

JOHNSTON GIRLS SOFTBALL ASSOCIATION

GUIDELINES

(Revised 1/1/07, 10/09, 4/11, 4/12, 9/12, 11/13, 6/14, 12/14, 1/15, 3/17)



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GENERAL (ALL AGES)

1. The General Rules apply to all age divisions unless otherwise specified in these Guidelines.
2. The current USSSA Rule Book covers rules not covered by the league. Current rules can be obtained at <http://resources.ussa.com/sports/Announcements.asp?Sport=16&AA=429>
3. All managers and coaches will be given a schedule and must alert the League Representative of any scheduling conflicts due to school or other activities by April 1. The Vice-President of the Board must approve any rescheduling of games after April 1. All games will be played as scheduled as of April 1.
4. There will be no more than three adults in each dugout or on the field during a game. At least 2 adults must be present during every game and at every team function. An adult female should be available to attend to any injury to a team member.
5. Item #5 has been retired as of 12/2014.
6. The manager or coach has the responsibility/authority to bench any player on their team for profanity, misconduct, or absences without excuse from practices or games. Notifications of disciplinary action must be given to the opposing team manager and scorekeeper prior to the game or at the time of the infraction. The manager or coach must notify the League Representative after the game.
7. Home team shall be the last team listed on the schedule and will occupy the third base dugout. The home team will play defense first.
8. The home team is responsible for preparing the field for play and returning all of the field preparation equipment to the shed as well as raking the field after the game and putting all equipment away.
9. There will be NO infield practice prior to game time. Teams are allowed to take grounders in the dirt in the area between the foul line and the fence. Keep the field "clean" until game time.
10. On-deck circles should be chalked as part of field preparation duties. Place the circle nearer the entrance to the dugout rather than nearer to home plate. Coaches need to make sure the on-deck batter is paying attention to the game.
11. The scorekeepers, one from each team, must identify each other to the opposing team and the umpire before the game starts. The plate umpire and the scorekeepers shall keep the official time except when a paid umpire is used. In that event, the paid umpire will keep the official time. Home team is the official book.
12. Each team must field at least 7 players to begin a game or to continue to play a game. A team manager must field 7 players from his/her roster by 5 minutes after the scheduled starting time, or forfeit the game. If neither team manager can field a team, both teams forfeit and a loss will be counted for each team. Forfeited games will not be rescheduled.
13. No automatic outs will be imposed for teams starting the game shorthanded.
14. A player, who in the judgment of the umpire could cause injury by throwing her bat, will be called out after one warning from the umpire.

15. Metal spikes or metal cleats cannot be worn at any game or practice. Rubber or plastic cleats or sneakers are the only shoes allowed.
16. All games will be played as scheduled. Games can only be rescheduled if 7 players cannot be secured for that game. A team not able to secure 7 players shall forfeit unless permission to reschedule is obtained from the League Representative at least 48 hours prior to the scheduled game time. A manager or coach's inability to attend games is not a basis for game rescheduling.
17. Both teams' players and parents are responsible for cleaning up around the field and their respective bleachers following each game.
18. Only the umpire or the Officer of the Day may call games for weather (including visible lightning), darkness, or temperature. A minimum temperature of 45 degrees is required 2 hours prior to game time or at the start of game time (45 degrees is the "feels like" temperature including wind chill as determined by www.weather.com or the National Weather Service at [Http://forecast.weather.gov](http://forecast.weather.gov) for zip code 50131). All games in progress shall be stopped immediately when the games are called. The Board will appoint one person to be the Officer of the Day. He/she will inspect the fields prior to game time. The decision as to the playability of each field shall be final.
19. Any color of batting helmet may be worn during league play providing it is NOCSAE approved. All batting helmets must have chinstraps and facemasks, which must be used at all times. This applies to all helmets, whether provided by JGSA or by the player. Failure to wear a batting helmet with a chinstrap and facemask will result in the player not being allowed to bat until an approved helmet is worn. Outer wearing apparel may be worn if conditions warrant (examples include coats, jackets, or sweatshirts).
20. The age brackets for the 5 divisions in the league are:

