

2018 JGS/SGS Inter-league Softball Ground Rules

Instructional - 6U Division

1. Coaches will be used to pitch.
2. Each batter will be pitched a **Maximum of 4 pitches**. If still at the plate after the 4th pitch has been delivered, the batter will use a tee. Balls & strikes will not be called.
3. Teams will bat up to 6 players every half inning unless three outs are recorded by the defensive team. After the 6th player has batted or three outs are recorded the bases will be cleared and the teams will change positions on the field (offense/defense).
4. A safely hit ball to an infielder will allow both the batter and all base runners to advance one base with the liability of being put out.
5. A safely hit ball to the outfield, whether in the air, on the ground, or after being touched by a defensive player (ball must reach the outfield grass) allows both the batter and all base runners to advance 2 bases with the liability of being put out.
6. A chalk line or cones will be installed in the outfield, 100 ft. from home plate. If a ball is hit past this line in the air, on the ground, or after being touched by a defensive player, the batter and all base runners will be allowed to advance as many bases as they want to with the liability of being put out.
7. A defensive player will occupy the pitchers position on one side of the adult pitcher. Player must stay inside (both feet) the pitchers circle until the ball is hit.
8. Any batted ball touching the adult pitcher will constitute play being halted and no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must immediately attempt to get out of the way of defensive players once the ball has been pitched, and cannot impede a player from making a catch or throw.
9. Two Coaches are allowed to be on the field to provide instruction when his/her team is on defense. The coach must position him/herself behind the infielders. If a coach that is on the field with the defensive team is struck by a batted ball, the batter and all base runners will be awarded (2) bases.
10. A continuous batting order is to be used. All players bat. Free defensive substitutions.
11. Games will be 4 innings in length with no new inning starting after 60 minutes.
12. Pitching distance will be 25 feet for this division. Base distance will be 40 feet.
13. A 10 inch Worth R.I.F (reduced injury factor) level 1 softball will be used.

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Instructional - 6U Division (continued)

14. Up to 10 defensive players in the field, 6 in the infield, 4 in the outfield. The four outfielders do not necessarily need to be on the outfield grass in order to be considered an outfielder; however they must play behind the infielders, not along side of them. An outfielder cannot make a play in the infield unless the play is unassisted, (i.e. an outfielder cannot play over the second base bag and accept throws).
15. There will be no tag up and advance on a pop fly caught by an infielder. A pop up or fly ball must be caught behind the infielders, by an outfielder in order for a runner to tag up and advance.
16. Team cheers will be positive in nature and should be designed to rally the team that is doing the cheering, not to razz the opponent.
17. As is the rule for all ASA youth tournaments, no alcoholic beverages are allowed on the premises. Coaches please inform the adults that are associated with your team. No smoking is allowed on the field or in and near the dugout area.

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8U Division

1. A coach or player/coach combination defined below will be used to pitch.
2. Each batter will be pitched up to a **maximum of 6 pitches**. If the batter has not hit the ball after the 6th pitch has been thrown an out will be recorded. Balls & strikes will not be called, but the batter can strike out swinging.
 - a. **IMPORTANT** - Defensive players are allowed to pitch up to 2 pitches to each batter. Those pitches will count toward the maximum of 6 pitches. If a batter doesn't hit either of the first 2 pitches, she will then receive the remaining 4 pitches from her coach. There will be no strike outs when the pitches are broken up between a player and coach but if the batter hasn't hit the ball after the 6th pitch she will be declared out.
3. Teams will bat until three outs are recorded or 3 runs are scored.
4. Each time the defensive team records three outs during an inning or three runs are scored by the offensive team the bases will be cleared and the teams will change positions on the field (offense/defense).
5. A safely hit ball to the outfield, whether in the air, on the ground, or after being touched by a defensive player (ball must reach the outfield grass) allows both the batter and all base runners to advance up to 2 bases with the liability of being put out.
6. A safely hit ball to the outfield, whether in the air, on the ground, that passes the nearest outfield player allows both the batter and all base runners to advance as many bases as they can with the liability of being put out.
7. A defensive player will occupy the pitchers position on either side of the adult pitcher. Player must stay inside (both feet) the pitchers circle until the ball is hit.
8. Any batted ball touching the adult pitcher will constitute play being halted and no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must immediately attempt to get out of the way of defensive players once the ball has been pitched, and cannot impede a player from making a catch or throw. If in the umpire's discretion it is believed that the adult pitcher has violated this rule, the batter will be called out and all base runners returned to the base that they previously occupied.
9. **Two Coaches** are allowed to be on the field to provide instruction when his/her team is on defense. The coaches must position himself/herself behind the infielders. If a coach that is on the field with the defensive team is struck by a batted ball, the batter and all base runners will be awarded (2) bases.
10. The umpire will make all calls except for those involving whether or not a ball has passed the chalk line that is installed in the outfield. One coach from each team will monitor the chalk line. If the ball passes the line, the coach raises his/her hand above his/her head. If there is a difference of opinion as to whether or not the ball crossed past the line, the home plate umpire will make the call.

