

Pleasanton Girls Softball League Rule Book



All Division General House Rules

- All rules not included in the PGSL house rules will follow USA softball rules.
- One of the goals of our league is for all players to get playing time. We strongly encourage coaches to not sit a player for more than one defensive inning in a row.
- Home team enters the score into Slack Sports (team with house next to their name listed on the schedule).
- Home team takes third base dugout unless another team previously occupies it from the game immediately before it.
- Home team puts away the bases and locks the locker on the last game of the day (weekday - 5:30pm game is last game of the day; weekend - 1:30pm game is the last game of the day).
- No warming up on the infield. You may warm up in the outfield and between the fence and first base line and fence and third base line.
- Forfeit time is 10 minutes after game start time.
- There is no penalty, if a player leaves the game for any reason. The spot in the batting order is skipped. If a player shows up late, she is inserted at the bottom of the line-up.
- Scrimmage/pre-season games do not count toward season standings.
- Regular season games can end in a tie. If two or more teams finish the season in a tie then the tiebreaker is determined by head to head game results, runs against, runs scored, coin toss (in that order).
- Playoff Rules
 - Playoff game time limits and run limits are the same as regular season.
 - If any playoff game ends in a tie, use the International Tie-Breaker rule set by USA Softball.
 - The higher seeded team after the regular season is the home team throughout all playoff games and championship games.

Please reach out to your Division Director if you have any questions or need clarification on the rules.

6U/TBALL DIVISION

Ball Size	10" Soft Core
Time limit	Drop dead at 75 mins/ 6 innings max
Min/max innings per game	Min: 2 innings / Max: 6 innings
Standings Kept	No
Run Limit per inning	3 runs/inning for entire game
Minimum players needed	No limit
Number of Players on Field	Up to 11 fielders Pitcher, catcher, 4 in outfield on grass (LF, LC, RC, RF), 5 in infield on dirt (1 st , 2 nd , SS, 3 rd , Rover (in front of 2nd base)
Batting Lineup	Entire Team
Pitching Distance	30 feet
Pitching	1st half of season: Coach pitches 4 pitches from inside the pitching circle. If batter fouls off last pitch, coach continues to pitch until ball is hit or batter misses. After 4 coach pitches then tee is used until ball is hit in play. No walks and no strikes out. 2nd half of season: Player pitches 3 pitches then the coach pitches 3 pitches. If batter does not put ball in play then the batter hits off tee until the ball is put in play. No walks and no strikes out.
Player pitcher limit	2 innings/game; one pitch constitutes an inning
Hit by pitch	N/A
Batted ball hits coach pitcher	Foul Ball. If defensive player touches batted ball first, ball is live.
When ball is hit	Balls hit in the infield, all existing base runners can advance one base. Balls hit to the outfield, runners may advance until the ball is returned to the infield.
Sliding	No
Stealing	No
Runner leaves base	Once the ball is hit by the batter
Bunting	No
Infield Fly	No
Drop 3 rd Strike	No
Courtesy Runner	No
Overthrow Rule	Play is dead when overthrown to any base. No advancement of runners.
Plays at home	Force play
Umpires	None
Coaches allowed on field	Yes – no more than 2 at a time; All coaches must be cleared by the league