6U:	6 or younger on December 31 st of the year prior to play
8U:	8 or younger on December 31 st of the year prior to play
10U:	10 or younger on December 31 st of the year prior to play
12U:	12 or younger on December 31 st of the year prior to play
14U:	14 or younger on December 31 st of the year prior to play
21. The division a player will participate in will be based on her age on the December 31st immediately preceding the season she is participating in. Players wanting to play in an older age bracket one higher than they should may request to do so with their parents' or guardians' approval. After registration has closed but before tryouts a committee comprised of the Chair of the Tryout/Draft Committee, the 6U Rep, the 8U Rep, the 10U Rep, the 12U Rep and the 14U Rep will consider all such requests. The committee is to consider what is best for each age group, the association and the individual player with no single factor more important than the other.
22. The annual dues shall be all-inclusive for membership in JGSA. The Board will determine the amount of dues before the start of the season. No girls shall be denied membership because of financial hardship. The Executive Committee will address financial hardship cases for league or tournament team play. The Executive Committee will update the rest of the Board on the number of financial hardship cases approved.
23. Dues shall not be refunded to a player if she had participated in one scheduled game. Any request for refund must be made by the parent(s) or guardian(s) to the League Representative who will notify the Board. The Board must approve refunds.

24. If a player resigns after the start of the season or is dropped from a team because of an infraction of the By-Laws or Guidelines, she will be prohibited from playing on any team during the remainder of the league season or tournament season, unless Board approved.
25. No one shall be allowed to use alcoholic beverages, tobacco products, illegal drugs, profane language, or be under the influence of alcohol or other intoxicants or conduct themselves in a manner deemed undesirable by the Board, while on JGSA premises or at approved JGSA functions, including practice sessions and fundraising events. Anyone violating this rule will be removed from the appropriate premises.
26. Only authorized vehicles are permitted to enter that area of the JGSA ballpark beyond the parking lot. The operation of motorized vehicles, motorcycles, motor scooters, and minibikes in the ballpark area beyond the parking lot is strictly forbidden. Anyone violating this Section will be asked to move his or her vehicle to the parking area.
27. Each team shall have at least two adults (age 18 or over) as manager and coach who must be approved by the Board before being assigned to a team. A manager may not coach or assist another team within the division.
28. Any manager or coach who resigns must notify the Board. His/Her replacement must be approved by the Board.
29. Any behavior by a manager or a coach in conflict with the By-Laws, policies, or Guidelines of JGSA will be brought to the attention of the Board. The manager or coach may be subject to disciplinary action as determined by the Board.
30. Managers or coaches shall not have the authority to refund registration money or remove a player from JGSA. Recurring discipline problems must be referred by written report to the League Representative who must confer with the player's parent(s) or guardian(s) before further disciplinary action is taken. The Board shall have the authority to remove a player from JGSA because of recurring discipline problems.
31. The manager of each team is liable to JGSA for the replacement cost of assigned equipment not returned. The manager is responsible for returning all team equipment at the time and place designated by the League Representative.
32. The manager and/or coach shall be responsible for all field equipment used during a game or practice session. The manager or coach will insure that the equipment is either returned to the equipment shed or that the manager or coach of the following game or practice session receives the equipment.
33. The manager of each team will recommend a team parent who will need to complete a volunteer application.
34. Any player or parent(s) or guardian(s) of a player who believes unfair or discriminatory practices have been used against the player must submit a written report to the appropriate League Representative who will evaluate and attempt to resolve the dispute. The League Representative must notify the Board of such disputes.
35. Cutoff date for league sign up shall be determined annually by the Board. Any registrations received after the cut-off date will be addressed by the Board on a case-by-case basis.

