

SPRING AREA YOUTH SOFTBALL LEAGUE GROUND RULES

Contents:

- [Chapter 1 – League Rules](#)
- [Chapter 2 – 6u Division](#)
- [Chapter 3 – 8U Division](#)
- [Chapter 4 – 10u Division](#)
- [Chapter 5 – 12u & Mixed Division](#)

CHAPTER 1 – LEAGUE RULES

1. INTRODUCTION

The following rules and regulations will govern the operations and play of the Spring Area Youth Softball League (hereafter referred to as “SAYS”). They are intended to improve the quality of play within the league and are sometimes an addition to or a deviation from USSSA Rules. Except as provided for in these “League Ground Rules”, USSSA rules shall apply. All rules in this current years League Rules Book supersede any previously written league’s rules.

2. RULES OF CONDUCT

A. General

1. All players, managers, coaches, parents, and spectators (hereafter referred to as “participants”) shall observe and practice the highest standards of good Sportsmanship. No participant shall engage in any course of conduct which would tend to violate this principle. Violations will result in disciplinary action as determined by a hearing with the board of directors.
2. Physical altercations are strictly forbidden and will result in suspension possible banishment based on the outcome of a hearing with the board of directors.
3. Participants must observe and obey all laws of the state, city, county or municipality at Bayer Park and while representing SAYS elsewhere.
4. The use of alcoholic beverages or non-prescription drugs at Bayer Park and other facilities while representing SAYS is strictly forbidden.
5. The use of tobacco, vaping products, and any other recreational products is strictly prohibited with the fenced grounds of S.A.Y.S complex
6. The use of profanity is forbidden. No participant shall engage in any course of conduct which is designed to, or which will result in, the harassment of any player, coach, umpire, or other participant. Forbidden conduct includes, but is not limited to, verbal taunting designed to disrupt player(s), or other harassment of another player, coach, umpire or other participant, including through social media. Any of these actions will result in a board hearing and discipline action as determined by a board vote.

B. Equality Clause

In order to discourage favoritism among the teams and endeavor to equalize the benefits of the programs, all teams shall utilize the designated equipment and uniforms provided by the League. If as a coach you have personal equipment you would like to use please inform the Equipment Manger and VP of Athletics. In no case shall any team purchase team jackets or other items of clothing intended to have the effect of distinguishing one team over the other. This applies to regular season league teams only.

C. Special Rules for Tournament play and/or Road Games

1. Managers shall brief players and parents of these rules prior to tournament play.
2. Players traveling without their guardian will travel with and be accompanied by a chaperon at all times. Any exception to this rule must have Board approval.

3. "Chaperons" are defined as responsible adults 25 years or older who will help to see that the rules of conduct are carried out and that the team members use proper behavior.
4. No more than 6 persons per room are allowed including chaperon(s). All players' rooms will have proper supervision from adult chaperons. No male will room with non-family players without written parental consent from the non-family player's guardian.
5. No alcoholic beverages are permitted while players are present and/or at a tournament facility.
6. Chaperons will report any violation of our rules of conduct by a player(s) to the manager and he/she could suspend player(s) from further tournament play. Managers should immediately report these violations and actions that may have been taken to their chain of command.
7. Chaperons will report any violation of conduct by a manager to their chain of command.
8. Parents present are responsible for their children following these rules.
9. Participation in a non-SAYS approved event as a SAYS league team is prohibited.
10. SAYS Board of Directors will review any reports of violations to these rules of conduct and rule on disciplinary action.

D. Fund Raising Activities

SAYS league fundraiser is mandatory only if the buyout option is not selected, as it is a part of registration requirements.

Team organized fundraisers for optional items or events are voluntary. SAYS league does not require participation in any fundraiser beyond the SAYS league fundraiser or buyout, and parents are not required or pressured to participate.

Fundraising through panhandling or begging is strictly prohibited. Violations may result in disciplinary action, including loss of team or league privileges.

3. GENERAL LEAGUE ADMINISTRATION

A. Players Age

A player's year of birth will determine their age division of eligibility, "aging up" for the upcoming year must occur as of August 1st as per USSSA guidelines. A player may age up further from those guidelines but may not age down under any circumstances.

B. Fees

1. Fees charged by the league will be set by the Board of Directors, prior to registration. Certain fees may be waived in any case where there is a showing of hardship or inability to pay.

