

2026 SFGSL RULES OF PLAY FOR UMPIRES

Equipment

1. A catcher's mask or face guard is recommended but not mandatory.
2. Players should have shirts of like color with a 6" number on the back
3. No metal cleats are allowed.
4. Bandanas are acceptable but are not to be worn around the neck.
5. Hats may be worn forwards or backwards.
6. Home team is responsible for providing one new game ball
Open divisions 12" .52/300
Womens+ divisions 11" .52/300
7. USA/ASA Non-Approved Bat List will be in effect. Composite Bats are allowed in all divisions of play. Use of a non-approved, altered or bat removed from play will result in an out and ejection.

ISSA/SSUSA BATS ARE NOT APPROVED; USA/ASA STAMP IS THE ONLY VALID STAMP.

Lineups

1. Teams may start play with 9 or up to 12 without penalty.
2. All players present and eligible to participate should be listed on the lineup card. The player's last name, first initial and jersey # are required.
3. Players who arrive before the end of the game may be added to the Substitute section (non-starter section).
4. Lineup cards may have a maximum of 20 players (up to 12 batting).
5. Teams may designate 1 or 2 players as the Extra Player (EP) when batting 11 or 12 in their lineup.
6. Shorthanded Rule: A team may start or finish the game with 9 players without penalty. If a 10th player arrives, they must immediately be added to the lineup. Teams using an EP may finish the game with 9 or 10 players without penalty if players are lost for any reason other than for an ejection and no sub is available. If player(s) is lost due to ejection and no sub is available, the team must take an out in each vacated spot in the lineup when due to bat.
7. Preferred pronouns may be listed on the lineup card.

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Lineups (continued)

8. Pick-Up Players

(All Divisions, note exceptions below)

- i. Team must have at least 6 rostered players present to be eligible to play; else it's a forfeit.
- ii. All Pick-up Players must be registered players in SFGSL.
- iii. "PU" must be listed next to each pickup player on the lineup card.
- iv. If a rostered player arrives during the game, they MUST replace a pickup player immediately at the next stoppage of play.
- v. Players must be eligible to play in the division in which they're picked up.
- vi. A team with as few as 6 players may pick up as many as 3 players in the game. A team using pick-up players may have no more than 9 total players for that game.

Example: a team with 7 players may pick up 2 players; A team with 8 players may pick up 1 player.

Exceptions:

Open A/B Division: All of the above rules apply except the A and B division teams may have up to 4 pickup players for a total of 10 players.

Womens+ Divisions:

- vii. Non cisgender men who play in the equivalent or lower open division can also be pickup players.
 - viii. A player from Womens+ B/C division may be picked up in Womens+ D. However, the equalizer rule will not apply if the game is inter-divisional (D playing against a B/C team.)
9. Defensive Pitcher (Open E, Womens+ Divisions): Teams may pick up a defensive pitcher for their roster. This does not count toward the Pickup Player rules listed above. The defensive pitcher will be listed in the last spot of the batting order with "DFO" and will count toward the count of the legal lineup. If a team uses a DFO then the team may only bat **a maximum of 11 players**.
10. At the end of each game, managers are required to initial next to the score on the umpire's lineup card. **PLEASE REMEMBER TO DO THIS.**

Time Limit

1. Games are 60 minutes. No new inning may start after 55 minutes.
2. There is a 10-minute grace period to get a minimum of 9 players to start the game including pick-up players. Grace period counts against game time. If neither team has minimum number to start at the end of the grace period, it is a double forfeit.
NOTE: There is no grace period in post-season play.
3. Regular Season games can end in a tie, if... 1) tied after 60 minutes, or 2) 7 innings have been completed and time is still left on the clock, game is over.
4. Post-season WS Berth Tournament games cannot end in a tie; therefore, the USA Tie Breaker Rule will apply.

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Courtesy Runners

All Divisions

1. A courtesy runner (CR) can be used once a player has successfully reached first base or beyond and time has been called. This may be used AT ANY TIME and is not restricted to be before the next pitch.
2. Any eligible player, including substitutes, may be used as the Courtesy Runner (CR) **once** per inning.
3. If a CR's turn at bat comes up while on base: 1) The player who the CR is running for will be called out; 2) The CR will be removed from base to take their turn at bat; 3) A second CR or substitute is NOT permitted at this time.