36. The Board may annually determine the number of players per team in each Division, but number of players on each team shall not exceed 15 in any Division.
37. The players will be assigned to 6U and 8U Division teams within their residential geographic area, where possible. The 10U, 12U and 14U Division teams will be selected by draft.
38. Players may not change teams within their Division unless they have prior approval by the Board.
39. Teams within JGSA may be sponsored by commercial concerns and may bear the sponsor's name on the back of the uniforms. Sponsorships may not be solicited or accepted from firms whose primary business is the manufacture, distribution or sale of alcoholic beverages or tobacco products. The Board must approve all sponsors.
40. All league teams will be assigned names by the assigned League Representative and approved by the Board.
41. Team, player and sponsor awards may be determined annually by the Board.
42. All repairs, improvements, and/or upgrades to JGSA grounds or equipment shall be approved by the Board prior to the initiation of any project. No member will be reimbursed for unapproved expenses until approval by the Board is obtained.
43. The Scheduling Representative or other Director as approved by the Board will be responsible for scheduling umpires for all 14U, 12U and 10U Division games.
44. The Field/Equipment Maintenance Rep will be responsible for purchasing, issuing and collecting all player equipment and he/she will maintain a comprehensive set of records as designated by the Board and will be responsible for the repair and maintenance of all player and umpire equipment and will set a date each year for equipment to be returned.
45. The Board will appoint someone annually to be responsible for purchasing and issuing all uniforms. He/she will maintain a comprehensive set of records as designated by the Board.
46. The Field/Equipment Maintenance Rep will be responsible for maintaining the JGSA playing fields and grounds, shutting off the water and draining water pipes in the fall, turning on the water in the spring and maintaining and repairing field maintenance equipment.
47. The President of the Board will be responsible for distribution of keys to JGSA property/buildings as directed by the Board.
48. The Board will appoint someone annually to be responsible for publishing and/or distributing JGSA information and advertising as directed by the Board. He/she will also be responsible for purchasing all sponsor signs/boards and will assist with team pictures.
49. The Officer of the Day will be selected from the Board Members and will be available when scheduled games are in progress. The Officer of the Day shall be responsible for the following:
 - terminating all games due to weather, darkness, or emergency;
 - settling any protests;
 - storing and locking all equipment;

- locking all utility buildings; and
 - ensuring that the ball park is secure.
50. For 10U and 12U Divisions, if a site presents that the game is delayed due to weather, or a game prior, the following rule shall apply. A game called by the umpire shall be regulation if three or more complete innings have been played regardless of whether or not the home team is ahead, or if the home team is ahead after 2 1/2 innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. The League Scheduling Representative will reschedule the game if it is not completed.
51. Substitutions (for 10U and 12U Divisions) are allowed when a team has less than 9 players available from its own roster available for a game. This applies during the Regular season and end-of-season Tournaments. The following conditions would apply for those that are substitute players
- Must be a current player from JGSA and plays in the same division/league or lower
 - Cannot participate as a pitcher during the game
 - Must be placed at the bottom of the batting order
 - Must first fill outfield positions before placing any substitutes in infield positions
 - Only the number of players to get to 9 for the game are allowed
52. Every player (regardless of age division) must attend a minimum number of recreational games to be considered eligible to play for any league sponsored competitive team. Players must be present at a minimum of 70% of the recreational games for the team that they are assigned to. Players who do not meet this requirement will not be eligible to play for any league sponsored competitive teams.
53. Approved Softball bats (those with the USSSA approval **and/or** are provided by JGSA) are required.
54. All Team Managers/Head Coaches are required to attend a training program presented by the Coaching Committee prior to the commencement of practices.