C. Managers

1. All team managers are subject to approval and assignment by the Board of Directors.
2. All team managers must obtain a background check provided by the league and USSSA.
3. All team assistants must have a background check
4. **Applications are required from managers seeking to represent SAYS in the post season (All Stars). If interested also review post season guidelines.**

D. Complaint – Chain of Command

1. To ensure a smooth league operation, complaints will be handled using the following chain-of-command
 - a. Team Manager
 - b. Division Commissioner
 - c. Vice President of Athletics
 - d. President of the Board of Directors

4. GAME SCHEDULING/STANDINGS

A. Game Scheduling/Rescheduling

1. Posted game schedules are final.
2. Only the league scheduler may reschedule games.
3. Managers will be given at least 2 days' notice on rescheduled games.

B. Tie Games/Records

1. Tie games shall count as ½ game won and ½ game lost for each team.
2. Spring season awards for 1st-3rd place are decided in each division by the cumulative win-losses-tie record. In the event of two identical records, runs against, then runs scored, then run differential will be considered.

C. Awards

During the league seasons, the Board of Directors determines the awards to present. (example MVP for players)

5. SAFETY

To ensure each players safety, managers and parents should enforce all safety rules.

A. Batting Helmets

1. USSSA rules require all batters to wear an NOCSAE approved batting helmet complete with face mask. Helmets shall remain on at all times while a player is on offense (batting) whenever they are outside of the dugout.
2. Player(s) must wear batting helmets during practice times as well. A good rule of thumb is, if they have a bat in their hand they should have a helmet on their head. **STRONGLY ENFORCED!**

B. Catchers Headgear

1. USSSA rules require catchers to wear full headgear. No Hockey style catcher helmet is allowed.
2. A league player warming up a pitcher is required to wear protective gear.
3. It is the responsibility of the manager to ensure compliance with this rule.

C. Defensive Face Mask

1. Players may wear defensive face mask on the field in any position at their own expense. Players are not required to wear these mask however pitcher and corner positions are strongly encouraged to do so.

a. RECOMENDATIONS

- i. 8U Under all players wear face masks.
- ii. 10U Under all infield players wear face masks.
- iii. 12U Under 1st base, 3rd base, pitcher wear face masks.
- iv. Mix Division 1st base, 3rd base, pitcher wear face masks.

D. Spikes

1. No metal spikes are allowed for league practice or games.

E. Throwing of bats

1. Throwing a bat will result in a team warning and the batter being called out for a subsequent offense.

6. TEAM SELECTION

A. Registrations and Tryouts

1. The times, dates, and locations for registration and tryouts of girls wishing to participate in SAYS recreational program will be set each year by the Board of Directors.
2. All players in KBALL and 6U will be assigned to a team. The Manager is allowed to freeze up to 3 players. It is required that the daughter(s) of the manager be assigned as a frozen player to the manager's team. After all verified frozen players are set, the remaining players will be assigned (by the VP of athletics) to teams to evenly distribute players by age and experience.
3. All prospective players within the 8U, 10U, 12U and Mixed division (14-18U) age groups need to attend tryouts for drafting procedures.
4. Every player shall give her best effort at tryouts. No manager, coach, parent, player, or other participant shall request or encourage any player to conceal her true abilities during tryout or to give less than her best effort. Any player or other participant found in violation of this rule may become a hat pick or may be removed from the league.
5. Players wishing to play in a higher age group must tryout in that higher age group.
 - a. Players who tryout in a higher age group but are not drafted by **Round 3**, will be placed into their appropriate age group as a hat pick.
6. Players who did not tryout will be placed on a team by random "hat-picks" after all players that participated in tryouts have been selected.
7. **Verified select players are only eligible for the draft if they are playing up a division. (unless daughter option)** they must otherwise go in as a "hat pick".
8. Late-registrants will be assigned onto a team with the least amount of players. If multiple teams have same number of players on their rosters the next team placement will follow the next pick from drafts.
9. Manager's daughters' & verified frozen players must not tryout. If a player decides to tryout they void their freeze commitment and will be eligible to be drafted.

