



Sharpsburg Regional Softball Association

SRSA is a non-profit organization which exists to provide girls ages 4-18 of Coweta County with recreational opportunities in the game of fast pitch softball. We are committed to providing a safe, competitive, and friendly atmosphere where all girls, regardless of their skill level, are valued and provided an opportunity to learn the skills of the game to enhance both their physical and mental development. More importantly, we are committed to teaching life lessons (like Sportsmanship, Winning, Losing with Pride, and Teamwork) and to honor the game, its participants, coaches, umpires and fans. We will strive to provide the best sports experience possible to assure that each child has FUN as they improve in their skills and learn to enjoy the spirit of competition.

LOCAL RULES OF PLAY

SRSA BOARD OF DIRECTORS

March 10, 2023





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I. LEAGUE SANCTIONS

- A. One or more of the following associations may sanction the league: USA, NSA, or USSSA.
- B. Multi-sanctioning may be done to qualify our teams for interleague play with other neighboring softball associations and post-season tournaments.

II. SAVINGS CLAUSE AND LIABILITY

- A. The President and the Board of Directors reserve the right to act upon any matter not covered by the By-Laws, Ground Rules, League Rules, or Softball Regulations.
- B. The Sharpsburg Regional Softball Association, Inc., President, Board of Directors, or the Coweta County Parks and Recreation Department will not be responsible for accidents or injuries to players, coaches, or spectators; neither will they be responsible for lost or stolen property.

III. AMENDING THE STANDING RULES

- A. These standing rules MAY BE AMENDED AT ANY Regular meeting of the League, or any Special meetings of the League called for that purpose. If previous notice of the proposed amendment has been given a majority vote of those members present and voting is sufficient. Without previous notice, a 3/4 majority vote is required of those members present and voting.
- B. If a proposed amendment has been defeated during that league year (July 1 - June 30), a 3/4-majority vote is required of the members present and voting before it may be brought up again.

IV. PLAY CLASSIFICATION AND AGE CATEGORIES

- A. Coach pitch shall be used for 6U and 8U age groups.
- B. Fastpitch shall be used for 10U, 12U, and 18U age groups.



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V. PLAYER REGISTRATION

- A. A child's birth certificate shall be required as proof of age for team assignment. Failure to produce this evidence with a request by the Board of Directors for any registered player will result in disqualification.
- B. The SRSA, for registration purposes, shall retain a copy of this certificate. The age group qualification date shall be set in accordance with the player's attained age as of "JANUARY 1st".
- C. All players in all age groups shall be placed into a league draft.
- D. All players shall play in their qualified age group in the Spring. In the Fall, they will play in their qualifying age group for the following Spring season. (Prior to team assignment – EXCEPTION: as described in Section VI.B3&4)

VI. PLAYER EVALUATIONS & THE DRAFT

- A. Player Evaluations (Spring Season Only)
 - 1. All players shall be required to participate in league player evaluations.
 - 2. The player draft shall be held within ten (10) days of player evaluations.
 - 3. Any player not attending player evaluations shall be placed in the Blind Draft.
- B. Open Draft
 - 1. A Freeze shall be defined as a player who is chosen by the Head Coach of any team with the expressed written permission of a parent or guardian of the player in question.
 - 2. Total Freezes for each age group are defined in the following with no exceptions:
 - a) 6U – 4
 - b) 8U – 5
 - c) 10U – 6
 - d) 12U – 7
 - e) 18U – 7
 - 3. Any player, who is a child of the Head Coach, shall automatically be assigned (frozen) to that Head Coach's team.
 - 4. When a Head Coach freezes a player that has a sister(s) assigned to the same age group, then that coach must also freeze the sister(s). When a coach freezes a player that has a sister(s) eligible to play in a younger age bracket (sister is "playing up"), then the coach does not have to freeze the sister(s), but the remaining sister(s) must be the coach's first pick in the draft.