14U DIVISION ONLY (AGES 13-14)

1. THE 14U DIVISION WILL FOLLOW THE RULES USED BY THE URBANDALE GIRLS REC ASSOCIATION (UGRA).

12U DIVISION ONLY (AGES 11-12)

1. All players will have equal playing time. If a player starts as a substitute she will start the next game. Generally, no girl should sit out for more than one inning until every girl has sat one inning and under no circumstances should a girl sit for consecutive innings unless there is an injury or illness, etc. All girls should get the opportunity to play the infield ; the focus of our league is skill development and fun. The coaches will monitor this and the League Representative will follow up during the season.
2. A batting line-up will consist of all players on the team that are present. If a player becomes sick or injured, or for some other reason must be removed from the game, her spot in the batting order will be skipped and no out recorded for her absence. A substitute must be a registered girl in the JGSA 12U or 10U Divisions (she should use her regular team shirt). Any 12U or 10U JGSA player may be a substitute to get the team to 7 players, current Dragon Select players may NOT be substitutes for the 8th and 9th spots, and when using substitutes, they game roster will not exceed 9 girls. The substitute(s) must bat at the end of the batting order, the substitute can't pitch, and the substitute should play in the outfield. The use of substitutes is encouraged over attempting to reschedule games due to inadequate numbers of players.
3. All games, including tournaments, shall be a maximum of 6 innings. No new inning shall start after 1 hour and 10 minutes. The inning in progress must be completed unless the home team is ahead when time expires. In the event of a tie score, the international tiebreaker rule will apply.
4. There shall be no tie games in tournament play. In tournament play, play shall continue until a winner is decided unless the game is called due to weather or darkness. The game will resume on a date determined by the League Representative. The same line-up must be used as much as possible. If the time limit has been reached at the end of a completed inning and a tie score exists, the international tiebreaker rule will be implemented, regardless of the inning.
5. **INTERNATIONAL TIEBREAKER:** The international tiebreaker is defined as follows - each offensive team will start their half of the inning with a runner on second base. The runner will be the player who is scheduled to bat 9th in that respective half inning. For example, if the number 5 batter is due to lead off, then the player who is the number 4 batter in the batting order will be placed at second base as the runner. A substitute may be inserted for the runner. Otherwise, the inning is played the same as any other inning – each team gets 3 outs. If the home team scores the go ahead run, the game is over.
6. No pitcher may pitch in more than 2 innings in any one game. One pitch or more thrown during an inning is considered to be an inning pitched.
7. Scoring shall be 3 outs or 5 runs maximum per inning.
8. Safe Base Rule – refer to the current USSSA Rule Book for definition.
9. When warming up a pitcher by another player, other than an adult, the person catching is required to wear all catchers' gear (helmet, mask, chest protector, shin guards).
10. USSSA look-back rule shall apply. The look-back rule is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle. Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base. A batter-runner who overruns first and does not without delay attempt to advance to second is

committed to return to first and stop. The runner, off base, may not stand motionless. There does not need to be any motion or recognition by the pitcher. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead. If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply. Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play. Effect: Ball is dead and runner is out.

11. Paid umpires will be assigned to the 12U Division games. In the event the umpire(s) do not show, the home team coaches are responsible to provide one volunteer umpire.
12. There will be no protests. An umpire's decision is final.
13. Cut off date for league sign up shall be determined annually by the Board. Any registrations received after the cut-off date will be addressed by the Board on a case-by-case basis.
14. The dropped 3rd strike rule is in effect.
15. USSSA Rule Clarification – a batter must make an attempt to get out of the way of a pitched ball. If she does not make an attempt to get out of the way, and the pitched ball hits her, the pitch should be counted as a ball and the batter should remain batting. The baserunners cannot advance.
16. Pitchers are required to wear masks (2 masks per team to be provided by JGSA).
17. 12U Division teams will be scheduled for 10 games and, time permitting, a season-end tournament. The format of the tournament is to be determined by the Director for the Division.
18. The 12U League Representative will implement progressive rules throughout the season that allow for development at the beginning of the season and gradually working toward a more advanced and competitive environment by the end of the season (USSSA 12U rules). Rules may vary from game to game and team to team, based upon the agreement of the 12U League Representative and team managers.
19. The 12U League Representative will provide all Managers with a written set of rules for the use in the current season and maintain regular contact with all managers to facilitate rule modifications throughout the season.

