

South Central
Softball
League



Washington
Lindsay
Bridge Creek

Lexington
Noble
Purcell

2021 RULE BOOK

Elmore City
Wayne
Chickasha

Blanchard
Dibble
Alex

Maysville

SECTION 1 SCGSL RULES

- 1~1 SCGSL Rules are the official league rules and shall be followed as an Addendum to the **Official OKKIDS** Rulebook.
- 1~2 All hometown concession stands shall have the official SCGSL Rulebook readily available for reference. Proof of umpire certification will be made available through each town coordinator upon request.
- 1~3 League rules, scheduling information, standings and brackets are available at <http://washitavalley.org/cgi-bin/softball/>

SECTION 2 PLAYERS

- 2~1 **Eligible Players:** Open to all girls within the SCGSL member town's school district.
- 2~2 We are currently in the 2021 season. The softball "year" for SCGSL runs from August 1 to July 31. All league games scheduled after August 1 are considered 2022 events and in order to participate in them a team must be registered for 2022. In short, all the teams that were created and all rosters that were submitted for the 2021 season expired on July 31, 2021. Teams must "age up" or drop older players to stay in their Spring Age group.
- 2~3 AGE cut off dates:
6 & Under: Not to be 7 prior to January 1 of the current season "year".
8 & Under: Not to be 9 prior to January 1 of the current season "year".
10 & Under: Not to be 11 prior to January 1 of the current season "year".
12 & Under: Not to be 13 prior to January 1 of the current season "year".
This can be verified at: <http://www.ussa.com/baseball/AgeCalculator/>
- A. Select Girls Fastpitch (Youth) and the current season dates.
- B. Enter the birthdate below for results
- 2~4 **Team Limits:** There will be a limit of 17 girls on any one team.
- 2~5 **Players Pickup-Transfer:** A maximum of three (3) players may be added to the initial roster, unless hardship exists. Hardship will be decided by the Executive Committee on a case by case basis and will affect **OKKIDS State**

eligibility. After May 1st, any additional players must be approved by the Executive Committee. Any team member participating in league play not on the roster causes that team to automatically forfeit. A player may not be on two (2) rosters, and a player may not switch teams after the first scheduled league games unless approved by the Executive Committee.

- 2~6 Players are to honor the school she attends or school district as the town league team they represent. Exceptions in the case of hardship will require a release from the two (2) town coordinators involved.
- 2~7 If there is a disagreement between two (2) towns concerning a player transfer, the Executive Committee may, at its own discretion, render a decision.
- 2~8 Player hardships will be ruled on a case by case basis.

SECTION 3 COACH/TEAM REQUIREMENTS

- 3~1 **League Fees:** \$150.00 per team per Spring or Fall Season. Town Coordinators are responsible for submitting this fee to the league. **Teams may take a \$25 discount in the Spring for sanctioning with OKKIDS. This discount is for 8u, 10u, and 12u only.**
- 3~2 **Criminal Background Screening:** All Coaches (Head and Assistant Coaches) on the field or bench are mandated to have a background check prior to the first (1st) league game. This screening can be completed through a secure portal online at: <https://opportunities.averity.com/SCentralGirlsSL>
Note: Law Enforcement Officers, firefighters, currently employed grade school teachers and minors are exempt from this requirement.

As an alternative, OSBI background checks are acceptable if completed during the current calendar year. Proof of completion must be provided to the Town Coordinator and available to the executive committee upon request. Control Carry licenses will be accepted only within a year of issue date.

- 3~3 Rosters are subject to league guidelines and rules.
- 3~4 All Coaches are required to attend a League Coaches Meeting on League Rules. Times for the clinic are to be set by the League President.

3~5 The official coach or scorekeeper shall be responsible for the possession of birth certificates and shall procure such documents to be exhibited when demands for such document are shown.

3~6 **Recommended Training for Coaches to Review:**

Heads Up Concussion Training

<https://www.cdc.gov/headsup/youthsports/training/>

Heat Illness Prevention Training

<https://nfhslearn.com/courses/61140/heat-illness-prevention>

SECTION 4 FIELD DIMENSIONS

4~1 **Dimensions:**

AGE	BASE DISTANCE	PITCHERS DISTANCE
6U/8U/10U(FP)	60'	35'
12U(FP)	60'	40'

4~2 **Field Prep:**

T-Ball: 10' radius home plate arch/ 35' arch/ 6' diameter pitching circle

8U/10U: 16' diameter pitching circle/ 35' from home plate.

12U 16' diameter pitching circle/ 40' from home plate.

NOTE: ALL BASES ARE SET FOR 60'/ALL AGES

SECTION 5 GAMES

5~1 **Game and Time Limit:**

6U: 1 Hour or 5 Innings (Whichever Comes First)

8U: 1 Hour or 5 Innings (Whichever Comes First)

10U: 1 Hour/15 Min or 7 Innings (Whichever Comes First)

12U: 1 Hour/15 Min or 7 Innings (Whichever Comes First)

NOTE: The inning being played will be finished if necessary!

5~2 **Run Limit Rule:**

6U -- Only six (6) runs scored per inning by team at bat.

8U -- Only six (6) runs scored per inning by team at bat.

10U -- Only seven (7) runs scored per inning by team at bat.

12U -- Only eight (8) runs scored per inning by team at bat.

5~3 **Runs Ahead Rule:** Once the game reaches a run rule score as defined below, the game will be entered as completed and play will stop immediately. For regular season games only, gameplay may resume unofficially until official game time expires if both coaches agree after a run rule situation is reached.

6U & 8U(MP) -- 13 Runs after 3 Innings/ 7 Runs after 4 Innings for
Tournaments

10U (FP) -- 12 Runs after 3 Innings/ 10 Runs after 4 Innings/ 8 Runs after 5
Innings

12U (FP) -- 15 Runs after 3 Innings/ 12 Runs after 4 Innings/ 8 Runs after 5
Innings.

5~4 **Minimum number of players:** In Fast Pitch, a team will be allowed to play a ball game with a minimum of eight (8) players in the line-up. However, the shorted player's position in the line-up shall be an automatic out. It will be up to the shorted teams coach to place the out in the line-up at any place the coach wishes. With less than eight (8) players, the game shall be forfeited.

5~5 **Official Scorekeeper:** It is recommended that the official scorekeeper be thoroughly familiar with all procedures and duties associated with this job. Scorekeepers must exchange game cards with line-ups ten (10) minutes prior to game time.

NOTE: Home teams will provide the games official scorekeeper, and this score must be signed by the Umpire.