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5. Draft round byes shall be assigned to individual teams whenever necessary to insure the equal distribution of players among all teams.
6. Prior to the draft, any team not having an equal number of freezes, shall pick one player at a time from the pool of eligible players and the process will repeat until all teams have up to 1 less than the allotted freeze amounts. Then the last freeze would be selected after the 2nd round of the draft.
7. The draft shall begin by lottery draw (i.e., 6 teams in an age group would have 6 numbers drawn; the team with #1 would draw first; the team with #6 would draw last).
 - a) *Draft picks will be made without regard to age.*
 - b) *The order of the draft shall be reversed between rounds. (Example for 4 teams: 1,2,3,4,4,3,2,1 – continuing until all available players have been assigned).*
8. Drafting of players from a younger age group into an older age group shall be allowed only upon written approval of the player's parent(s) and by the Board of Directors.

C. Blind Draft

1. This is the drafting of all players who did not attend player evaluations.
 - a) *This also applies to ANY PLAYER PLAYING DOWN IN AGE GROUP (FALL SEASON ONLY).*
 - b) *The Blind Draft shall follow the Open Draft.*
2. All names of players not attending player evaluations will be placed into "a hat" to be drawn in the same order as assigned in the Open Draft.
3. The first pick of the Blind Draft will belong to the team who was designated to receive the next pick of the last round of the Open Draft and shall continue in the same order as the Open Draft until all remaining players have been assigned.

VII. TEAM ASSIGNMENTS

- A. The following establishes a maximum number of players for each team by age group unless approved by the Board of Directors.
 1. 6U – 11
 2. 8U – 11
 3. 10U – 11
 4. 12U – 10
 5. 18U – 10
- B. Final team assignments shall be made within ten (10) days after the Draft.



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- C. A Head Coach must make every effort to keep all players assigned to their team. No player shall be dropped from a roster without approval of the Age-Group Coordinator and/or of the Board of Directors.
- D. A Head Coach shall notify the Age-Group Coordinator and/or the Board of Directors whenever a player resigns.
- E. Any additional players over the maximum number will be placed on a waiting list unless an additional team can be formed with an approved coach. A team may be added with the consideration from all coaches in the age group and the approval from the Age Group Coordinator and the Executive Officers.
- F. A player from late-registration “waiting-list” may be assigned to replace someone who has resigned or is injured. This list shall be maintained only if there are not enough players to make up an additional team.
- G. All players must be placed within 10 days of the draft; any extenuating circumstances (include moving from out of area) must be considered by the coaches in that age group and approved by the age-group coordinator and the four Executive Board of Directors before being placed on a team.

VIII. SPECIAL CONSIDERATIONS

- A. No player moving up in age group may be assigned to a team in a younger age group unless the following apply:
 - 1. There are not enough participants in that players age group to form a team.
 - 2. A two-thirds majority of head coaches within the affected age group agree to permit the player to participate.
 - 3. Approval of the Board of Directors.
- B. Fall Season: If a player who must move up to an older age group the next Spring Season elects to play down in the younger age group for the Fall Season, the player cannot be frozen and must enter the Blind Draft. (EXCEPTION – Unless the Head Coach is the legal guardian.)