10U DIVISION ONLY (AGES 9-10)

1. All players will have equal playing time. If a player starts as a substitute she will start the next game. Generally, no girl should sit out for more than one inning until every girl has sat one inning and under no circumstances should a girl sit for consecutive innings unless there is an injury or illness, etc. All girls should get the opportunity to play the infield for 2 innings in every game; the focus of our league is skill development and fun. The coaches will monitor this and the League Representative will follow up during the season.
2. A batting line-up will consist of all players on the team that are present. If a player becomes sick or injured, or for some other reason must be removed from the game, her spot in the batting order will be skipped and no out recorded for her absence. Batting orders should rotate from game to game so that each player has an opportunity to bat first during the season. A substitute must be a registered girl in the JGSA 10U or 8U Divisions (she should use her regular team shirt). Any 10U or 8U JGSA player may be a substitute to get the team to 7 players, current Dragon Select players may NOT be substitutes for the 8th and 9th spots, and when using substitutes, they game roster will not exceed 9 girls. The substitute(s) must bat at the end of the batting order, the substitute can't pitch, and the substitute should play in the outfield. The use of substitutes is encouraged over attempting to reschedule games due to inadequate numbers of players.
3. All games, including tournaments, shall be a maximum of 6 innings. No new inning shall start after 1 hour and 10 minutes. The inning in progress must be completed unless the home team is ahead when time expires. In the event of a tie score, the international tiebreaker rule will apply.
4. There shall be no tie games in tournament play. In tournament play, play shall continue until a winner is decided unless the game is called due to weather or darkness. The game will resume on a date determined by the League Representative. The same line-up must be used as much as possible. If the time limit has been reached at the end of a completed inning and a tie score exists, the international tiebreaker rule will be implemented, regardless of the inning.
5. **INTERNATIONAL TIEBREAKER:** The international tiebreaker is defined as follows - each offensive team will start their half of the inning with a runner on second base. The runner will be the player who is scheduled to bat 9th in that respective half inning. For example, if the number 5 batter is due to lead off, then the player who is the number 4 batter in the batting order will be placed at second base as the runner. A substitute may be inserted for the runner. Otherwise, the inning is played the same as any other inning – each team gets 3 outs. If the home team scores the go ahead run, the game is over.
6. No pitcher may pitch in more than 2 innings in any one game. One pitch or more thrown during an inning is considered to be an inning pitched.
7. Scoring shall be 3 outs or 4 runs maximum per inning.
8. Safe Base Rule – refer to the current USSSA Rule Book for definition.
9. When warming up a pitcher by another player, other than an adult, the person catching is required to wear all catchers' gear (helmet, mask, chest protector, shin guards).
10. Base paths shall be 60 feet and pitchers plate shall be 35 feet from home plate.
11. An 11-inch ball shall be used.

