one of those two pitches or she will be called out. If the coach takes over the pitching with two strikes from the pitcher, a missed swing, even on the first pitch, will count as the third strike and the batter will be out. Endless foul balls will be in effect; therefore the batter will continue to bat with a coach pitcher as long as she fouls off the third strike.

15. All 8U teams must have a player catcher for all innings of play

a. No dropped third strike

16. A batter hit by pitch during player pitch innings will be given first base if in the judgment of the umpire the player either made an effort to avoid the pitch or was unable to avoid the pitch. Example: On a rolling ball that hits the batter and in the judgment by the umpire, they made no effort to avoid being hit by the pitch, will not be awarded first base.