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IX. COACHES

- A. Coaches must be at least 18 years of age.
- B. Each person assisting the team on the field is required to submit a Background Check by SRSA and Coweta County.
- C. Each coach or assistant coach is responsible for obtaining training and/or annual certification, to be eligible to participate in league play.
- D. Responsibility for payment of any required certification fee shall be the responsibility of the person seeking such certification.
- E. All coaches must complete a coach application and furnish a copy of a concussion certification to be considered for leading a team. All Head Coaches are required to complete the Concussion training certification annually. Proof of training must be submitted prior to participating in the Draft.
- F. At the least, one certified coach (concussion training) must be present during practices and games.
- G. Failure to comply with A – E will result in disqualification.
- H. Selection of Head Coaches for available teams each season will be based on (but not limited to) the following criteria:
 - 1. Demonstration of active participation in practices and games. Active Participation is defined as Coach Pitch, Base Coach, Field Coach, or Dugout Coach. This is a requirement for any Head Coach or 1st Assistant Coach for any SRSA team. Failure to comply with this guidance can result in the suspension of that coach and/or the coach's child returned to the draft the following year.
 - 2. Demonstrated ability to provide instruction and develop the abilities of players in the game of softball.
 - 3. Past coaching reputation – This can be affected by (but not limited to) lack of compliance to the Coaches Code of Conduct or the Parents Code of Conduct or formal complaints registered with the Board of Directors.
 - 4. Where no basis of past performance exists, the Head Coach candidate must be interviewed by the Board of Directors and must agree to be subject to review during and/or after the season.
- I. A Head Coach is responsible for making every effort to contact all players and inform them of practices and games.
- J. The Board of Directors, to upgrade and maintain a high standard of coaches in our league, requests that any coach or parent who has a problem with another coach, assistant coach, or parent volunteer, either in their conduct on or off the field, report the incident as follows:



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1. Have the incident confirmed or verified by another individual (coach, umpire, adult, Board Member, etc.)
 2. Bring the matter to the Violation Committee's immediate attention in writing and signed by both witnesses.
- K. Every coach MUST abide by the "Code of Ethics" as prescribed in section X. All coaches must also sign the "Coaches Code of Conduct" and turn it in to the Age Group Coordinator during the Draft.
1. Misconduct and abusive conduct will not be tolerated and if witnessed at a game or practice by two or more adults, the matter will be turned over to the Violation Committee.
 2. When a coach is abusive to an Umpire after a game, the coach will be brought before the Violation Committee as prescribed in Section X.
- L. All Coaches are subject to approval by the SRSA. SRSA RESERVES THE RIGHT TO REFUSE ANY COACH DUE TO PAST DISCIPLINARY RESONS OR CONDUCT AND/OR FAILURE TO PASS THE REQUIRED BACKGROUND CHECK.
- X. SCHEDULING
- A. The schedule for all games shall be provided either in writing or by way of listing on the SRSA Website – <https://cowetagirlssoftball.com> prior to Opening Day.
 - B. Games will normally be scheduled on Monday, Tuesday, Thursday, and Saturday. Wednesday and Friday shall be reserved for games which must be rescheduled.
 - C. Regularly scheduled games, which are postponed or suspended shall be attempted to be rescheduled as follows:
 1. For Monday or Tuesday games, the first attempted reschedule day shall be the immediately following Friday.
 2. For Thursday or Saturday games, the first attempted reschedule day shall be the immediately following Wednesday.
 3. In no case will a team be scheduled for more than 2 games in any one day.
 4. In the case of multiple cancellations within one week, the Scheduling Director will reschedule games as necessary.
 - D. Head Coaches are responsible for obtaining any rescheduled game dates from the Scheduling Director.



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XI. CODE OF ETHICS AND CONDUCT

- A. League Officers, Officials, Managers, Coaches, and Umpires are considered role models and are expected to set an outstanding example of conduct for all that participate in this league. Players are also held to the same standard of conduct. Therefore, understand that misconduct or abusive conduct, will be the cause for dismissal or suspension from the league.
- B. The following items are understood to be items of misconduct and will not be tolerated:
 - 1. Using or consuming alcohol or drugs during a ball game or practice. Detection of alcohol on the breath of any person, while in the ballpark, shall be considered usage.
 - 2. Smoking (including e-cigarettes) or tobacco chewing in the vicinity of the field.
 - 3. Audible or visual use of profanity, or racial/ethnic slurs.
 - 4. Physically or verbally threatening physical abuse to another player, game, or team officials.
 - 5. Fighting: deliberately inflicting physical harm, including striking a player, game, or team official
 - 6. Being removed from a game for disciplinary reasons.
 - 7. Knowingly playing ineligible players.
 - 8. Purposely removing their team from the field of play (unless weather presents an immediate danger).
 - 9. Unsportsmanlike conduct.
 - 10. Engages in any conduct listed above after the conclusion of the game on and off the field.
 - 11. Any item that is covered by the Coach Code of Conduct that may not be listed in the rules above.
- C. The team Head Coach (or 1st Assistant Coach in the absence of the Head Coach) shall be responsible for their team's actions on and off the field.
- D. No loud music or any other activity shall be permitted at the ballpark which, in the opinion of an umpire or league official, may interfere with player or spectator participation in a game. Music played between batters, commonly known as "walk-up music", shall be allowed.
- E. There shall be no arguing of judgment-based field calls with the umpires, by coaches, players, parents, or spectators.