Exceptions:

- a. In Open D and Open C designated **Legends** teams may use up 2 Courtesy Runners per inning **IF** the lineup card does not have any non-Legends eligible players listed (team must inform Umpire during pre-game). If the team is playing with a non-Legends eligible player, then the limit reverts to 1 per inning
- b. In Womens+ D and B/C Divisions: an additional courtesy runner may be used for the Pitcher and not count toward the CR limit.

Starting Count and Legal Delivery of Pitch

1. All divisions start with one ball and one strike, with one free foul after the 2nd strike.
2. Pitch must be delivered with reasonable speed, and the arc must be 6 – 12 feet from the ground.
3. The pitcher must begin each pitch with at least one foot in contact with the pitching plate.
4. The pitcher may begin the pitch up to 5 feet behind the pitching plate (note this is 1 foot shorter than the current USA rule.)

Scoring Rules

1. Run-Rule: 20 runs after 3 innings; 15 runs after 4 innings; 10 runs after 5 innings.
2. Equalizer Rule (Womens+ Divisions and Open E Division):
 - i. When playing an opponent in lower division, both teams are capped at 5 runs **if 3 outs are not made in that inning**. Do not stop play if 4 runs are reached with less than 3 outs. This is in effect through the first 4 innings only. Innings 5 - 7 are uncapped.
 - ii. The lower division team will receive an equalizer of up to five runs allocated at one additional run per inning played for innings 1-5 if the lower division team does not score 5 runs in innings 1-5.
3. Home Run Limits:
 - i. Open A/B 3 Exceeding the HR limit will result in an out.
 - ii. Open C 1 Exceeding the HR limit will result in an out.
 - iii. Open D & E 0 Exceeding the HR limit will result in a half-inning ending out.
 - iv. Women's+ Unlimited; except when playing an opponent from a lower division, any fair fly ball over the fence will be an out.

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Ejections

1. Any player ejected by an umpire is automatically suspended from the team's next game and may be subject to further actions by the Board upon recommendation by the SFGSL UIC.
2. Any ejection relating to unsporting behavior requires an email send to the SFGSL UIC within 48 hours, containing all game information at the time of ejection. Email to: uic@sfgsl.org.
3. NO ALCOHOL is allowed. There is absolutely NO DRINKING during the game. This is an automatic ejection. **NOTE:** Umpire is responsible for behavior in the dugout areas and field of play — NOT for what goes on in the stands.

Protests

1. An official protest involves a question about a rule interpretation, an illegal player, or an ineligible player. Judgment calls by the umpire cannot be protested. Only the team manager may notify the plate umpire of his or her intent to play the game under protest and must be registered to the umpire before the next pitch or before the umpire has left the field. The protest must be noted on the lineup card, along with the details of the protest, the inning, number of outs, ball and strike count, position of base runners, score, and time. If the protest cannot be resolved immediately, the game should go on.
2. Any player who is challenged on eligibility will be requested to show proof of ID to the umpire. The umpire will designate the player in question on the line-up card. If the player does not have ID, he/she must sign the line-up card or forfeit the game. All information must match the official League roster.
3. An email, text, or phone call is required within 24 hours to the SFGSL UIC: uic@sfgsl.org ; Stacy Stobo (415) 286-3281.

Player Inclusion Policy (PIP) *(formerly known as ADA)* :

1. A player with an approved PIP accommodation that requires a courtesy runner (CR) can use a CR each time they successfully reach first base or beyond without affecting the CR limits listed in the prior section. The CR for a PIP runner will be the last completed at bat not on base. A team may choose to use their allotted CR per inning for a PIP player, in which case any player on the roster can be the CR and it WILL count toward their CR limit for the inning.
2. A player with approved PIP accommodation may elect to be a defensive player only. The player must be included on the line-up card occupying the last spot in the batting order and "DFO" noted on that player. Their place in the batting order will be skipped over, and no out will be recorded. If this DFO player is used, then the team may have a maximum of 11 batters.

NOTE: There is no accommodation that allows a CR to start behind home and run for the batter. The batter must successfully reach first base or beyond before a PIP CR can be used.

Additional Items

1. To keep the flow of the game and getting 7 innings in, 2 on-deck batters are allowed at Kimbell and Moscone 2 fields.
2. Cell phones or other such electronic devices are not permitted on the field.
3. Use generic terminology (batter, pitcher, etc.) or the player's jersey number to call out to players.
4. Stay out of trouble – do not assume gender or how the player may identify themselves. Preferred pronouns may be designated on the lineup card but are not required to be listed.