5~6 **Warm-up Time Between Games:** NO time will be allotted between games to take infield or work the outfield. The next game begins immediately following the end of the previous game or as soon as the field maintenance (bases and pitching rubber relocation/ chalking) are complete.

5~7 **Gate Fees** to Spring league regular season games will be set at \$3.00 for all persons Fifteen(15) and older, and \$2.00 for all persons Sixty-Five (65) and older.

Fall league regular season games (double headers) and Tournament gate fees are set at \$5.00 for all persons Fifteen (15) and older, and \$3.00 for all persons Sixty-Five (65) and older

5~8 **Coach, Player and Spectator Behavior:**

- A. **Table 1 “Ejections and Restrictions”** located at the back of this book defines offenses and punishments that shall be enforced in this league.
- B. **Persons Allowed on the Playing Field:** Only Coaches and Managers of the team playing will be allowed on the field after the game starts.
****Exception: In case of a player injury!***

Only the Head Coach shall discuss umpire decisions with the umpires.
NOTE: Violators may be ejected from the park.

- C. Coaches shall be responsible for unruly spectators of their team. The coach is responsible for removing unruly spectators from the park if necessary. After warning the coach, and giving the coach reasonable time to notify or remove the identified spectators, the umpire shall eject the coach from the game. If the coach fails to leave the park within one (1) minute, the umpire shall forfeit the game. Immediately upon first notification, the umpire should notify host officials. Host officials may also assist in removing unruly spectators without involving the coaches or umpires.
- D. Coaches or players ejected from a game for the first (1st) time shall serve a two (2) game suspension. The game that they are ejected from and the next scheduled game for the participant. If a coach is ejected after the final out of a game, the suspension is for the next two (2) scheduled games of the participant. Coaches or players ejected a second time during a season shall be deemed ineligible for all further league-sponsored activities for the remainder of the current season.
- E. Any coach or player that knowingly and willingly violates any league policy and/or rule, may be suspended for the remainder of the season and possibly part, or all of the next season. The length of the suspension will be ruled upon by the Executive Committee.

5~9 **Tie Games**

- A. Tie games will be settled by the ITB Rule*.
**** EXCEPTION: Game Suspension or Inclement Weather Conditions***
- B. ITB stands for "**International Tie Breaker.**" When a **softball** game is tied at the end of six innings, the **International Tie Breaker rule** goes

into effect. To start the inning, the visiting team places the last batter to complete an at bat in the previous inning at Second Base. Play resumes until three outs are recorded. To complete the extra inning, the home team places the last batter to complete an at bat in the previous inning at Second Base. Play will resume until 3 outs are recorded or the home team takes the lead.

- C. The ITB rule shall continue to be the tie breaker for all ages in league games and tournaments. Once the game has gone 15 minutes past the time limit, a minimum of 1 inning of ITB played and the game remains tied upon completion of the current inning, a coin flip shall determine the winner. There is no time limit for League Tournament trophy games, regular season tie breakers or championship games.

5~10 **Rainouts and Suspended Games**

- A. All Ages – 3 Innings constitutes a complete game.
- B. **Notification will be made a minimum of two (2) hours prior to game time of the teams involved.** If games are rained out before the two (2) hour minimum, the visiting town's coordinator will be notified as soon as possible by the home town coordinator. Also, if the regular scheduled umpires show for the game/games, they should be paid a minimum fee of \$30.00. Town Official/Umpire judgment will determine suspended games.
- C. **Rescheduling Rainouts:** Rainouts will be rescheduled by the town coordinators involved. The Home Town Coordinator is responsible for scheduling ALL rainouts. Rainouts not rescheduled will be rescheduled on one Saturday, which shall be designated by the Executive Committee. The chief umpire will be notified as soon as the game dates have been set by the home town coordinator. In case of rainouts, all scheduled games are to be played before makeup games unless teams and coaches agree otherwise. Rainouts must be brought to the attention of the League President to help with rescheduling. Rescheduled games must also be brought to the attention of the Umpire-In-Chief.
- D. In the event of a rainout, 3 innings constitutes a complete game at all age levels. The score from the last completed inning will be the final score. If the game remains tied after the previous completed inning or the game

doesn't make it to three innings, the game will be stricken and replayed in its entirety at a later date.

E. Late Game Play: All League games including tournaments are to be scheduled to begin play prior 9:00 pm. Late games are permitted as long as the involved coaches, umpires and the host town agree to play.

5~11 **Sportsmanship & Conduct:** All coaches and managers, fans and players will conduct themselves in a sportsmanlike manner. Unnecessary rough or unsafe activities WILL NOT be tolerated on ANY park premises. Table 1 "Ejections and Restrictions" located at the back of this book defines offenses and punishments that shall be enforced in this league.

5~12 The use of alcohol (Beer or Liquor), Medical Marijuana products, Tobacco products and vapes WILL NOT be tolerated on ANY park premises.

5~13 Foul language is not permissible!

5~14 Verbal threats are not permissible!

5~15 Batting: 6U (T-Ball) & 8U (MP) – All players bat.
10U & 12U – Coaches Choice (Must notify Umpire and Opposing teams Score Keeper of any offensive and/or defensive substitutions.

SECTION 5 UMPIRES

6~1 Umpires shall be registered by either USSSA, ASA or OSSAA. Umpires shall be required to attend the League Umpire Meeting/Clinic or be certified prior to umpiring any league games. The Instructor and/or the Umpire-In-Chief shall be reimbursed for instructing the League Umpires Meeting/Clinic; to be determined by the Executive Committee.

6~2 It is acceptable for umpires to umpire in their home towns.

6~3 Umpires are required to wear an Official Umpire Uniform or alternative as determined by the league UIC. The league may use special uniforms for its umpires. This would be determined prior to each year by the Umpire-In-Chief. (T-shirts)

6~4 Two (2) Umpires are required for each 10U & 12U games. If there are no

league approved umpires available within ten minutes after scheduled game time, then both coaches would have the option to treat the game as a rain-out. This game would be rescheduled later. However, if both coaches agree to use a spectator, the game becomes a legal game. If either coach wishes to reschedule prior to gameplay, THE GAME MUST NOT BE PLAYED. (If a spectator is used, they will be paid a minimum of \$20.00 per game. If only one umpire is used, they will be paid one and half (1 ½) time the fee (ROUND UP).