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8U Division (continued)

11. A continuous batting order is to be used. All players bat. Free defensive substitutions.
12. Each player that throws the bat will be given one warning, the next time the same player throws the bat, an out will be recorded whether the ball was hit or not. If the ball was safely hit, all base runners will return to the base that they previously occupied. When warnings are necessary, the umpire will inform the coach that a warning has been given, and will record the player's uniform number on his/her line up card.
13. Pitching distance will be 30 feet for this division. Base distance will be 50 feet.
14. An 11 inch TAG ball will be used for this division.
15. 10 defensive players in the field, 6 in the infield, 4 in the outfield. The four outfielders do not necessarily need to be on the outfield grass in order to be considered an outfielder; however they must play behind the infielders, not alongside of them. An outfielder cannot make a play in the infield unless the play is unassisted, (i.e. an outfielder cannot play over the second base bag and accept throws).
16. There will be no tag up and advance on a pop fly caught by an infielder. A pop up or fly ball must be caught behind the infielders, by an outfielder in order for a runner to tag up and advance.
17. Team cheers will be positive in nature and should be designed to rally the team that is doing the cheering, not to razz the opponent.
18. There will be no arguing or disputing umpire judgment calls period! If this takes place, the offending coach will be given one warning that will apply to the entire coaching staff. If it occurs again, the offending member of the teams' coaching staff will be ejected. If that member of the staff just happens to be the teams' lone ACE certified coach, the game will be declared a forfeit.
19. Games will end after 90 minutes and coaches are encouraged to play up to that time limit whenever possible.

2018 JGS/SGS Inter-league Softball Ground Rules

10U Division

General

1. Unless otherwise modified by these Ground Rules all play shall be governed by the most recent rule book of ASA Softball.
2. Each team shall use a continuous batting order and will be allowed free defensive substitutions.
 - a. Any player who must leave the batting order due to illness or injury shall be bypassed without penalty unless the team falls below the required minimum number of players.

Ground Rules

- Game time limits
 - a. Games will start at 6:00pm with a 15 minute grace period. If a team is short players, the opposing team is encouraged to share players in order to get the game played.
 - b. No new inning will start after 80 minutes.
- Regular season standings may be kept during regular season however; they will not impact playoff seeding.
 - a. Playoff team pairings will be picked “out of the hat.”
- Up to TEN (10) players maximum shall be used during the regular season and the playoffs. The 10th player must be utilized as a 4th outfielder.
- Stealing of second and third bases is allowed. Home plate must be earned by a batted ball, walk, or a batter hit by a pitch. No stealing or delay stealing of home is allowed unless there is an attempt made to pick off the runner at third by the pitcher or catcher.
- Advancement of runners is not allowed on an error committed by the defense while trying to put out the runner(s) who is/are stealing.
- When fielders make an error or multiple errors (throwing or fielding) on a batted ball, runners may advance only one base with the liability of being put out.
- During the regular season there is a scoring limit of FOUR (4) runs per team per inning.
- During the playoffs there is a scoring limit of FOUR (4) runs per team per inning except for the last inning which is unlimited. The umpire is responsible for announcing the last inning BEFORE the visiting team starts to bat otherwise the 4 run limit is in effect. It is the team managers’ responsibility to verify the game time and declare the last inning with the umpire.
- Pitchers are limited to pitching to TWENTY FOUR (24) batters in a single game and up to a maximum of THIRTY TWO (32) batters in consecutive games when there is no day of rest between the two games. After a day of rest the limit is reset. Coaches shall keep a record of batters faced for each pitcher.

