



DIVISON PLAYING RULES

GENERAL

- A. The current year's edition of the USA Softball Playing Rules (Official Rules of Softball) shall apply unless modified by this Article.
- B. The head coach will assume full responsibility for the actions of his/her parent, players, and coaching staff. It should be noted, the purpose HGSL softball is to teach good sportsmanship and the fundamentals of softball to ALL participants.
- C. Home team is the official scorekeeper and responsible for maintaining scorebook.
- D. Each coach is responsible for completing a lineup card prior to game time. Coaches must present the lineup card to the umpire, the official scorekeeper and the opposing team's coach. Players name and number should be included.
- E. No jewelry will be allowed to be worn by players during the games.
- F. Each players must bat and play defense for a minimum of one full inning.
- G. The use of tobacco products on the fields or in the dugouts is prohibited. This includes vaping.
- H. Any pickup player must play outfield and bat last in the batting lineup.
- I. All games will be preceded by an umpire's conference at home plate, five (5) minutes in advance of scheduled game time. Coaches will exchange their line-ups and umpires will discuss rules interpretations, playing conditions, etc.
- J. The home team of the first game scheduled is responsible for placing the bases on the field prior to the start of the game. The home team of the last game scheduled is responsible to pick up the bases and return them to box. Coaches are responsible for verifying that the bases and pitching plate are set at the correct distances for their game.
- K. Whenever the player occupying the catcher's position reaches base with two outs, or is on base when there are two outs, a courtesy runner MAY replace that player. The courtesy runner will be the last player to have completed their "at bat" who is not currently on base. For the purposes of this rule, the player occupying catcher's position is defined as the player listed as catcher on the starting lineup or the last player who played catcher in the last half inning. The catcher who is removed from base for the courtesy runner is expected to go to the dugout and begin putting on the catcher's equipment in preparation for the next half inning.
- L. EQUIPMENT
 - 1. .47 core 375lb USA approved softball
 - 2. 6U will use 11" AD Starr softball
 - 3. Catchers must wear full catcher's gear.
 - 4. All players batting must wear USA approved batting helmets, chin straps and face guard.
 - 5. All players must wear a mask while on defense.
 - 6. No metal cleats allowed.

6U & 8U Rules

The following coaching positions will be allowed.

1. One offensive coach pitcher within the pitching circle.
2. One offensive coach at first base and one offensive coach at third base.
3. Up to two defensive coaches may be allowed outside the dugout in foul territory.

A. PITCHING

1. Each coach will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.
2. The coach pitcher must always keep at least one foot within contact of the pitching rubber when the ball is released. Effect: Dead ball, add 1 pitch to count. If after 4th pitch, batter will be declared out.
3. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch.
4. The "coach pitcher" may not coach/speak to the batter-runner or other runners after the ball is pitched. The umpire will issue a warning. Repeated failure to comply may result in the replacement of the adult pitcher.
5. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 - a) The ball is declared dead.
 - b) The batter is awarded 1st base.
 - c) All other base runners will advance one base, only if forced by the award of 1st base to the batter.
 - d) The batting team is given an out.
 - e) No teams will be allowed to score because of coach pitchers' intentional interference. Should a run be forced home, then that runner will be the out mentioned in rule: Sec. 3/E Rule #4.
 - f) Unintentional interference:
 - i. Dead ball.
 - ii. No out will be charged.
 - iii. Forced run may score.

B. BATTER

1. 8U- A batter will have up to 5 pitches to hit a fair ball. Should a batter fail to hit a ball at the end of 5 pitches, the batter will then be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. In the event the batter fouls off the 6th pitch, she will then be given a 7th pitch. If after the 7th pitch, the batter has still failed to hit a fair ball, the batter will be called out.