- 6~5 Hosting town Coordinators are responsible for having umpires scheduled and trained as required by this rule book. Hosting town Coordinators are responsible for reschedules for all Umpires.
- 6~6 League Umpire-In-Chief organizes training for league umpires.
- 6~7 League Umpire-In-Chief is responsible to ensure that all League Umpires are Certified, either OSSAA, ASA or USSSA.
- 6~8 UIC is also responsible to insure that League Umpires conduct themselves, both ethically and professionally. Violations will be reported to the Executive Committee.
- 6~9 6U (TBall) Umpires will be paid at least \$25.00 per game.
- 6~10 8U (MP) Umpires will be paid at least \$30.00 per game.
- 6~11 10U, 12U (FP) Plate Umpires with less than 2 years' experience will be paid at least \$30.00 per game. Plate Umpires with more than 2 years' experience will be paid at least \$35.00 per game. Field umpires will be paid \$25.00 per game.
- 6~12 All Umpires will be paid for a minimum of 2 games unless otherwise agreed.

SECTION 7 UNIFORMS AND EQUIPMENT

- 7~1 Uniforms will comply with SCGSL Rules and are subject to approval by the Executive Committee. Town Coordinators shall be responsible for their represented teams.
- 7~2 The Executive Committee shall establish each year the last date for teams

who are waiting on uniforms to be given a grace period. It is recommended that this be by the end of the 2nd week of the season. The league president shall be notified of the cut-off date and/or any exemptions.

7~3 All offensive players must wear helmets while batting, on deck and while running bases. They must have a chin strap and a facemask. ASA/NOCSAE or USSSA Certified are recommended. Facemasks are now required as follows:

Tball & 8U – All infielders must wear facemasks. (A batting helmet may be substituted if a mask is unavailable.)

10U & 12U - Infielders within 40' of home plate (including pitchers) must wear facemasks. Any player that intends to crash on a bunt play is required to wear a facemask. If a facemask is unavailable, batting helmets may be substituted.

7~4 **NO jewelry!**

7~5 **Balls:**

11"/.47 core game ball for 6U (T-Ball), 8U (MP) and 10U (FP).

12"/.44 core game ball for 12U (FP)

7~6 **BATS:**

USSSA or ASA certified Fastpitch Softball bats only.

NOTE: OKKIDS State Tournament is ASA Bat Rules Only!

SECTION 8 FORFEIT FEES

8~1 If for any reason a team fails to be at the ballpark for a scheduled game within ten (10) minutes after official game time, the game shall be forfeited. Town Coordinators will be responsible for a forfeit fee of \$50.00 per no show team. This money will be used to pay the Umpires for all games scheduled. The Executive Committee may set aside a forfeit if the forfeit was due to a scheduling mistake, including all League tournaments. Teams failing to participate in League Sponsored Tournaments will pay a \$100.00 forfeit fee.

*** Each Town shall pay \$150.00 bond(Insurance) to be used, if necessary, to cover 1 Regularly Scheduled game and 1 Tournament Game***

SECTION 9 EXECUTIVE COMMITTEE

- 9~1 The League Executive Committee shall consist of the Town Coordinators. Each town shall have one (1) vote on ALL SCGSL matters. The League President shall have the tie breaking vote when the result is a tie.
- 9~2 Officers of the SCGSL shall be elected by the committee each year. The President of the SCGSL shall change each year. Elections will be held by the Executive Committee before the Fall Season begins August 1st.
- 9~3 Officers of the SCGSL include President, Vice President, Secretary, Treasurer and Umpire in Chief.

SECTION 10 PROTEST RULE

- 10~1 **There can be NO protest on a judgment call.** If a coach or manager wishes to protest they may, but only on interpretation of the rules. To do so, the coach must place \$50.00 in the Umpire's hand and declare a protest before the next pitched ball. The protester then has 24 hours in which to notify the League President in writing. The League Executive Committee will render a decision within 72 hours. The League Executive Committee decision is final. All pertinent information relating to the protest will be gathered by the Executive Committee. It is neither necessary, nor required, for the involved parties to be present. If the decision is in favor of the protestor, the \$50.00 will be refunded. If not, it will go to the host town at league discretion to cover any expenses from the protest.
- 10~2 In the case of a game protest, the involved Town Coordinators are eligible to vote. The League President holds the tie breaker vote in the case of a tie.
- 10~3 In the event of a roster protest, the game will continue and the protest will be handled by giving the players name(s), uniform numbers and \$50.00 to the home plate Umpire, which will then give it to the host town coordinator to submit to the league. The League President will rule on the protest. If the protest is ruled in favor of the protestor, the \$50.00 will be refunded, the game will be forfeited and all prior games that the illegal player(s) has/have participated in will be forfeited.

SECTION 11 SEASON/LEAGUE TOURNAMENTS

11~1 **SEASON:**

- A. All teams in all age groups will play approximately fourteen (14) regular season games and be guaranteed two (2) League Tournament games.
- B. The Executive Committee shall determine how many places will be awarded for each division during the regular season each year, based upon the number of teams entered in that division. Regular season placing will be determined by the League President following the rules outlined in this rule book.
- C. The League furnishes regular season trophies. 1st, 2nd and 3rd place trophies are given for all age brackets. Participation trophies shall only be given to 6U (T-Ball) at the Executive Committees discretion.

11~2 All teams are required to play in the League Preseason and Post Season Tournaments when held. Teams will be seeded randomly or by pool play in the Preseason Tournaments, and based on the final season standings in the Post Season Tournaments.

11~3 In case of a tie for the Season League Championship, the tie-breaker will be the head-to-head outcome between the two teams involved. If the two teams split their meetings, there will be a one game playoff on a neutral field. These games will not be played on Wednesdays or Sundays. The League President will determine host towns. Umpires will be hired and paid by the host town. The League President will set the date, time, and sites of all playoff games.

If a playoff game cannot be scheduled, it will be settled using head-to-head outcome between the two teams involved. If the two teams split their meetings, then run differential will determine the finishing position for the season placing and the higher seed in the post-season tournament.

Lowest points allowed between the tied teams will be used if there is still a tie.

Coin flip will be fourth criteria if necessary.

When more than two teams are tied for first, second and third place in any

league, run differential between teams that are tied will be used to break the tie. Only games between the tied teams will be considered. A maximum of 13 runs can be gained/loss in any single matchup. The team with the lowest point differential total will be the lowest seed. This process continues until there are only 2 teams left and then the steps above will determine the final placing.

11~4 ***Tournament Seeding:***

Unseeded Tournaments/Pool Play: Coin toss to determine home team

Seeded Tournaments: Top remaining seed or unbeaten team (when applicable) will determine home team.

11~5 Balls: Town Coordinators will furnish game balls for the Fall Season and Tournament.

Host sites will furnish game balls for the Spring Season and Tournaments.