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- F. Anyone found in violation of such conduct will be forwarded to Violation Committee (comprised of a Director, Age-Group Coordinators, Vice President, and Umpire Director). The Violation Committee will determine if the information contained in the violation is assumed to be true and uncontested. A hearing may be requested.
- G. Anyone ejected or who has been ejected from a game by an umpire will have 3 minutes to leave the field and the surrounding area and will serve at least a one game suspension following that game. If the ejection occurs in the last game of the season, they will serve their suspension the following season that they participate, whether coaching or playing. The Violation Committee will review the incident to determine if any further action is necessary.

XII. UNIFORMS AND EQUIPMENT

- A. All players on the field shall be consistent in conformity of uniforms.
- B. Coaches should have a uniform shirt that matches their team whenever possible.
 - 1. SRSA will supply the Head Coach's shirt.
 - 2. Assistant Coaches will be responsible for purchasing their own shirts.
 - 3. Wearing of a uniform hat and/or uniform pants is optional.
- C. Coaches are responsible for their own equipment.
- D. SRSA may issue some equipment.
 - 1. Any coach receiving equipment from SRSA must maintain any equipment in their possession.
 - 2. Lost or stolen equipment shall be replaced (with equal quality) prior to equipment return to SRSA.
- E. Failure to return equipment issued by SRSA at the end of the season may result in the loss of opportunity to coach future teams within SRSA.



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XIII. GROUND RULES

- A. These local rules are not to be confused with the ground rules of a particular field.
- B. Any ground rules will be discussed at the beginning of each game with all participating Head Coach and/or Assistant Coaches and all Umpires involved.

XIV. DISTANCE

- A. Base Distance – 60 Feet
- B. Pitching Circle – 8-foot Radius or 16-foot Diameter
- C. Pitching Plate
 - 1. 6U & 8U 35 Feet
 - 2. 10U 35 Feet
 - 3. 12U 40 Feet
 - 4. 18U 43 Feet

XV. SAFETY

- A. All batters and runners must wear a safety helmet with a face mask while batting or running bases.
 - 1. Players waiting in the “on-deck” circle must also wear a helmet.
 - 2. All helmets must be kept on until players have entered the dugout area.
 - 3. Players who, in the judgment of the Umpire, intentionally discard their helmet while running shall be called out.
- B. Batters shall drop (not throw) their bat after swinging at the ball.
 - 1. If a bat is accidentally thrown, the Umpire shall warn the player & her coach on the first occurrence; any subsequent “bat-throwing” by that player or any other team member shall constitute an out.
 - 2. If at any time, in the opinion of the Umpire, a bat is intentionally used in an unsportsmanlike manner, the player shall be ejected from the game.
- C. All players should consider always wearing a fielder’s mask. In the following cases, wearing a fielder’s mask is required:
 - 1. In 6U, 8U, and 10U, all players in the field of play are required to wear a fielder’s mask while playing a defensive position to be furnished by the player. This is regardless of fielding position.
 - 2. In 12U and 18U, all infield positions with a 2004 or later birth year are required to wear a fielder’s mask to be furnished by the player. Players with a 2003 or earlier birth year or players playing an outfield position shall not be required to wear a fielder’s mask.



