



## **Standing Rules for Clinton Girls Softball**

The purpose of this policy is to ensure maximum participation of girls involved in the program.

### **Article 1: Official Participation Policy**

(A) Number of Players: U-10 and U-12: 10 players allowed on field. (UNLESS THE TEAMS ONLY HAVE 11 PLAYER THEN ALL WILL BE ALLOWED ON THE FIELD) U-8: all players on each team will be allowed in field.

(B) To start a game: U-10 and younger must have 7 players. U-12 and older must have 8 players. U8 & U10 with 7 players you will take 1 out in the 8th spot. U8, U10 & U12 with 8 players you do not have to take an out in 9th spot.

(C) A complete game is defined as follows: U-10 and younger – 5 innings. U-12 and older 6 innings. Exception: after 3 complete innings of play and the game is called because of darkness, rain curfew or any other cause. It shall be a legal game and the team ahead will be the winner.

\*Note: Games called because of rain, darkness or other reason before they become regulation shall be resumed from the point of termination.

\*Note: Games called because of rain, darkness or reasons other than time limit after they become regulation games shall revert to the score of the last completed inning.

\*Note: Once a team has mathematically reached the point that the other team cannot win the game; the game may be ended at the request of the losing coach.

(D) Time limit on games: U-8 – 1 hour. U10 – 70 mins. U-12 – 70 mins.

(E) Runs ahead limit on games: U-8 – NONE. U-10 – 15 after 3, 10 after 4. U-12 and older – 15 after 3, 10 after 5.

(F) Each Player must occupy a starting position at least every other game.

(G) Coach must play each player(s) at least two consecutive innings and bat his/her entire roster in every game.



## **Article 2: Observation and Draft Policy**

(A) Assistant coach selection must be approved by the league director prior to the draft. Every head coach and asst. coach is required to attend ACE CERTIFICATION, Background check and sign code of ethics.

(B) In preparation for DRAFT, every coach will be required to be at tryouts and rate each players relative skills and abilities according to their performance in the tryouts.

(C) The pitchers and catchers may be grouped separately to ensure every team has a pitcher and catcher. Also to ensure the teams are as equal as possible.

(D) The league director or other board member present at the draft will review player moves.

(E) Sisters: when two or more sisters are available in the same age group, all sisters will be drafted to the same team unless the parents give written notification to the CGSA Board if they elect not to play on the same team. Draft position will be determined by the rating system at observation day.

(F) Players added after the Draft: Any new player will be assigned to any team in order to balance the number of players on each team.

(G) The Draft is for age groups U8 and older. T-Ball teams will be assigned by league director.

(H) Players that were not present at draft will be blind drawn, after players that were present have been drafted.

## **Article 3: 8U Coach Pitch Rules**

(A) The team player pitcher must be within 3 feet to the left or right or rear of the pitching rubber. No player may be closer than 35 ft from the batter.

(B) A coach will pitch to his own team from within the circle when the pitch is released. Failure to do so will result in an illegal pitch.



(C) The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player. After the coach-pitcher has pitched the ball the coach-pitcher shall leave the field of play and move the bat out of the way.

\*Note: If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All base runners must return to the last base they legally occupied. If, in judgment of the umpire, a coach-pitcher unintentionally interfered with the play the ball is ruled dead and the pitch is replayed.

\*Note: The coach-pitcher shall only field the ball when it is thrown to him/her in order to put the ball back in play.

(D) All catchers must wear ALL equipment that is required. The catcher must stand in the designated safe by the home plate umpire when the pitch is being thrown to the batter.

(E) Each batter will be allowed 5 pitches to be thrown to her in which she can either strike at and miss and/or foul off or hit the ball into fair territory.

\*Note: In after five pitches a batter has not hit the ball into fair territory, she will be declared "OUT".

\*Note: If, on the fifth pitch, the ball is fouled off, the batter shall continue to bat until she either hits the ball into fair territory or swings and misses or watches the pitch.

\*Note: THERE WILL BE NO THREE STRIKES RULE.