11~6 Gate Fees to League Tournaments will be set at \$5.00 for all persons fifteen (15) years of age and older and \$3.00 for all persons Sixty-Five (65) and older

11~7 League Tournament Trophies will be chosen by the Executive Committee and purchased by the League President.

A. In the End of Season Tournament, if over 12 teams participate, 4th place receives individual medallions in their age group.

B. League will furnish trophies for 1st, 2nd and 3rd place in each age group.

11~8 All League Tournaments will played strictly by League Rules.

11~9 ***Protest during Tournament Games:***

A. There can be NO protest on a judgment call. If a coach or manager wishes to protest they may, but only on interpretation of rules. To do so, the coach must place \$50.00 in the Umpires hand and declare a protest before the next pitched ball. The game must be stopped and NO FURTHER PLAY ALLOWED UNTIL A DECISION BY THE LEAGUE UMPIRE IN CHIEF OR (IF UIC IS UNAVAILABLE) A

PROTEST COMMITTEE IS RENDERED. If the decision is in the favor of the protestor, the \$50.00 will be refunded. If not, it will go into the Host Town's General Fund. The decision of the committee is final.

- B. Protest Committee—In the event that the UIC is unavailable, prior to a tournament, the Tournament Director must establish a protest committee consisting of five (5) persons, of which any three (3) shall hear a protest, applying League Rules in order to rule on the protest. Two (2) Votes shall be necessary to rule on the protest. Members of the Committee who are involved in the game in any substantial way should disqualify themselves from the committee. If the protest committee is not established in advance of the protest, then the Tournament Director shall use the following procedure to convene a protest committee:

The tournament director shall construct a three (3) member board consisting of available people on the park premises who are not directly involved in the game. Selection of these persons should come from the following sources, if available, in this order:

- 1) Town/Tournament Umpire-In-Chief
- 2) Tournament Director
- 3) League Umpire-In-Chief
- 4) Adult South Central Umpires and/or (2) fans (that in the judgment of the Tournament Director could serve impartially). Only if a three (3) member committee CANNOT be formed should the Tournament Director try to call in persons from other sites to help convene the committee. Executive Committee members neutral to the game and present can be used. Coaches, as long as they are not involved in the game in question, can be used.

- 11~10 Preseason and Post Season Tournament dates will be chosen by the SCGSL League President, with consideration from all Town Coordinators.
- 11~11 Pre and Post Season Tournaments that are not completed during their scheduled weekend will be made up the following weekend.

SECTION 12 GAME SCORES

- 12~1 Town coordinators will be responsible for reporting scores. If a town coordinator does not enter their teams score, league placement and post season tournament seeding could be affected.
- 12~2 Tournament Selection order will take place at a meeting of the Executive Committee. The meeting will be scheduled by the League President. Town coordinators must be present in order to select a tourney. If not present, the town forfeits their choice. Tournament selection will be by blind draw, with teams excluded from the chance of hosting by draw get first selections the following year.
- 12~3 The home team shall report the Official Game Score.

SECTION 13 T-BALL RULES

13~1 **Ball:** 11-inch USSSA or ASA approved ball, optic yellow in color with a maximum compression of 375# and a COR rating of 47 will be used.

13~2 **Field Setup:**

- A. The pitching distance will be at 35 feet and base distance will be 60 feet.
- B. The pitching circle is 6 feet in diameter (side to side) and 3 feet in radius (center to edge) with center of the circle at the center of the pitching rubber.
- C. The batting circle (catcher's arc) is ten (10) feet from the point of home plate between First and Third Base. Batters Boxes must be chalked.
- D. There must be a Restraining Arc, marked from the 1st base line to the 3rd base line thirty-five (35) feet from the point of home plate. This allows infielders to be positioned prior to contact.

NOTE: THESE MUST BE CHALKED, NO EXCEPTIONS

13~3 **Innings:** A regulation game shall be five (5) innings. In the case of weather or suspension

The Tie breaker Procedure will be used in the 6th inning or in any inning

that begins after time has expired.

13~4 **Time Limits:** League games shall have a 60 minute time limit.

Tournament games shall have a 60 minute time limit, with no new innings after 55 minutes.

If pool play is used, games can end in a tie during pool play.

Games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.

NOTE: See Section 5~9

13~5 **Runs per Inning:** A maximum of 6 runs can be scored each inning for each team.

13~6 **Runs Ahead Rule:** The Runs Ahead Rule applies to all league games.
6U - 13 Runs after 3 Innings/ 7 Runs after 4 Innings

Once the game reaches a run rule score as defined, the game will be entered as completed and play will stop immediately.

Note: Regular season games gameplay may resume unofficially until official game time expires if both coaches agree after a run rule situation is reached. This does not apply to league tournaments.

13~7 **Outs:** If a batter gets forced/tagged out at any base the batter will be called out and will go back to the dugout. If a player catches a fly ball, the batter is out and will not advance to first base.

13~8 **Offensive Lineup: Offensive Lineup:** All roster players present at the game shall bat in order whether playing defensively or not. An automatic out will be taken if only eight (8) batters. If a player becomes injured and no longer can participate in the game, then the player can be removed from the batting lineup without penalty. The spot in the batting order will be skipped with no out recorded. This player CANNOT return on offense or defense in that game.

13~9 **Defensive Positions:** The defensive team must have a minimum of eight (8) and may have a maximum of ten (10) players in the field.

- A. Defensive players must remain behind the pitchers plate line extended until the batter has hit the ball.
 - B. The designated “pitcher” must stay within the pitcher’s circle until the ball is hit and are required to keep one foot on the 35’ Pitching Rubber until contact with the ball has been made.
 - C. All Defensive Players in the infield must wear helmet with face mask or game face protective gear. All Defensive players are encouraged to wear helmet with face mask or game face protective gear.
 - D. Six fielders including the catcher must be in the infield. The rest must be in the outfield. The outfield is defined as at least 10 feet outside of the base lines in fair territory.
 - E. Catchers must wear protective gear including chest protector and helmet.
 - F. If a player becomes injured and no longer can participate in the game, then the player can be removed from the batting lineup without penalty. This player CANNOT return on offense or defense in that game. Otherwise, players may be substituted in the field freely.
- 13~10 Teams are responsible for bringing their own tees to league games and tournaments.
- 13~11 **Offensive:** The batter will be allowed **three (3) swings**. If the batter misses the ball it will be counted as a swing. If the ball goes foul, or the ball does not go over the 10’ Tee Arc, this will be considered a swing. If the batter fouls a third (3) strike the batter will be called out.
- A. The Batting Tee will be placed where the ball is over the center of the plate. Positioning is not considered adjustable.
 - B. Bunting is NOT allowed.
 - C. If the batter fouls a third (3) strike the batter will be called out.
 - D. The batter cannot swing until the umpire gives permission. The coach may make adjustments to the tee between swings, if necessary.