2018 JGS/SGS Inter-league Softball Ground Rules

- If a pitcher hits 3 batters, she must be taken out for the rest of the game. In order to be counted as a hit batter, the batter must attempt to move out of the way unless, in the umpire's judgment, the ball was coming too fast for the player to react.
- Dropped third strike rule.
 - a. There will be no advancement on a dropped third strike.

2018 JGS/SGS Inter-league Softball Ground Rules

12U Division

General

1. Unless otherwise modified by these Ground Rules all play shall be governed by the most recent rule book of Little League Softball.
2. Each team shall use a continuous batting order and will be allowed free defensive substitutions.
 - a. Any player who must leave the batting order due to illness or injury shall be bypassed without penalty unless the team falls below the required minimum number of players.

Ground Rules

- Game time limits
 - a. Games will start at 6:00pm with a 15 minute grace period. If a team is short players, the opposing team is encouraged to share players in order to get the game played.
 - b. No new inning will start after 90 minutes.
- Regular season standings will be kept during regular season however; they will not impact playoff seeding.
 - a. Playoff team pairings will be picked “out of the hat.”
- There is a scoring limit of FOUR (4) runs per team per inning except for the last inning which is unlimited. The umpire is responsible for announcing the last inning BEFORE the visiting team starts to bat otherwise the 4 run limit is in effect. It is the team managers’ responsibility to verify the game time and declare the last inning with the umpire.
- Pitchers are limited to pitching SIX (6) innings per game and up to a maximum of TEN (10) innings in consecutive games when there is no day of rest between the two games. After a day of rest the limit is reset. Coaches shall keep a record of innings pitched for each pitcher.
- The dropped third strike rule is in effect.
- If a pitcher hits 3 batters, she must be taken out for a complete inning (3 outs). If the pitcher is brought back in after 3 outs and she hits another batter, she must be taken out for the rest of the game. In order to be counted as a hit batter, the ball must hit the batter before contacting the ground and the batter must attempt to move out of the way unless, in the umpire’s judgment, the ball was coming too fast for the player to react.
- Metal cleats are not allowed in this division.

2018 JGS/SGS Inter-league Softball Ground Rules

MS/HS Division

General

1. Unless otherwise modified by these Ground Rules all play shall be governed by the most recent rule book of Little League Softball.
2. Each team shall use a continuous batting order and will be allowed free defensive substitutions.
 - a. Any player who must leave the batting order due to illness or injury shall be bypassed without penalty unless the team falls below the required minimum number of players.

Ground Rules

- Game time limits
 - a. Games will start at 7:30pm with a 15 minute grace period. If a team is short players, the opposing team is encouraged to share players in order to get the game played.
 - b. No new inning will start after 80 minutes and that clock will start at the scheduled game time.
- Regular season standings will be kept during regular season however; they will not impact playoff seeding.
 - b. Playoff team pairings will be picked “out of the hat.”
- There is a scoring limit of FIVE (5) runs per team per inning except for the last inning which is unlimited. The umpire is responsible for announcing the last inning BEFORE the visiting team starts to bat otherwise the 5 run limit is in effect. It is the team managers’ responsibility to verify the game time with the umpire.
- Pitchers are limited to pitching SEVEN (7) innings per game and up to a maximum of TWELVE (12) innings in consecutive games when there is no day of rest between the two games. After a day of rest the limit is reset. Coaches shall keep a record of innings pitched for each pitcher.
- The dropped third strike rule is in effect.
- Metal cleats are not allowed in this division.