(F) Players on base will be allowed to leave the base when the ball leaves the coach pitcher's hand. Advancement to the next base is only allowed when the ball is put into play.

(G) Lead runner rule applies. The umpire will call time once the defensive team or the offensive coach has stopped the progress of the lead runner.



(H) Max of Seven (7) runs per inning or 3 outs whichever is first. After three complete innings of play the rule can be overridden by the agreement of both head coaches and with the notification of the umpire.

(I) No New Inning will begin with 5 minutes or less on the clock, the home team will be allowed to finish the inning.

(J) Overthrow rule shall apply for all games. For any ball thrown to a base that is overthrown (or not caught by the person on base), the runners shall only be allowed to advance one base.

\*Note: All other USSSA RULES apply. (refer to USSSA Rule Book)

#### **Article 4: U10 Rules**

##### **During each Phase of U10:**

- You will be able to field 10 or 11 player depending on roster size and **MUST** bat all players on roster.
- The runner may not leave the bag before the ball leaves the pitchers hand. (penalty: runner will be warned once for leaving early thereafter she will be called OUT)
- **NO INTENTIONAL WALKS**
  - **WALK RULE:** Pitcher is allowed to walk 2 batters per inning (hit by pitch does not constitute a walk). After 2 walks per inning, if a batter receives 4 balls, a coach or designated adult pitcher will deliver pitch and assume existing count (if 4 balls 2 strikes then player is allowed one pitch only). A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. A coach pitch may be called a strike even if the batter does not swing, if it does pass through the strike zone. (i.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out)

##### **Coach Pitching**



- Coach pitch in place of a walk is to avoid excessive walks given by inexperienced pitchers and to speed the pace of the game. CGSA is doing our best to develop both offensive and defensive players.
- The coach pitcher is allowed max of 3 pitches. The coach assumes the existing count from the player pitcher and pitch must be delivered from the pitchers plate. If a coach delivers a pitch from a place other than the pitchers plate (using an underhand throwing motion), there will be a warning for the first occurrence and the pitch will be considered a no-pitch and re-played. Additional occurrences will be considered a strike. Coach pitchers will be allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field. Result, the batter is out and runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitcher's circle.
- A batted ball striking the coach pitcher while in the pitchers circle is a live ball. A coach may remove himself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (out of fair territory) you may begin coaching the batter-runner and/or runners.
- Pitcher position. The girl pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other. Once the Coach enters the game and inherits the count, the pitcher that he is coming in to assist must remain at the pitching position.
- There will be stealing allowed ONLY when the player pitcher is pitching. One base at a time. NO STEALING when the coach is pitching. NO STEALING HOME IS ALLOWED. *With the exception being on throws from the catcher behind the runner attempting a pick off or snap throw.*
- On an over thrown ball to a base the runner may only advance one base from the last base occupied.
- NO DROP 3<sup>rd</sup> advancement to 1<sup>st</sup> base strike when Coach is pitching
- Batters are NOT allowed to BUNT off coach pitching.



\*Note: All other USSSA RULES apply. (refer to USSSA Rule Book)

### **Straight Kid Pitch Rules:**

- Runners may only steal one base at a time (even in the event of an overthrow by a catcher).
- There will be NO STEALING HOME!!!!
- If the catcher over throws any base all runners may only advance one base from the last base occupied. (The ball will be deemed dead)
- There can only be 4 runs scored per inning.
- Runners MUST not leave the bag until the ball has left the pitchers hand.
- The only time a runner on 3rd base may advance home is either a hit ball, bases loaded and the batter is walked or drop 3rd strike and the catcher **attempts a throw to 1st base.**
- No New Inning will begin with 5 minutes or less on the clock, the home team will be allowed to finish the inning.

\*Note: All other USSSA RULES apply. (refer to USSSA Rule Book)

AT THE MIDWAY POINT OF U10 THE SEASON THESE RULES CAN BE RATIFIED, BASED ON COACHES AND BOARD COMPLIANCE.

### **Article 5: U12 Rules**

- 12(U) is to play by All USSSA rules.