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XVI. GAMES

- A. All league games shall be played at Whitlock Park.
 - 1. Non-league games shall be played as scheduled by SRSA.
 - 2. SRSA may elect to play and / or practice at other fields in Coweta County including, but not limited to, Hunter Complex.
- B. All equipment used shall be approved by the sanctioning body(s). This includes balls, bats, and safety equipment.
- C. All games shall be either 7 innings or have a 75-minute (1 hour 15 minutes) time limit.
 - 1. EXCEPTION: 6U games shall have a time limit of 60 minutes.
 - 2. No inning shall start after this period unless play is required to determine a winner.
- D. Extra innings required to determine a winner shall be played under SRSA Tie Breaker Rules.
 - 1. Starting with the top of the first extra inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base.).
 - 2. During Regular Season (or SRSA sponsored Tournament Pool) play, one (1) extra inning shall be played. If at the end of the extra inning of play a winner cannot be declared, the game shall end in a tie.
 - 3. During Post Season (or an SRSA sponsored Tournament Bracket) play, play shall continue until a winner can be determined.
- E. When a game is called due to inclement weather, 3 innings must be completed before it constitutes a complete game. Any game called before three (3) innings are completed, shall be continued from the point of stoppage with the same line-up (as close as possible) and the same batter-up at the point of stoppage.
- F. The Head Coach must remove a pitcher from the pitching position after two (2) visits in one inning. The player can return to the pitching position after the completion of that inning.
- G. There will be a continuous batting order for all ages. This means that all players present at the game must be put in the batting lineup.
 - 1. A player, who must be taken out of a game for sickness or injury, will not be counted as an out when her at bat comes up.
 - 2. A player ejected from a game or not taken out due to sickness or injury will, however, be counted as an out.



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- H. All players are required to play (field) in two (2) complete innings and remain in that game. The two (2) innings do not have to be consecutive.
- I. Late arrivals may be added to the bottom of the line-up. Their entry into the game will not preclude another player from playing their minimum innings.
- J. For any game, a Head Coach may recruit up to two (2) players from another team(s). This shall only be done to replace a corresponding number of players who are sick or must miss a game for another reason.
 - 1. Substitutions shall be made as follows:
 - a) *If a frozen player is absent, they may be replaced with a freeze from another team.*
 - b) *A freeze may not be substituted for a player that was not a freeze.*
 - 2. At no time shall a team:
 - a) *use a player(s) from another team when that team has the correct number of players required to play the game*
 - (1) 10 players in 8U and 10U age groups
 - (2) 9 players in 12U and 18U age groups
 - (3) EXCEPTION: When a team does not have a player on the available roster who can perform adequately as a pitcher or a catcher,
 - (a) the Head Coach of the team needing the substitute for a pitcher must contact and get agreement from the opposing Head Coach before proceeding. If the opposing Head Coach agrees to the proposed substitute pitcher, proceed to the next step;
 - (b) the situation should be evaluated and approved by the Age Group Coordinator and the Executive Board.
 - (4) EXCEPTION: In the case where a pitcher is needed as a substitute, any other player on the roster who can perform the role of pitcher in any capacity must be used to start and complete the first two innings of play. This can be done by the recording of any 6 outs or completing innings due to the opposing team scoring the maximum run limit for those innings.
 - b) *change a player who was chosen as replacement for another replacement during the game.*
 - 3. Girls considered as a substitution from a younger age group must be approved by the Age Group Coordinator.
 - 4. Players recruited from another team shall:
 - a) *Only play an outfield position.*
 - b) *Bat last in the continuous batting order.*
 - c) *Must be registered within the current season of the SRSA league.*



