

Sanger Softball Association

GIRLS SOFTBALL RULES

Agreed upon January 2018

These rules govern Girls Softball leagues held in Argyle, Aubrey, Justin, Tioga, Sanger, Denton, Valley View, Pilot Point, Collinsville and Ponder.

In addition to the current year USSSA Girls Fast Pitch Softball Rules and Regulations, teams will abide by the following:

8 & Under Coach Pitch

Playing Field:

- Bases will be 60' apart and the official pitching rubber will be 35' from home.
- Coaches must pitch from the 35' rubber. The "floating rubber" is not allowed. Coaches are encouraged to pitch as flat a pitch as possible. The child pitcher must also remain 35' from the home plate.

Equipment:

- The official ball shall be an 11" hard ball with a .44 medium core.
- Players must wear batting helmets when batting, or in the on-deck circle. Do not remove helmets until inside the dugout.
- Catchers are required to wear full protective headgear, mask, chest protector and shin guards.
- **No jewelry** (rings, bracelets, necklaces, etc.) will be allowed during play.

Game Play:

- A regulation game will be 60 minutes. No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning. Game will be called when time expires if the home team cannot come back and tie or win due to inning run limit. Score will be kept, but the focus should be on skill development.
- The defense will be allowed to have two (2) coaches positioned in the outfield to help instruct the outfielders, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.
- The offense is allowed two (2) base coaches and (1) pitcher. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to plate and give instructions to the batter. This causes delays in the game.
- An offensive team will be allowed to score a maximum of five (5) runs per inning.
- A team must have at least eight (8) players to start a game. Ten (10) players should assume defensive positions on the field. Each team is allowed: (1) pitcher, (1) catcher, (4) infielders and (4) outfielders.
- The child pitcher must be positioned on either the right or left side of the pitching rubber and be no more 3' from the rubber. Infielders must remain at least 45' from home plate when the ball is pitched.
- Infielders must make an attempt to make the play at a base, rather than outfielders making the initial play. For example, the 1st baseman should not field the ball, then turn around and throw the ball to the right fielder who has run to 1st base to make the play.
- Teams playing with only eight (8) or nine (9) players shall not incur an automatic out when the ninth (9th) or tenth (10th) batting position arises. The 1st batter will then bat without penalty to the team.
- Coaches must pitch from the 35' rubber. The "floating rubber" is not allowed. Coaches are encouraged to pitch as flat a pitch as possible. The child pitcher must also remain 35' from the home plate.
- Each batter may receive up to five (5) pitches or three (3) strikes in which to hit a fair ball. If the 5th pitch is foul, the batter will get a 6th pitch, if the 6th pitch is foul, the batter will get a 7th pitch. If the 7th pitch is not hit in fair territory the batter will be an out. No walks.
- The umpire will declare the play over when the pitcher has possession of the ball within the pitcher's circle and a play is not being made. If the pitcher makes a motion to continue play, the umpire shall allow the play continued. Base runners will advance to the next base if over halfway to that base, or return to the previous base touched if less than halfway.
- There is no penalty for an overthrow. Runners may advance to any base including home.
- The umpire will not call a play dead just because a defensive player returns the ball to the coach pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coach pitchers should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair territory. If a defensive player gives the ball to the coach pitcher during a live play, the play will be called dead and each base runner will be awarded an additional base.
- Coach pitchers should make every attempt to remove themselves from the area of play, thereby, discouraging the defensive players from throwing the ball to them.
- A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.
- No Bunting Allowed.
- No stealing. Runners may not lead.
- Infield fly rule will not be use.

Coaching Etiquette:

- Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a Board Member of the ejection.
- Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.
- Coaches and players must pick up and properly dispose of paper and trash after each game.

Participation:

- **All coaches must abide by the player participation rule:** Every girl plays a minimum of 2 innings or 30 minutes each game.
- Teams will bat their entire roster.

Guest Players:

- Guest players are allowed, under the guidelines below, for purposes of avoiding forfeits and allowing kids to play ball.
- The spirit of the guest player rule is intended to allow shorthanded teams the temporary use of other league players rather than forfeit the game. This rule is not, intended to be used as a tool to exclude regular members in favor of a more highly skilled player.
- Guidelines: A coach is authorized to add up to two guest players per game, provided that:
 1. The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
 2. The guest player has the permission of her parent(s)
 3. The guest player must wear her own team's uniform
 4. The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
 5. Guest players can play up one age division
 6. Guest players must play outfield positions only
 7. Guest players must bat last in the batting order
 8. The guest player cannot be on the field if there is a regular roster player present and available to play