- E. If a player throws a bat, the offending team will get one warning. If it happens again, the subsequent players who commit the violations will be called out.
- F. All offensive players must wear NOCSAE Batter/batting helmets with face mask & chin straps while on the playing field.
- G. Only two players are allowed out of the dugout while a team is at bat, the player batting and the player on deck. Both players must wear a batting helmet with faceguard and chinstrap. All other players are to remain on the bench in dugout.

13~12 There is *no infield fly rule*.

13~13 A runner may not leave a base until the ball is hit off the “T”. Penalty for leaving early; runner will be called out...

13~14 On a hit ball, there is no limit on bases allowed. There is *No “Overthrow” rule*.

13~15 *Stealing*: A runner may not steal. A runner may not leave a base until the ball is hit off the “T”. Penalty for leaving early; runner will be called out.

13~16 *Time will be called* when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the pitcher with at least foot inside the pitcher’s circle.

If a runner is more than half way to the next base when time is called, the runner will be awarded the next base.

13~17 *All players will play defense (30%/game)*

13~18 *Additional Coaches*: In addition to base coaches, other coaches are allowed on the field of play.

- A. The “Tee-Coach” may provide assistance to the batter prior to the Umpire placing the ball on the “T”. Thereafter the coach must not assist the batter/runners vocally or with hand gestures. The “Tee Coach” will then be responsible for removing the tee and bat from the baseline. Failure to remove the tee from home plate or interfering with the play at home will

- result in the runner coming home being called out.
- B. One coach will be allowed to stand in the on-deck circle while on defense. No other defensive coaches will be allowed on the field.
 - C. There is to be no more than one manager and two coaches on the field and one coach or parent in the dugout during the game. All other parents and scorekeepers must be behind the fence. All other players must remain on bench during game, except to leave to use bathroom.

SECTION 14 8U (Coach Pitch)

14~1 **Ball:** 11-inch USSSA or ASA approved ball, optic yellow in color with a maximum compression of 375# and a COR rating of 47 will be used.

14~2 **Field Setup:**

- A. The pitching distance will be at 35 feet and base distance will be 60 feet.
- B. The pitching circle is 16 feet in diameter (side to side) and 8 feet in radius (center to edge) with center of the circle at the center of the pitching rubber.
- C. 1' hash mark on each side of the pitching circle and 35' on base lines

NOTE: THESE MUST BE CHALKED, NO EXCEPTIONS

14~3 **Innings:** A regulation game shall be five (5) innings for League play.

The Tie breaker Procedure will be used in the 6th inning or in any inning that begins after time has expired.

NOTE: See Section 5~9

14~4 **Time Limits:**

League games shall have a 60 minute time limit.

Tournament games shall have a 60 minute time limit, with no new innings after 55 minutes.

If pool play is used, games can end in a tie during pool play.

Bracket games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.

14~5 **Runs per Inning:** A maximum of 6 runs can be scored each inning by each team.

14~6 **Runs Ahead Rule:** The Runs Ahead Rule applies to all league games.
8U - 13 Runs after 3 Innings/ 7 Runs after 4 Innings

Once the game reaches a run rule score as defined, the game will be entered as completed and play will stop immediately.

Note: Regular season games gameplay may resume unofficially until official game time expires if both coaches agree after a run rule situation is reached. This does not apply to league tournaments.

14~7 **Outs:** If a batter gets forced/tagged out at any base the batter will be called out and will go back to the dugout. If a player catches a fly ball, the batter is out and will not advance to first base.

14~8 **Offensive Lineup:** All roster players present at the game shall bat in order whether playing defensively or not. An automatic out will be taken if only eight (8) batters. If a player becomes injured and no longer can participate in the game, then the player can be removed from the batting lineup without penalty. The spot in the batting order will be skipped with no out recorded. This player CANNOT return on offense or defense in that game.

14~9 **Defensive Positions:** The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field, but no more than six (6), including the catcher, can be positioned inside the infield baselines. Outfielders must be behind the base lines until the ball is hit.

NOTE: The use of a DP/Flex or DH is not allowed. All players listed on the lineup card will hit.

D. At the start of the pitch, one player shall be in the pitcher's position on either side of the pitching coach behind the rubber and hash marks inside the 16 foot diameter circle. The pitcher cannot leave their position until

the ball is released by the pitching coach.

- E. Infielders shall remain behind the 35' marks until the ball has exited the pitchers hand, unless the batter shows bunt. Then the 1st Base and 3rd Base fielders may crash home plate.
 - C. All Defensive Players in the infield must wear helmet with face mask or game face protective gear. All Defensive players are encouraged to wear helmet with face mask or game face protective gear.
 - D. Six fielders including the catcher must be in the infield. The rest must be in the outfield. The outfield is defined as at least 10 feet outside of the base lines in fair territory.
 - E. Catchers must wear full protective gear.
 - F. If a player becomes injured and no longer can participate in the game, then the player can be removed from the batting lineup without penalty. This player CANNOT return on offense or defense in that game. Otherwise, players may be substituted in the field freely.
- 14~10 **Batting:** The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit (not bunted) foul the batter will remain at bat as long as they continue to foul off pitches.

Bunting shall be permitted with the following provisions:

- A. Slashing is not allowed. A batter CANNOT square to bunt, pull back, and then either hit or bunt the ball. If the batter does this she will be called out. No runners advance. A bunt that is fouled on the third strike or fifth pitch results in the batter being out.
- B. The batter is out on a third strike whether caught or uncaught. There is no Drop 3rd Strike Rule. Players must hit the ball to advance to 1st base.
- C. If a player throws a bat, the offending team will get one warning. If it happens again, the subsequent players who commit the violations will be called out.

D. There shall be no Base on Balls (walk) awarded.

E. Batters hit by a pitch will not be awarded 1st base.

14~11 **The infield fly rule is not in effect.** The ball remains "live" with all runners in jeopardy of being put out or advancing.

14~12 A runner may not leave a base until the ball leaves the pitcher's hand. Penalty for leaving early; runner will be called out, no pitch is called.