12. After the umpire calls the 4th ball, with the batter retaining the number of strikes at the time the 4th ball is thrown, the manager or coach from the batter's team will pitch up to 3 pitches to the batter until the batter strikes out or hits the ball. Unhittable (bad) pitches from the coach count in the 3-pitch maximum. If the batter has not struck out or hit the ball by the 3rd pitch thrown by the manager or coach, then the batter is out. If the 3rd and subsequent pitches are fouled off, the coach will continue to pitch until the ball is hit fair, the batter strikes out, or the 3-pitch maximum is reached. The manager or coach who is pitching **MUST** have at least one foot on the pitching rubber, no closer to home plate.
13. The infield fly rule will **not** apply.
14. No dropped third strike rule will apply.
15. USSSA look-back rule shall apply. If a base runner is not on the base when the pitcher has both feet inside the 8-foot pitcher's circle and has possession of the ball, the runner must either immediately go back to the base or immediately advance to the next base. If the runner "dances" back and forth, the runner will be warned of the rule and then must return to the base she came from. After 2 warnings per team for violating this rule, the next runner that violates the rule should be called out.
16. Stealing will be allowed to second and third bases, but only one base can be stolen per pitch when the ball is not hit. Players are not allowed to leave the base until the ball has left the pitcher's hand. A player cannot steal home or advance to home on an overthrow unless the overthrow occurs as part of a play involving a hit ball. No stealing is allowed while the manager or coach is pitching to the batter.
17. Overthrow rule: on a batted ball if there is a wild or missed throw, the runner may advance to the base she was nearest plus one extra base. For example, if a girl is running to first base and the ball thrown to first base gets past the first baseman or whoever is covering first base, the runner may advance to second base at her own risk of being thrown or tagged out, but may not go on to third base unless there is another overthrow at second base, etc. The intent of this rule is to allow only one base on any one overthrow.
18. Slide Rule: it is the runner's responsibility to avoid a collision with the defensive player. If the runner does not avoid a collision, the runner is automatically out.
19. Fielders Obstructing Bases: it is the coach's responsibility to keep their team from obstructing bases and base paths. Unless a play will be made at any of the bases, the defensive player **MUST** yield the base and the base path to the runner. After 2 warnings on a team per game, if an obstruction occurs the runner will be allowed to advance to the next base, including home. Paid umpires will be assigned to the 10U Division games. In the event the umpire(s) do not show, the home team coaches are responsible to provide one (1) volunteer umpire.
20. The outfielders cannot be on the infield dirt until the ball leaves the pitcher's hand. Violation of this rule, when called by the umpire, will be a warning for the first infraction of the game by the team. The second and subsequent infractions of the game by the team will result in a dead ball ("no pitch") and all base runners advancing one base (including any base runner on third base).
21. USSSA Rule Clarification – a batter must make an attempt to get out of the way of a pitched ball. If she does not make an attempt to get out of the way, and the pitched ball hits her, the pitch should be counted as a ball and the batter should remain batting. The baserunners cannot advance.
22. Bunting is allowed, but only on player portion of pitching (no bunting when coaches pitch)

23. Pitchers are required to wear masks (two masks per team to be provided by JGSA).
24. 10U Division teams will be scheduled for 10 games and, time permitting, a season-end tournament. The format of the tournament is to be determined by the Director for the Division.
25. The 10U League Representative will implement progressive rules throughout the season that allow for development at the beginning of the season and gradually working toward a more advanced and competitive environment by the end of the season (USSSA 10U rules). Rules may vary from game to game and team to team, based upon the agreement of the 10U League Representative and team managers.
26. The 10U League Representative will provide all Managers with a written set of rules for the use in the current season and maintain regular contact with all managers to facilitate rule modifications throughout the season.

8U DIVISION ONLY (AGES 7-8)

1. Rules not covered by the 8U Division rules are covered by the General Rules or current USSSA rulebook.
2. No team can add a player after mid-season.
3. The main objective of this division is to teach the fundamental game of softball and to have fun! Scoring shall be 3 outs or 4 runs maximum per inning.
4. Base paths shall be 60 feet and pitchers plate shall be 35 feet from home plate.
5. An 11-inch hard softball shall be used.
6. The team's manager or coach will pitch to the batters on their own team. Each batter will receive 5 pitches by the manager or coach. If they are unable to hit a fair ball, the batter will hit soft tosses from the manager or coach or hit off a tee.
7. A coach of the defensive team must be on the playing field behind the baseline in the outfield to give instructions to his/her players.
8. Stealing bases will not be allowed.
9. The infield fly rule does not apply.
10. No more than 6 players shall play infield positions before the ball is hit: first base, second base, shortstop, third base, pitcher's circle, catcher. No more than 4 players will play in the outfield and must stay on the grass until the batter hits the ball. No one shall be in the area between home plate and pitchers circle until the ball is hit.
11. Each team must field at least 7 players to begin a game or to continue to play a game. A team manager must field 7 players from his/her roster by 5 minutes after the scheduled starting time or forfeit the game. If neither manager can field a team, both teams forfeit. Forfeited games will not be rescheduled.
12. When a ball is hit in play, the batter and any base runner(s) can continue to run the bases until the ball is returned to the pitching circle. The ball must only be touched by a player in the pitching circle to end the play; the player does not have to maintain control of the ball. Once the ball reaches the pitching circle, the batter will return to the previous base if she is less than half way to the next OR proceed to the next base if she is over half way.
13. A batting line-up will consist of all players on the team that are present. If a player becomes sick or injured, or for some other reason must be removed from the game, her spot in the batting order will be skipped and no out recorded for her absence. Batting orders should rotate from game to game so that each player has an opportunity to bat first during the season.
14. Item #14 has been retired as of 03/2017.
15. Each player will play every position at least once during the season and coaches are to make every effort to ensure each player receives equitable playing time. No player should sit out for more than one inning in a row.
16. Item #16 has been retired as of 06/2014.