2. 6U Only- The batter will have five (5) chances with which to put the ball legally in play the first three attempts/pitches will be coach pitch; two additional attempts can be made off the tee. If the batter has not put the ball into play after five pitches/attempts (including foul balls), the batter is out.
3. A batted ball shall be considered foul if:
 - (i) it is a "foul ball" as defined in the USA Softball Playing Rules;
 - (ii) it does not travel beyond the ten-foot arc in fair territory and is not touched by a defensive player while the ball is moving within the arc; or
 - (iii) the batter hits the batting tee causing the ball to fall from the tee

Note: if the batter first hits the ball and then the tee, the ball is legally hit.
4. In the 8U division a ball/strike count will be kept. Three swinging attempts to hit a pitched ball is an out, if the 3rd swing is missed.
5. T-Ball and Little League bats may be used.
6. Bunting is not allowed. Effect: Dead Ball and a strike assessed.
7. All players present must bat. In the event a girl has to leave, she will be skipped in the lineup without penalty. If a girl shows up late, she will be added at the bottom of the lineup. NOTE: The shorthanded rule will be in effect.
8. Any batter, in the judgment of the umpire, who throws a bat may be called out. A dead ball will be declared and all runners will return to the last base touched.
9. Five (5) runs per team per half inning.
10. The infield fly rule is not in effect.

C. RUNNERS

1. 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 umpire will issue a warning to the offense coach for the first offense. A second offense of 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.
2. Overthrow Rule: On the initial play, when a thrown ball is overthrown or misplayed at first base only, the runners may not advance more than one additional base at their own risk. A runner who continues to run is at risk to be put out. At the end of all play the runner(s) will be returned to their respective base(s). The one extra base rule will be governed by the position of the runner(s) at the time of the throw. Should the defensive team make a subsequent play on the runner(s) during the advancement, the initial one extra base limit will be removed, and the runner(s) may advance further at their own risk.
3. Stealing is not allowed.

D. DEFENSE

1. All defensive players are to throw/toss the ball, if needed; a defensive play can be made with or without a thrown ball by simply touching the base, or tagging the runner closest to their defensive proximity, on the initial defensive play. No

individual rundowns will be allowed. Effect: delayed dead ball is declared by the Umpire, and the base runner is placed on the last base safely occupied.

2. The defensive player/pitcher must stand in the back half of the pitching circle.
3. A play will be considered dead by stopping the lead runner, or once the defensive pitcher has control of the ball within the 8-foot circle unless making a play or, in the judgment of the umpire, all play has come to a complete halt, the ball will be declared dead.
4. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead.
5. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.
6. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 45' feet from the batter until the ball has been hit. Effect: the offensive coach may take the result of the play or obstruction will be ruled ("Hit ball" means a fair ball).
7. The four outfielders F7 (left fielder), F8 (left center fielder), F9 (right center fielder), and F10 (right fielder) will remain ten feet (10') behind baselines until the ball has been hit. The four infielders F3 (first baseman), F4 (second baseman), F5 (third baseman), and F6 (short stop) shall be positioned between the baseline and home plate. Any player who routinely makes a play at a base will be considered to be playing that position. There shall be no rover position in Pixie softball. Effect: the offensive coach may take the result of the play or obstruction will be ruled ("Hit ball" means a fair ball).
8. There will be free defensive substitution.
9. Teams must start with eight (8) players and may start with up to ten (10) players and may finish with nine (9), or eight (8) due to injury (Shorthanded rule is in effect).

E. THE PLAYING FIELD

1. Pitching distance will be 35 feet.
2. An eight feet (8') radius circle will be placed around the pitching plate.
3. Distance of the bases will be sixty feet (60').
4. A line bisecting the pitching circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.
5. A halfway line will be drawn between bases for runner placement when the ball is ruled dead ball.
6. A ten 10' foot arc, extending from the back of home plate into fair territory, will be drawn between the first and third base lines. For a fair batted ball to be considered "in play", the ball must travel beyond the ten-foot arc. If the ball stops before reaching the designated line, the ball is a foul ball and shall be declared dead by the umpire. EXCEPTION: If a moving fair ball is touched by a defensive player within the ten-foot arc, the ball is considered a dead ball.