14~13 Stealing: Stealing is allowed with the following provisions

A. Runner may steal upon ball exiting the pitchers hand. The pitch must be called strike and catchable as deemed by the umpire. The provisions for being catchable are pitches must be between the inside lines of the batters boxes, of consistent speed and height of the pitching. The catcher must be able to catch the ball with reasonable effort. If the pitch goes in the dirt before the plate distance or is deemed as uncatchable the ball is considered dead. Pitch counts continue and the runner/runners must return back to the original base. A runner may steal as explained below:

B. A runner on 1st or 2nd can advance/steal only one base per pitch even in the event of an overthrow in live ball territory. If they advance more than one, they are liable to be put out. At end of play if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base.

C. A runner cannot steal home. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base.

D. Awarded bases will apply to all runners. This includes an overthrow into dead ball territory.

E. Runners can only score on:

a. A batted ball

b. An awarded base when the ball goes out of play to include a pitch that

goes out of play.

- 14~14 **Time will be called** when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the pitcher (player) inside the circle.

If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely.

The defensive team may have a maximum of 3 defensive conferences per game.

- 14~15 **Additional Coaches:** In addition to base coaches, only the pitching coach in the pitcher's circle is allowed on the field of play.

A. The pitching coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time.

B. The pitching coach may not make dead ball appeals.

- 14~16 After a batter hits the ball, the pitching coach shall either exit the field or make an attempt to duck or crouch inside the pitching circle away from the play using reasonable effort.

A. If in the umpire's judgment, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead. If in the umpire's judgment, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.

***NOTE:** A Coach may be restricted to the bench or ejected for repeated violations of these rules.*

- 14~17 A batted ball that hits the pitching coach shall be ruled a no pitch. The batter will return to the plate and will be replayed with the previous count.

- 14~18 **Pitching Rules** - the pitching coach shall adhere to the following rules:

A. Distance for center of the pitching rubber shall be thirty five (35) feet.

B. Pitch must be underhand style beginning with the front foot making contact with the rubber.

14~20 **Batting helmets** with chin straps and face masks for the Batter, on deck batter and all base runners, must be used.

14~21 **Additional Coaches:** In addition to base coaches, other coaches are allowed on the field of play.

A. The “Batting Coach” may give assistance to the batter prior to the each pitch. The coach may assist the batter vocally or with hand gestures.

B. One coach will be allowed to stand near the dugout while on defense. No other defensive coaches will be allowed on the field. Should a coach move outside this area, the umpire may restrict him/her to the dugout. If subsequent coaches violate this rule, the umpire may prevent any defensive coaches from being outside the dugout. If a live ball strikes anyone or any equipment out of the dugout, bases will be awarded by the umpire.

C. There is to be no more than one manager and two coaches on the field and one coach or parent in the dugout during the game. All other parents and scorekeepers must be behind the fence. All other players must remain on bench during game, except to leave to use bathroom.

14~22 When batting, a runner who becomes injured while running the bases may be temporarily replaced by the last offensive player put out. If there haven’t been any players put out in the game, the last player to score must be used. If no runs have been scored in the game, the last player listed on the batting order must be used.

14~23 **20 Second Pitch Clock:** The 20-second time limit (or clock) starts when the coach/pitcher receives the ball. If a coach/pitcher violates the 20-second rule he or she shall be warned by the umpire. After a coach/pitcher is warned, and they continue to violate the rule, a strike will be awarded for each violation. There is one warning per coach/pitcher.

Section 15 10U (FP) & 12U (FP)

15~1 **Ball:**

10U – 11-inch USSSA or ASA approved Fast Pitch Ball, Genuine Leather, optic yellow in color with a maximum compression of 375# and a COR rating of 47 will be used.

12U – 12-inch NFHSA approved Fast Pitch Ball, Genuine Leather, optic yellow in color with a maximum compression of 375#, Poly Core with a rating of 47 will be used.

15~2 **Field Setup:**

10U – The pitching distance will be at 35 feet.

12U – The pitching distance will be at 40 feet.

A. The base distance will be 60 feet.

B. The pitching circle is 16 feet in diameter (side to side) and 8 feet in radius (center to edge) with center of the circle at the center of the pitching rubber.

NOTE: THESE MUST BE CHALKED, NO EXCEPTIONS

15~3 **Innings and Time Limits:** A regulation game shall be Seven (7) innings for League play.

The Tie breaker Procedure will be used in the 8th inning or in any inning that begins after time has expired.

NOTE: See Section 5~9

15~4 **Time Limits:**

10U 1 Hour/15 Min or 7 Innings (Whichever Comes First)

12U 1 Hour/15 Min or 7 Innings (Whichever Comes First)

Tournaments:

No New Inning after 1 Hour/10 Min

NOTE: 3 innings constitutes a complete game in the event of weather or suspension. The score at the end of the last completed inning will be counted as the final score.

Bracket games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.

15~5 **Runs Ahead Rule:** The Runs Ahead Rule applies to all league games.

10U 12 Runs after 3 Innings/ 10 Runs after 4 Innings/ 8 Runs after 5 Innings

12U 15 Runs after 3 Innings/ 12 Runs after 4 Innings/ 8 Runs after 5 Innings.

Once the game reaches a run rule score as defined, the game will be entered as completed and play will stop immediately.

Note: Regular season games gameplay may resume unofficially until official game time expires if both coaches agree after a run rule situation is reached. This does not apply to league tournaments.

15~6 **Run Limits:**

10U Only seven (7) runs scored per inning by team at bat.

12U Only eight (8) runs scored per inning by team at bat.

15~7 **Batting:**

A. Bunting and slap bunting are allowed.

NOTE: 10U Slashing is not allowed.

B. If a player throws a bat, the offending team will get one warning. If it happens again, the subsequent players who commit the violations will be called out.

C. **Infield Fly Rule is in effect.**

D. On a dropped third strike, the batter can advance provided that 1st base is unoccupied with less than 2 outs. If there are two outs, the batter can advance even if 1st base is occupied.

E. All batters shall be required to warm-up in designated on deck circles or behind the batter, whichever is safest. The batter shall utilize the safest

available circle.

15~8 **Base Running:**

- A. Runners are allowed to steal any base at any time. Runners can advance if the catcher overthrows the base.
- B. Runners can steal home on a wild pitch or passed ball.
- C. Base runners may not lead off and must stay on the base until the ball leaves the pitchers hands. If a runner leaves early, they will be called out.
- D. When there is a play at any base the runner must either slide or avoid contact by stepping around the defensive player. It is not mandatory that a base runner must slide. However, the runner will be called out if in the opinion of the umpire the runner intentionally collides with the defensive player.
- E. The ball is considered live on throws back to the pitcher.

15~9 **LINEUP:** Your lineup should be turned in 10 minutes prior to game time. A copy should be given to the Plate Umpire and the opposing team's scorekeeper.