17. The inning for the offense is over when they either get 3 outs or score 4 runs.
18. If a batter/runner is put out by the defense, they will return to the dugout.
19. No new inning shall start after 1 hour. The inning in progress must be completed.
20. 8U Division teams will be scheduled for 10 games and, time permitting, a season-end tournament. The format of the tournament is to be determined by the Director for the Division.
21. The 8U League Representative will implement progressive rules throughout the season that allow for development at the beginning of the season and gradually working toward a more advanced and competitive environment by the end of the season (USSSA 8U rules). Rules may vary from game to game and team to team, based upon the agreement of the 8U League Representative and team managers.
22. The 8U League Representative will provide all Managers with a written set of rules for the use in the current season and maintain regular contact with all managers to facilitate rule modifications throughout the season.

6U DIVISION ONLY (AGES 6 AND UNDER)

1. Rules not covered by the 6U Division rules are covered by the General Rules or current USSSA rulebook.
2. No team can add a player after mid-season.
3. The main objective of this division is to teach the fundamental game of softball and to have fun! Scores are not kept.
4. Base paths shall be 60 feet.
5. An 11-inch softie softball shall be used.
6. All batters will use a batting tee every time at bat for the first half of the season. For the second half of the season, the team's manager or coach will pitch to the batters on their own team. Each batter will receive 5 pitches by the manager or coach. If they are unable to hit a fair ball, the batter will hit from a batting tee.
7. A coach of the defensive team must be on the playing field behind the baseline in the outfield to give instructions to his/her players.
8. Stealing bases will not be allowed.
9. The infield fly rule does not apply.
10. All defensive players will play in the infield area of the diamond. No one shall be in the area between home plate and pitchers circle until the ball is hit. An adult shagger must be used to retrieve pitched balls behind home plate.
11. Each team must field at least 4 players to begin a game or to continue to play a game. A team manager must field 4 players from his/her roster by 5 minutes after the scheduled starting time or forfeit the game. If neither manager can field a team, both teams forfeit. Forfeited games will not be rescheduled.
12. Batting orders should be fixed throughout the season and rotate from game to game, allowing each player to bat first.
13. All players will play defense.
14. Each player will play every position at least once during the season and coaches are to make every effort to ensure each player receives equitable playing time.
15. The inning for the offense is over when the last batter has hit and the play has been declared over.
16. No defensive player can make an out at home plate. A play must be made to 1st base, 2nd base or 3rd base.
17. No new inning shall start after 1 hour. The inning in progress must be completed.
18. The 6U League Representative will implement progressive rules throughout the season as needed that allow for development at the beginning of the season and gradually working toward a more advanced and competitive environment by the end of the season. Rules may vary from game to

game and team to team, based upon the agreement of the 6U League Representative and team managers.

19. The 6U League Representative will provide all Managers with a written set of rules for the use in the current season and maintain regular contact with all managers to facilitate rule modifications throughout the season.