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- d) *Must wear their own team's jersey.*
- K. A written or printed roster of players, showing numbers, names, and batting order, must be presented to the official scorekeeper, and opposing head coach prior to game time.
- L. Teams, time permitting, must complete on-field warm-up five (5) minutes prior to game time.
- M. Run Scoring Limits
 1. 6U/8U/12U
 - a) *A four (4) runs per inning limit shall apply to the first two (2) innings of a game.*
 - b) *All subsequent innings shall have a six (6) runs per inning limit.*
 2. 10U
 - a) *A four (4) runs per inning limit shall apply to the first three (3) innings of a game.*
 - b) *All subsequent innings shall have a six (6) runs per inning limit.*
 3. 18U
 - a) *A six (6) runs per inning limit shall apply to the first three (3) innings of a game.*
 - b) *All subsequent innings shall have a ten (10) runs per inning limit.*
- N. During a game, players shall stay within their respective dugouts. Only persons designated by the Team Head Coach are permitted in the dugout during the game. The dugout gate shall remain closed during live play when the game is in progress.



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XVII. PROTESTS AND RIGHT TO APPEAL

- A. Protests shall be considered concerning ONLY matters of rule misinterpretation. Protests shall not be considered if they are based solely on decisions involving a judgment of an Umpire.
- B. A protest form and the \$50.00 protest fee must be given to one of the Age Group Coordinator or another member of the Board of Directors within 24 hours of the game in question. The Board will make every effort to advise all parties involved upon receipt.
- C. A protest may be withdrawn, with no penalty, during the 24-hour “cooling down” period after it has been filed.
- D. A Protest Committee (made up of the Umpire Director, Age-Group Coordinators) shall rule on the protest within one week of filing. If their decision is in favor of the protesting head coach, the \$50.00 protest fee shall be returned. If they rule against the protesting head coach, the fee shall be deposited into the SRSA account.
- E. Any player or coach adversely affected by a decision of the Protest Committee and/or Violation Committee who believes such decision was
 1. arbitrary and capricious and an abuse of discretion; or
 2. made in violation of the SRSA published rules, shall have the right to protest.
 3. Any protest must comply with the above section on Protests.



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XVIII. FINAL STANDINGS AND ALL-STAR SELECTIONS

- A. Final standings will be decided by their overall record during the season. In the event of a two-way tie for first place, a playoff game between the two first place teams will take place IF time and schedule allows as decided by the Board of Directors. Otherwise, the following alternate criteria will be used to decide standing. In the event of a three or more-way tie for first or a tie among teams for position standing thereafter, the following criteria will be used to break ties:
1. Head-to-head record.
 2. Runs scored against the team by the tied team.
 3. Runs scored against the team by all the opposing teams during the season.
 4. Coin flip.
- B. Head Coach selection for the All-Star team in an age group will be by their standing at the end of the regular season (prior to an end of season tournament). The Board of Directors must approve by vote the selection of the All-Star coach. If the selected coach is on the Board of Directors, that coach does not have a vote and should not be present during the Board's vote.
- C. Head Coaches may nominate up to 3 girls for the All-Star team to the Age Group Coordinator for the purpose of assisting the All-Star's Head Coach in player selection. The All-Star's Head Coach selects the roster, but the roster must be approved by vote of the Board of Directors. The Board of Directors requests the All-Star's Head Coach consider taking players from as many teams as possible where appropriate.



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XIX. AGE GROUP PLAYING RULES – 6U