B. Player Draft

1. Player draft for teams will be conducted at a date and time set by Board of directors.
2. The order of selection of the 1st round will be determined by picking from a hat. The 2nd round will reverse the order of the 1st round selection. Subsequent rounds will alternate the order of selection (also referred to as "serpentine") until all teams are formed. The total number of rounds will be determined by the number of teams and players, and will continue until each player is drafted.
3. Freezing Players
 - a. It is required the daughter(s) of the manager be assigned as a frozen player to the team and shall count as the 7th round selection. In the event that a manager has multiple daughters in same division the daughters will be 7th, then 2nd round picks and each thereafter.
 - b. If the manager does not have a daughter on the team he/she may select a player to freeze as their 7th round selection.
 - c. Sisters that are frozen should be round 1 and 2 picks. They will not be eligible as freeze players if it results in the manager having more than 3 players frozen.
 - d. The notification of the freeze(s) must be submitted to (and verified by) the VP of Athletics prior to the player tryouts. No more than 3 frozen players will be allowed to any one team.
4. Sister Option
Sisters will be placed on the same team unless parent specifies differently. In the draft, once a sister is selected the manager must draft the other sister in consecutive rounds.
5. Manager Refusal
Each player has the option of refusal to play for **one manager** and must be done so in writing and submitted prior to the player draft. Players will not be moved from a team because they dislike a manager.
6. After all players are selected, there will be a 5 minute window for Manager's to discuss trading of players. The league often receives request for friends, cousins, & neighbors to play on the same team for transportation reasons. Please use this time to consider these requests. After this period, players will remain on that team for entire season of league play.
7. At any point in the season that a manager's roster changes due to a player quitting he/she should notify the leagues VP of Athletics and leagues President to be eligible to receive a late registrant.

C. Practices

1. Managers may have up to 4 events per week. An Event includes any team activity such as a practice, scheduled game or team meeting.
2. Practices must be limited to 1 hour 2 times a week and Sunday practices may not be made mandatory.
3. After the draft, managers may begin regular practices.

7. PRE/POST-GAME REQUIREMENTS

1. TRASH: All trash in dugouts AND bleachers must be picked up.
2. Team line-ups should be completed with player name, jersey # and starting position **prior** to the regularly scheduled starting time for any game. Failure to have ready the opposing team will be awarded a walk to the first batter for that game.
3. Home team should chalk the field 10 min prior to the game, keeps official scorebook for umpire.
4. Scores will be recorded in Spring season the WINNING team is responsible for reporting the score to the VP of Athletics. All managers are responsible for monitoring their recorded scores and reporting discrepancies to the VP of Athletics within 48 hours of them being posted or else they will be considered as final. For FALL SEASON it is strongly encouraged to keep score with a home book. Scores do not need to be reported to the board in the Fall but may be kept within the divisions group chats.
5. Visiting team keeps electronic scoreboard and are responsible for raking the field after game. Bases, Batter's Box, and Pitchers Circle must to be raked.
6. After the field has been marked infield practice should remain outside base path near outfield grass.
7. Do Not hit balls into fence. Practice screens are available.
8. Managers and coaches are responsible for enforcement of these rules. Failure to abide by these rules will result in loss of team practice. Additional disciplinary actions may follow.

8. GENERAL PLAYING RULES

A. The Field

1. Field Dimensions

AGE	BASES	PITCHING DISTANCE	BALL
6U, 8U & 10U	60'	35'	11"
12U	60'	40'	12"
Mixed	60'	43'	12"

2. Pitcher's plate distances should be verified and set by the home team. If needed verified by both Head Coaches prior to the start of game time.

B. Levels of Play

1. In the event of inner league tournament play by a SAYS league team, they should be registered as a league team only. USSSA has separate classifications for league, all-star, C, B, or A depending on the long term intentions of the team.

C. Minimum Players – Forfeit

1. In the event of injury or illness after the start of a game, a team may continue to play without penalty.
2. If the number of players is less than 7, an out shall be taken in each spot at the bottom of the batting order to replace the number of players missing. You may PickUp players from the division below to make 9 players with the exception in the 6U Division.
3. A team may avoid forfeiting any game, if a regularly scheduled school activity (such as band trips, track, etc.) is the **SOLE** cause of the team being unable to field 7 players:
 - a. Provided that the manager gives at least 48 hours' notice, without exception, to the Board of all players expected to be absent and the reason for each player being absent.
 - b. The Board shall be the sole judge of the validity of the "school activity" and, if approved, shall notify the scheduler promptly to reschedule the game or make other accommodations.

D. Inclement Weather

1. Game Cancellations will be determined by the league and every effort to relay news will be made. Our goal is to make a decision by 4pm on game day and send notice to managers, update rain out line, and post on website, posted on active social media channels and email will be sent out.
2. A game shall be official after the earlier of 3 innings (2 ½ innings if the home team is leading) or after 45 minutes of play.

E. Run Limit Per Inning

1. A team's turn at bat shall end upon them scoring of the 5th run.
2. Additional runs scored, after 6 runs have been scored in the same inning, shall not count, unless scored as the result of a ball hit over the outfield fence in fair territory (home-run).

F. Coaches

2. No more than 2 offensive coaches (base coaches) shall be allowed on the field at any one time.
3. Two Defensive coaches may remain in the playing field within 3 feet of their own dugout.
4. 6U may have up to 2 defensive coaches on the playing field in outfield area.