8U DIVISION

Ball Size	11" hard ball
Time limit	75 mins/ 6 innings max - complete last inning (If time expires during the visitor's at bat they get to finish their "at bat". Then the home team gets to bat, if needed. If time expires during the home team's at bat and they have the lead, the game is over.)
Min/max innings per game	Min: 2 innings / Max: 6 innings
Standings Kept	Yes
Run Limit per inning	innings 1-4: 3 runs innings 5+: unlimited
Minimum players needed	7
Number of Players on Field	10 fielders: Pitcher, catcher, 4 in outfield on grass (LF, LC, RC, RF), 4 infield on dirt (1 st , 2 nd , SS, 3 rd)
Pitching Distance	30 feet
Pitching	<ul style="list-style-type: none"> • The player pitcher gets a maximum of four pitches in total. If the player pitcher throws three strikes, the batter is out. There are no walks. • After the four pitches, the batter's coach comes in to pitch and inherits the strike count. For example, if the count was 2 balls and 2 strikes when the player pitcher reached their fourth pitch, the coach will have one pitch. • All pitches thrown by the coach are considered strikes. The player and coach pitcher must pitch from the pitching rubber.
Batted ball hits coach pitcher	Foul Ball. If defensive player touches batted ball first, ball is live.
Player pitcher limit	2 innings/game; one pitch constitutes an inning
Hit by pitch	Walk
When ball is hit	Balls hit in the infield, all existing base runners can advance one base. Balls hit to the outfield, runners may advance as many bases as they want with the liability of being put out. Only time it's not live is when the ball is controlled in the pitcher circle or the umpire calls dead ball/time out.
Sliding	Yes
Stealing	No
Advancing on passed ball	No
Runner leaves base	Once the ball is released by the pitcher
Bunting	Yes off player pitcher. No bunting off coach pitcher.
Infield Fly	No
Drop 3 rd Strike	No
Courtesy Runner	Pitcher, Catcher, or injured player. Runner should be the "last batted out".
Overthrow Rule	Live ball overthrow (stays in play): the ball is live and runners may advance at their own risk or until the ball is returned to the pitcher in the pitcher's circle. Dead ball overthrow (ball goes into a dugout, beyond the fence/extended fence line): Runners are awarded one base. The ruling is governed by the position of the runners when the ball left the fielder's hand.
Plays at home	Catcher should be taught to set up on the front of the plate to give the runner a clear lane to home plate. Runner should be taught to touch the back of the plate (preferably slide) to reduce collisions. Catcher may not block home plate without possession of the ball.
Umpires	Jr. Umpire at home plate
Coaches on the field	Yes – no more than 2 at a time; All coaches must be cleared by the league

10U Division

Ball Size	11" hard ball
Time limit	90 mins/ 6 innings max- complete last inning (If time expires during the visitor's at bat they get to finish their "at bat". Then the home team gets to bat if needed. If time expires during the home team's at bat and they have the lead, the game is over.)
Min/max innings per game	Min: 2 innings / Max: 6 innings
Standings Kept	Yes
Run Limit per inning	innings 1-4: 4 runs innings 5+: unlimited
Minimum players needed	7
Number of Players on Field	9 fielders Pitcher, catcher, 3 in outfield on grass (LF, CF, RF), 4 infield on dirt (1 st , 2 nd , SS, 3 rd)
Pitching Distance	35 feet
Pitching	All pitching is done by the player pitcher. The pitcher must pitch from the pitching rubber.
Player pitcher limit	2 innings max of the first 4 innings, no max thereafter; one pitch constitutes an inning
Hit by pitch	Walk
When ball is hit	Runners may advance as many bases as they want with the liability of being put out. Only time it's not live is when the ball is controlled in the pitcher circle or the umpire calls dead ball/time out.
Sliding	Yes
Stealing	Yes: One base per pitch – no stealing home
Advancing on passed ball	Yes: One base per passed ball - no advance to home
Runner leaves base	Once the ball is released by the pitcher
Bunting	Yes
Infield Fly	No
Drop 3 rd Strike	No
Courtesy Runner	Pitcher, Catcher, or injured player. Runner should be the "last batted out".
Overthrow Rule	Live ball overthrow (stays in play): the ball is live and runners may advance at their own risk or until the ball is returned to the pitcher in the pitcher's circle. Dead ball overthrow (ball goes into a dugout, beyond the fence/extended fence line): Runners are awarded one base. The ruling is governed by the position of the runners when the ball left the fielder's hand.
Plays at home	Catcher should be taught to set up on the front of the plate to give the runner a clear lane to home plate. Runner should be taught to touch the back of the plate (preferably slide) to reduce collisions. Catcher may not block home plate without possession of the ball.
Umpires	2 Jr. Umpires – home plate and field
Coaches on the field	No