A. Umpires and General Playing Rules

1. At least one Umpire will be present at all 6U games. If no umpire is available, the Home Team Coach is responsible for notifying the Age-Group Director and/or a Board Member on duty. The Age-Group Director and/or a Board Member on duty will make every effort to find an Umpire or someone who is eligible to officiate the game.
2. The Umpire shall be positioned to the third base side of the batter's box.
3. No Infield Fly rule applies in 6U.
4. No obstruction rule will be called in 6U.
5. Base runners may attempt to advance only one base on an overthrown ball to 1st or 3rd base. Any base runner may be thrown out while attempting to advance to another base.
 - a) *DEFINITION: An overthrown ball is described as when a ball is put in play, a throw is attempted to either 1st or 3rd base, the ball is missed, and the ball enters foul territory.*
 - b) *EXAMPLE: A batted ball is fielded, and a throw is attempted to 1st base. The 1st baseman drops or misses the ball, and the ball enters foul territory. The base runner may attempt to advance to 2nd base. The 1st baseman can throw the ball, and the 2nd baseman (or other fielder) can catch the ball and tag the advancing runner for an out. However, if the ball then goes into the outfield or the fielder drops the ball, the base runner cannot advance beyond that one base.*
6. Time will be called when any player has possession of the ball in the circle.
7. Time will be called when the lead runner is stopped and all the runners behind the lead runner have advanced as far as they can go.
8. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. Two coaches will be permitted on the field defensively and must position themselves in the "outfield" behind all fielders. "Outfield" is defined as the grassy area beyond first, second and third bases. For instructional purposes a third coach will be allowed to position themselves in foul territory near their own team's dugout and may not interfere with opponents play.
2. The player in the pitching position must have at least one foot in the pitching circle. She must be positioned to the left or the right of the Coach Pitcher and at or behind the pitching rubber. The player cannot leave the circle until the ball is hit by the batter. The pitching circle will have an 8-foot radius or 16-foot diameter.



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3. When a fielder playing in the pitching circle fields a ball hit into play with at least one foot touching or inside the pitching circle (8 ft. radius around the pitching plate), the player must attempt a throw to 1st base to make an out at that base.
 - a) *Neither running the ball to the base nor intentionally rolling the ball to the fielder at 1st base is an acceptable means to record an out.*
 - b) *If a ball is fielded with both feet outside the pitching circle, the player may record an out by any means prescribed by the normal sanctioning body rules (i.e., tagging the runner, touching the base for a force out, etc.).*
4. Each team will field no more than 10 players on defense. The player in the “Rover” (F10) position must be positioned in the grass and may not be on any part of the infield unless approved by the Board of Directors and Age Group Coordinator.
5. Infield players (excluding the player in the circle who follows the rule listed in Section B, part 2) must be positioned behind the “imaginary line” between 1st and 3rd base.

C. Offense

1. A coach may begin pitching inside or outside the pitching circle. It is preferred that a coach begins the pitching delivery inside the circle, but it is not required.
2. When a coach pitches to a batter and the ball is hit into the playing field, the coach must run outside the 1st or 3rd base lines before instructing the base runners.
3. Each batter will get five (5) attempts to swing. There must be a minimum of three (3) attempts to swing from Coach Pitch, and then the coach has the option of two (2) tee attempts or continue to pitch. One grace pitch or tee swing will be allowed if the fifth attempt is fouled off.
4. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.



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XX. AGE GROUP PLAYING RULES – 8U

A. Umpires and General Playing Rules

1. At least one Umpire will be present at all 8U games. If no umpire is available, the Home Team Coach is responsible for notifying the Age-Group Director and/or a Board Member on duty. The Age-Group Director and/or a Board Member on duty will make every effort to find an Umpire or someone who is eligible to officiate the game.
2. The Umpire shall be positioned to the third base side of the batter's box.
3. No Infield Fly rule applies in 8U.
4. Base runners may attempt to advance only one base on an overthrown ball to 1st or 3rd base. Any base runner may be thrown out while attempting to advance to another base.
 - a) *DEFINITION: An overthrown ball is described as when a ball is put in play, a throw is attempted to either 1st or 3rd base, the ball is missed, and the ball enters foul territory.*
 - b) *EXAMPLE: A batted ball is fielded, and a throw is attempted to 1st base. The 1st baseman drops or misses the ball, and the ball enters foul territory. The base runner may attempt to advance to 2nd base. The 1st baseman can throw the ball, and the 2nd baseman (or other fielder) can catch the ball and tag the advancing runner for an out. However, if the ball then goes into the outfield or the fielder drops the ball, the base runner cannot advance beyond that one base.*
5. Time will be called when the player pitcher (circle player) has possession of the ball and holds the ball in the air above her head.
6. Time will be called when the lead runner is stopped and all the runners behind the lead runner have advanced as far as they can go.
7. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. Two coaches will be permitted on the field defensively.
 - a) *Coaches may be positioned either in the "outfield" behind all fielders or on a bucket outside his or her own dugout. "Outfield" is defined as the grassy area beyond first, second and third bases.*
 - b) *The coach on the bucket may not leave the area in front of his or her own dugout. On the second warning, the coach will be asked to move to the outfield or stand in the dugout for the rest of the game.*
2. The player in the pitching position must have at least one foot in the pitching circle. She must be positioned to the left or the right of the Coach Pitcher and at or behind the pitching rubber. The player cannot leave the circle until the ball is hit by the batter. The pitching circle will have an 8-foot radius or 16-foot diameter.