NOTE: *ALL ROSTER PLAYERS SHOULD BE LISTED ON YOUR LINEUP*

15~10 **COACHES DECISION.** Batting lineup is determined by the head coach prior to the game, and made official on lineup card. Coaches can bat all roster players. Coaches can bat 9 players, and then substitute, only after the original 9 player lineup has batted once through. However, if a player's name is not listed on your lineup as a substitute, they cannot be substituted in. When a player is substituted, the Plate Umpire and the opposing team's scorekeeper should be notified. If they are not notified prior to the player entering the batters' box, then the player will be declared out for batting out of turn. No outs will be taken for players leaving the batting order for injury. Simply skip that batter and continue the lineup. However, players leaving the batting order for injury or illness may not re-enter the batting order. Players arriving late cannot be substituted if their name is not on the lineup, and the lineup has batted once

through. Otherwise, players may be substituted in the field freely.

15~11 **Pitching:** A legal pitch shall conform to the following:

A. Prior to the pitch, the pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The hands must be apart. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball, and the pitcher may not simulate pitching with or without the ball when near the pitcher's plate.

B. Preliminary to pitching, the pitcher must take a position with the ball in the glove or pitching hand, with the hands separated.

C. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.

D. After completing "C" above, the pitcher shall bring the hands together in front of the body for not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
NOTE: Before the pitch starts, the pitcher may remove them self from the pitching position by stepping back from the pitcher's plate with both feet (either foot may be removed first) or by requesting time.

E. The Pitch:

1. The pitch begins and cannot be discontinued when the hands are separated once they have been placed together.

2. Any step back with the non-pivot foot must begin before the start of the pitch (15~11.E.1). Once the pitch has started (the hands separate), the pitcher shall take not more than one step which must be forward, toward the batter and simultaneous with the delivery.

EXCEPTION: When removing self from the pitcher's position

NOTE: "Toward" is interpreted as within or partially within the 24- inch length of the pitcher's plate.

3. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as

long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTE 1: It is not a step if the pitcher slides their foot in any direction on the pitcher's plate, provided contact is maintained.

NOTE 2: Techniques such as the "crow hop" and "the leap" are illegal.

NOTE 3: If a hole has been created in front of the pitcher's plate, the pivot foot may be no higher than the level plane of the ground.

F. A Legal Delivery - shall be a pitched ball that is delivered to the batter with an underhand motion.

1. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
2. The hand shall be below the hip and the wrist not farther from the body than the elbow.
3. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
4. The pitch is completed with a step toward the batter.

G. THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:

1. No motion to pitch is made without immediately delivering the ball to the batter.
2. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
3. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
4. The pitcher does not make more than one and one half revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.

5. The pitcher does not continue to wind up after taking the forward step or after the ball is released.

NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

H. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that the Umpire judges to be distracting. If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a nonglare surface.

I. Foreign Substance on the ball/Items on pitcher. The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.

1. Under the supervision and control of the Umpire, the pitcher may use following items to dry the hand which is in contact with the ball: dirt (but not chalk), powdered resin, or an approved drying agent. When using these items, the pitcher is not required to wipe the hand prior to contacting the ball; when using any other substance, the pitcher must wipe the pitching hand prior to contacting the ball. No tacky or sticky substances can be used as a substitute for a powdered drying agent. No other player or team personnel shall apply moisture or a foreign substance to the ball nor do anything to deface the ball.

2. The pitcher's fingers, hand, wrist, forearm or elbow may be taped for injury, providing such tape is a neutral color.

EFFECT Sec 15~13 A – I – Illegal Pitch

J. The pitcher shall not deliberately drop, roll, bounce, etc, the ball while in the pitching position in order to prevent the batter from striking it.

PENALTY: The ball is dead at the end of playing action. The batter is awarded a ball which may be declined by the offensive coach.

FIRST OFFENSE is a team warning.

SECOND OFFENSE and any subsequent violation the offender is restricted to the bench for the remainder of the game and their current head coach shall be ejected.

K. Once the ball has been returned to the pitcher to prepare for the next pitch or

the Umpire says “play”, the pitcher has 20 seconds to release the next pitch.
PENALTY: *Dead ball; a ball on the batter*

- L. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than five practice pitches (or throws) to the catcher, or some other teammate. For excessive warm-up pitches (or throws), a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.
EXCEPTION: *This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities. A pitcher returning to pitch in the same half-inning shall not be allowed warm-up pitches.*
- M. If the ball slips from the pitcher’s hand during the back swing or forward motion, a ball is called on the batter. In either case, the ball remains in play and runners may advance at their own risk.

15~12 Catching and Defensive Positioning

- A. A catcher shall be inside the lines of the catcher’s box and all other defensive players positioned in fair territory when the pitcher takes their position to pitch and when the pitch is released.
PENALTY: *An illegal pitch is called.*
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher, or to play on a base runner.
PENALTY: *The batter is awarded a ball.*
EXCEPTION: *Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter.*
- C. A fielder shall not take a position in the batter’s line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.
EFFECT: *The offending player shall be ejected from the game.*

15~13 Illegal Pitch - An illegal pitch is a pitch that violates the pitching rule or is an effect for a rules violation. When an illegal pitch occurs, it shall be called immediately by the plate or base umpire. If an illegal pitch occurs but the pitch is not released, it is a dead ball. If the pitch is released, the umpire calls

“illegal” loud enough nearby players to hear. Simultaneously, the Umpire gives the delayed dead-ball signal and waits to suspend play until the play has been completed. Failure of players to hear the call shall not void the call.

- A. *Effect: The pitch is declared a ball.*
- B. If the batter reaches first base safely and all other runners advance at least one base, the play stands, and the illegal pitch is canceled. No option is given.
- C. If the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the offensive team has the option of taking the result of the play or accepting the effect for an illegal pitch.
- D. If a batter is hit by an illegal pitch not swung at, the batter is awarded first base, and other base runners advance one base, only if forced.
- E. If ball four is an illegal pitch, the batter is awarded first base, and other base runners advance one base, only if forced.
- F. The Umpire who called the illegal pitch shall explain the violation to the coach if requested.

15~14 **No Pitch** shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base too soon.
- C. The pitcher attempts a quick return of the ball before the batter is in position or is off balance as a result of a previous pitch.
- D. The pitcher pitches before a runner has retouched their base after being legitimately off that base.
- E. A player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. The Umpire shall penalize the offending team.
EFFECT- A-E: The ball is dead, and all subsequent action on that pitch is

canceled.