10u

- A. 10u players shall use an eleven (11) inch .47 core 375lb USA approved softball.
- B. A regulation game may start with seven (7) players no outs will be recorded for the missing batters (i.e., the shorthanded rule is not in effect). Up to ten (10) players may be placed in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- C. The pitching distance is thirty-five (35) feet, and the base paths are sixty (60) feet.
- D. There are two umpires, home plate umpire and field umpire.
- E. Game time is one (1) hour and five (65) minutes or five (5) innings, or in the case of inclement weather, three (3) innings.
- F. There is a five (5) run limit per inning.
- G. Only official softball bats, as defined in the USA Softball Playing Rules may be used.
- H. The infield fly rule will not be observed during coach pitch only.
- I. All base runners may leave the base when the ball leaves the pitcher's hand (either the player-pitcher or the coach-pitcher), Runners will be allowed to steal one base per pitch from the player/pitcher. Runners may not steal a base on a pitch from the coach-pitcher.
- J. A runner may score as a result of one of the following:
 - 1. A batted ball
 - 2. A walked batter with bases loaded
 - 3. A hit batter with bases loaded
 - 4. Catcher obstruction with bases loaded
 - 5. Any other force not listed above
- K. Look back rule will be enforced.
- L. The dropped third strike rule will not apply, (i.e., a batter cannot run to first base on a dropped third strike) during coach-pitch.
- M. The player-pitcher can have a combination of up to two free bases. Free bases are walks and hit by pitch before the "coach-pitcher" comes in. From there on during that half inning, if a batter receives four (4) pitches which are called balls by the umpire or is hit by a pitch, a representative of the offensive team, not a player, will pitch to the batter. This representative is called the "coach-pitcher". A batter will have one (1) pitch from the "coach-pitcher" with which to put the ball legally in play. After the first pitch the batter can remain alive in an at bat (and eligible to receive an additional pitch) by fouling off the ball. If the first pitch from the "coach-pitcher" is fouled off, regardless of the count, the batter will receive the second pitch from the "coach-pitcher". NO additional pitches will be given after the second coach pitch is fouled off regardless of the count the batter will be declared out. The "coach-pitcher" will have thirty (30) seconds to take his or her position on the pitcher's plate after being instructed to do so by the plate umpire. Failure to do so may result in the batter being called out. The "coach-pitcher" must have one foot in contact with the pitcher's plate when the pitch is delivered.
After the pitch, the "coach-pitcher" will vacate the field, moving away from the ball and defensive play. If a "coach-pitcher" touches or is hit by a "live" ball, the ball will be declared

a dead ball and the umpire will have the final decision on a possible "interference" call. The "coach-pitcher" may not coach/speak to the batter-runner or other runners after the ball is pitched. The umpire will issue a warning. Repeated failure to comply may result in the replacement of the adult pitcher. The defensive player who is the pitcher shall position herself to the left or right of the "coach-pitcher" in the pitching circle.

- N. A batter hit by a pitched ball thrown by the "coach-pitcher" is not awarded first base. If the batter swings at the pitch, it is a strike.
- O. Bunting will be allowed except during coach-pitch.

12u

- A. 12u players shall use a twelve (12) inch .47 core 375lb softball.
- B. A regulation game may start with seven (7) players-, No outs will be recorded for the missing batters (i.e., the shorthanded rule will not be in effect). Up to ten (10) players may be placed in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- C. The pitching distance is forty (40) feet, and the base paths are sixty (60) feet.
- D. There are two umpires, home plate umpire and field umpire.
- E. Game time is one (1) hour and five (65) minutes or six (6) innings, or in the case of inclement weather, three (3) innings.
- F. There is a five (5) run limit per inning.
- G. Only official softball bats, as defined in the USA Softball Playing Rules may be used.

18u

- A. 18u players shall use a twelve (12) inch .47 core 375lb softball.
- B. A regulation game may start with seven (7) players, no outs will be recorded for the missing batters i.e., shorthanded rule. Up to ten (10) players may be place in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- C. The pitching distance is forty (43) feet, and the base paths are sixty (60) feet.
- D. There are two umpires home plate umpire and field umpire.
- E. Game time is one (1) hour and five (65) minutes or six (6) innings or in the case of inclement weather, three (3) Innings.
- F. There is a five (5) run limit per inning.
- G. Only official softball bats, as defined in the USA Softball Playing Rules may be used.