LOCAL RULES OF PLAY



3. When a fielder playing in the pitching circle fields a ball hit into play with at least one foot touching or inside the pitching circle (8 ft. radius around the pitching plate), the player must attempt a throw to 1st base to make an out at that base.
 - a) *Neither running the ball to the base nor intentionally rolling the ball to the fielder at 1st base is an acceptable means to record an out.*
 - b) *If a ball is fielded with both feet outside the pitching circle, the player may record an out by any means prescribed by the normal sanctioning body rules (i.e., tagging the runner, touching the base for a force out, etc.).*
4. Each team will field no more than 10 players on defense. The player in the “Rover” (F10) position must be positioned in the grass and may not be on any part of the infield unless approved by the Board of Directors and Age Group Coordinator.

C. Offense

1. The Coach Pitcher must begin pitching inside the pitching circle. Delivery may begin with one foot touching the circle line.
2. When a coach pitches to a batter and the ball is hit into the playing field, the coach must run outside the 1st or 3rd base lines before instructing the base runners.
3. Each batter will receive a total of five (5) pitches or three (3) strikes, whichever comes first. A strike is a swing without contact with the pitched ball. If the 5th pitch is a foul, the batter will continue the at-bat until the ball is put in play or a pitch is not batted.
4. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.



LOCAL RULES OF PLAY



XXI. AGE GROUP PLAYING RULES – 10U

A. Umpires and General Playing Rules

1. The 10U Age Group is player pitch. It shall follow the USA Modified Fast Pitch Pitching Rules.
2. No Infield Fly rule applies in 10U.
3. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. One (1) coach is permitted to stand in front of the dugout during his or her team's defensive play.
2. Each team will field no more than 10 players on defense. The player in the "Rover" (F10) position must be positioned in the grass and may not be on any part of the infield unless approved by the Board of Directors and Age Group Coordinator.

C. Offense (March 18, 2023 to April 16, 2023)

1. A batter may NOT advance to 1st base on a dropped third strike.
2. A batter who is walked may not advance to 2nd base; however, a base runner on 3rd base is allowed to steal home on a walk.
3. A base runner can steal ONLY one base when a pitch is delivered.
 - a) *She may not leave the base until the ball leaves the pitcher's hand.*
 - b) *Runners may steal home.*
 - c) *Runners may not advance to a second base regardless of the outcome of a throw on an attempted steal.*
4. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.



LOCAL RULES OF PLAY



- D. Offense (April 17, 2023 to May 31, 2023)
1. **(CHANGE)** A batter CAN advance to 1st base on a dropped third strike.
 2. **(NO CHANGE)** A batter who is walked may not advance to 2nd base; however, a base runner on 3rd base is allowed to steal home on a walk.
 3. **(CHANGE)** A base runner can steal as allowed by standard USA Fast Pitch Rule.
 4. **(NO CHANGE)** If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.



LOCAL RULES OF PLAY



XXII. AGE GROUP PLAYING RULES – 12U, 14U, 16U, 18U, or 13+ FASTPITCH

A. Umpires and General Playing Rules

1. These groups are player pitch and shall follow the USA Fast Pitch Pitching Rules.
2. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. One (1) coach is permitted to stand in front of the dugout during his or her team's defensive play.
2. Each team will field no more than 9 players on defense unless approved by the Board of Directors.

C. Offense

1. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.