## **Article 6: U6 Rules**

### **General Game Rules**

1. The purpose of the 6U Softball age division is to provide the girls with the basic fundamentals of softball and preparing the girls to play in the 8U division. This includes the basic mechanics of throwing, fielding and hitting, the basic concepts of how the game is played and the proper positions and positioning of the players on the field.
2. Coaches will umpire the games
3. Games will be 60 min long
4. Score will be kept.
5. No sliding. No Infield Fly Rule.
6. Bases will be 60' apart.
7. There will be 6 infielders (1st, 2nd, 3rd, Shortstop, Pitcher and a Catcher) and 5 Outfielders. A coach from the team up to bat will assist the catcher. If the teams do not want to play with a catcher because they are short on their roster for any given game, the coaches will need to address this before the game.
8. The player in the pitcher's position must be within the circle and behind the pitcher's mound.
9. Infielder's may only field balls while the ball is in the infield. Outfielders may only field balls behind the infielders.
10. A Roster can carry up to 14 players. Each player shall play in the field.
11. An inning will last until the team at bat has scored five runs or the team on defense records 3 outs, whichever comes first.
12. Softie softballs will be used for official play.



13. It is highly recommended that all players within the field wear a facemask to protect the player.

14. All batters will be required to wear a facemask equipped to the helmet.

### **Fielding Rules**

1. There can be 2 defensive coaches on the field. The coaches may provide direction to the fielders but may not physically assist the fielders.
2. Outs will be recorded.
3. Outs can be achieved by catching a fly ball, tagging a base and tagging a runner. Coaches should keep in mind the intent and spirit of the 6U age group and not allow outs by fielders making long runs to tag a base, a runner or by rolling a ball. Coaches should be coaching their players to make outs the proper way.
4. The play will be considered over when the lead runner is stopped. If a player is in between bases when the lead runner has been stopped, she may continue on to the base if she is more than half way to the base. If she is not more than half way to the next base, the base runner must return to the last base she touched.

### **Hitting Rules**

1. A player five years of age or younger may start hitting from the tee or from coach pitch. A player six years of age shall start hitting from coach pitch. Once a player starts an at bat from the tee she must use the tee for the entire at bat. (It is recommended that players start from coach pitch at the start of the season.)
2. An 8' arc will be marked out in front of home plate. Measured from the back tip of the home plate and will extend from foul line to foul line. A ball that is hit must go past this line to be considered in play.
3. A batter will get 5 swings to hit the ball. If the batter fails to put the ball into play after 5 swings the batter will be out. If the fifth swing is a foul ball, the batter will continue to bat until a ball is put in play or the batter misses the ball, whichever comes first (if the batter does not swing, it is considered a missed swing). If the





bat hits the tee (and no part of the ball), it will be considered a foul ball even if the ball rolls into play, unless this is the fifth swing which will result in an out.

4. A player five years of age or younger hitting coach pitch will get 3 pitches. If the player does not put the ball into play on 3 pitches, she will take her last 2 swings from the tee. For the first three games of the year, a player six years of age hitting coach pitch will get 3 pitches. If the player does not put the ball into play on 3 pitches, she will take her last 2 swings from the tee. Beginning on the fourth game of the year, a player six years of age hitting coach pitch will get 5 pitches and will not hit from the tee.
5. The coach-pitcher will pitch from one step in front of the circle, pitch underhand and be a coach from the team up to bat. The coach pitcher should attempt to pitch the ball with a minimal amount of arc. The coach will be responsible for placing the tee on home plate. The coach pitcher shall leave the field of play once a ball is put in play so not to interfere with the play.
6. If a batted ball hits the coach-pitcher, the play is considered dead, no pitch and the base runners return to their base. If a batted ball hits a defensive coach the ball is considered live.
7. A batter and base runner may only advance one base on a ball that does not leave the infield. If the ball reaches the outfield, the base runners and batter may advance multiple bases.
8. There is no advance on an overthrow.
9. If a base runner or hitter is put out they leave the field and return to their bench.