15~15 **Defensive Positions:**

- A. Six fielders including the catcher must be in the infield. The rest must be in the outfield. The outfield is defined as at least 10 feet outside of the base lines in fair territory.
- B. All Defensive Players within 40' of home plate including the Pitcher must wear helmet with face mask or game face protective gear. Any player that intends to crash on a bunt or slash play is required to wear a facemask. All Defensive players are encouraged to wear helmet with face mask or game face protective gear.
- C. Catchers must wear full protective gear.
- D. If a player becomes injured and no longer can participate in the game, then the player can be removed from the batting lineup without penalty. This player CANNOT return on offense or defense in that game. Otherwise, players may be substituted in the field freely.
- E. The defensive team may have a maximum of 3 defensive conferences per game.

15~16 **20-SECOND PITCH CLOCK LIMIT:** The 20-second time limit (or clock) starts when the pitcher receives the ball and stops when the pitcher begins to pitch. If a pitcher violates the 20-second rule, she will be warned by the umpire. After a pitcher is warned, if she continues to violate the rule, a ball will be awarded for each violation. There is one warning per pitcher.

A pitcher stepping off the rubber does not stop the time limit (or clock) unless the umpire grants the pitcher time.

The time (or clock) is paused for the pitcher to reach the mound area if the pitcher is out of the 16-foot circle for the purpose of making or backing up a play. The time (or clock) is paused if a player is returning to her position (a batter- runner returning to the plate after a foul ball or a fielder returning after attempting to field a foul ball). If the catcher holds the ball and does not throw it back IMMEDIATELY to the pitcher, the time (or clock) will

start.

If a batter runs on a foul ball, the time (or clock) will not start until she returns to the plate, unless she delays her return. Common sense delays, such as but not limited to, when a player asks for time to tie her shoes, clean her glasses, etc., the time (or clock) is paused but clock should resume when the umpire signals “play.” The player in question does not get a reset of the full 20-seconds.

15~17 **Look Back Rule:** When a batter gets a hit, play is live until the pitcher has possession of the ball in the eight foot radius around the pitcher’s mound.

- A. Once possession is made, all runners may only stop once, but then must immediately return to the base or advance to the next base.
- B. Failure to immediately return nonstop to the base or proceed to the next base will result in a runner being called out.
- C. Once a runner stops at a base for any reason they will be declared out if they leave that base.

15~18 **Play Is Made Exception:** If the pitcher remains in a Neutral Non-Defensive Position, and a runner stops at a base for any reason, they will be declared out if they leave that base. The runner will not be declared out if a play is made on her or another base runner by a pitcher from a defensive position.

ANY motion by the pitcher (an aggressive step or a raised arm in an attempt to throw or fake throw the ball) will be considered a made play. Therefore, the ball remains live and the base runner can advance or retreat as called.

A PLAY ON THE BALL IS AT THE UMPIRES DISCRETION

Section 16 Rules Enforcement

- 16~1 All associations adjoined to the league shall remain in strict compliance with all league rules governing SCGSL.
- 16~2 Failure on any association or team to comply with said rules shall be brought forward through provisions in these rules and through a majority vote of the Executive Committee, other than those involved in the dispute, a decision rendered.
- 16~3 Any association/coach affiliated with SCGSL may be subject to disciplinary action if found to have engaged actively or passively in the violation of the rules/ ideology embraced by the SCGSL.
- 16~4 Unless otherwise specified in these rules, SCGSL will follow the Fastpitch Softball rules laid down by OKKIDS.
- 16~5 Integrity and sportsmanship are key elements to the success of the league and will be the expected standard for all member associations.
- 16~6 These rules cannot be changed without a majority vote of SCGSL Executive Committee.
- 16~7 Punishments outlined in Table 1 will be enforced unless determined otherwise by the Executive Committee.

Section 17 League Expansion

- 17~1 All new towns/associations must be approved by a majority vote of the executive committee and will be placed on probation for one year.
- 17~2 Towns/Associations on probation may participate in all league activities. Town Coordinators may represent their towns on the executive committee, but will not have executive board voting rights until voted in as non-probationary members.

TABLE 1 - EJECTIONS and RESTRICTIONS

This is a summary of the Official Rules.

In the case of a conflict, the Official Rules take precedence.

EVENT	RULE	OFFENDING PLAYER	OFFENDING COACH	COACH of OFFENDER
Malicious contact	11.2.W	OUT & EJECT	EJECT	N/A
Illegal player	5.7	EJECT	N/A	EJECT
Profanity or Cursing	11.2.U	EJECT	EJECT	N/A
Deliberately throw equipment	11.2.V			
Engage in fight	11.2.X			
Leave position/bench to join in a fight	11.2.Y			
Bring Rule Book on field	11.2.Z			
Leave detached equipment in field of play	2.7	1) WARN 2) "may" EJECT		
Incite spectator demonstration	11.2.L	1) WARN if minor 2) EJECT	1) RESTRICT if minor 2) EJECT	N/A
Use intimidating tactics, bait, or taunt	11.2.			
Behavior not in spirit of fair play	11.2.N			
Enter area behind catcher	11.2.O			
Charge an Umpire	11.2.P			
Use bullhorns or amplifiers	11.2.Q			
Argue balls/strikes/judgment calls	11.2.R			
Action to cause an illegal pitch	6.4.E 7.8.Note 2 11.2.S			
Other unsportsmanlike conduct	11.2.T			
Not Entitled courtesy runner	8.3.B	1) OUT & WARN 2) OUT	N/A	1) Team Warning 2) EJECT
Fake Tag	11.2.A	1) WARN 2) RESTRICT	N/A	1) Team Warning 2) EJECT
Carelessly throw bat	11.2.B			
Deliberately remove helmet	2.1			
Fail to wear helmet	11.2.C			
Wear metal cleats where prohibited	11.2.D			
Wear jewelry or tape over jewelry	11.2.E			
Hit ball to teammates on defense	11.2.F			
Using replay equipment	11.2.G			
Use of tobacco	11.2.H			
Possess anything but a scorebook in coaches box	11.2.I			
Team personnel out of bench area	11.2.J			
Hit the ball with an illegal bat	11.2.K			
Unreported substitution	5.5	In game legal		1) Team Warning
Unreported courtesy runner	8.3			2) EJECT (*)

NOTE 1: All coach ejections except noted by * result in the coach being barred from participation for the remainder of the game in progress PLUS the coach is barred from participation until their NEXT game is completed.

NOTE 2: Coach Ejection for unreported substitution / courtesy runner (*) results in the coach being barred for the remainder of the game in progress only.