G. Dugout Occupants

Only official team members may be in the dugout, which include the players and no more than 4 non-players (i.e. manger, coaches, & parents). Non-players must be over the age of 16. **No other children will be allowed on the playing field or in the dugouts.**

9. DEFENSE

A. Defensive Substitutions

1. Defensive players may be removed from the game and reinstated at any time.

B. Defensive Minimum Play Rule

1. **All attending players on the bench must be rotated in the next inning, and none shall sit two consecutive innings. In addition, no player shall sit more than one inning per game until all players in the lineup have sat out in that game.**
2. Players may be "benched" for disciplinary reasons, with board approval, such as unexcused absence from a game or practice or other serious disciplinary reasons. Disciplinary action must be applied uniformly to all players. Notify parents, player(s), and umpire prior to the start of the game.
3. PENALTY FOR VIOLATION OF THE MINIMUM PLAY RULE:
 - a. The winning team found to be in violation shall forfeit the game to the losing team
 - b. All games will be completed regardless of an identified violation.

10. OFFENSE (Batting)

1. During league play for all teams (excluding inter-league play), all attending players will bat in rotation as listed on the line up regardless of defensive play or number of players. The manager should give every player present an opportunity to bat before the conclusion of the game. Teams should be able to determine if a player may not have a chance to bat prior to the end of the game. The manager should notify the umpire that they have a player that needs to bat.
2. Players arriving late shall be added to the bottom of the batting order.
3. Players injured during the game must be immediately reported to the umpire and may be removed from play and the batting order without penalty, but the player must remain out of the game.
4. Players must wear a batting helmet complete with mask outside the dugout when their team is on offense (batting).

11. PLAYER VACANCIES

- A. Temporary vacancies may be filled in order to begin a game with 9 players on a roster. This rule is designed to produce equitable batting on teams that bat all girls in rotation. No more than **3** call-up players will be allowed for a single game and all call up players must be from a younger division (Except in 6U Division). Any player "called up" must meet the minimum play standard. Under no circumstance, will a call-up player be the cause of another player from the team to sit on the bench. Fill in players must bat at the bottom of the batting line up.
- B. ***In 6U Division call up players may come from within their division. Players filling in vacancies cannot play Pitcher or 1st Base.***

12. DISCIPLINARY PROCEDURE

A. Board Authority

The Board of Directors shall have the power by 2/3rd vote at any duly constituted meeting to discipline, suspend, or remove any player, manager, coach, or umpire.

B. Notice to Person

Any person(s) being considered for discipline, suspension, or removal shall be notified at least 3 business days in advance that such action will be considered at a duly constituted meeting of the Board of Directors. This person(s) shall have the right to attend such meeting and be heard.

C. Temporary Suspension

In extreme cases, the President may temporarily suspend any player, coach, or umpire from participation; pending a full consideration of the matter by the Board of Directors.

13. PROTEST PROCEDURES

A. Notice of Protest

Notice of the protest must be made known to the plate umpire prior to the next pitch immediately after the disputed call or decision. The plate umpire will notify the opposing manager and scorekeeper.

B. Written Protest

1. A written protest must then be delivered to the Board within 48 hours after the end of the game. Such protest must contain:

- a. Date of game being protested
- b. Names of teams involved
- c. A clear, concise narrative of the facts surrounding the protest
- d. The call or decision being protested
- e. The rule or rules which are the basis of the protest

2. All written protests shall be accompanied by a \$100.00 protest fee. The fee will be refunded if the protest is upheld; otherwise it will be forfeited to the general funds of the league.

C. Protest Committee

1. The protest committee shall consist of the Vice-President of Athletics, as chair, the League President and up to 3 Boards not involved in the dispute.

2. All involved parties will be notified by email or phone of the date, time, and place of a protest hearing.

D. Improper Subject

1. Judgment calls by the umpire are not the proper subject of a protest. Problems concerning umpiring should be referred to the Umpire-in-Charge.

CHAPTER 2 – ATHLETIC PROGRAM FOR 6 & UNDER (6U) DIVISION

1. ATHLETIC PROGRAM

A. Level of Play

1. Recreational
2. Post season All-Star team – class All Star

C. Ball Type/Size

- 11" Safety Softball, provided by the league (A/D Star)

D. Age Qualification

1. Age is based on the USSSA Age Set Guidelines for the current year.

E. Team Assignment

1. The league Board is responsible for naming managers and assigning players to teams.
2. The Board will attempt to assign girls living in the same general area to a team, with a target of no more than 13 players. When possible, late registrants will be assigned to a team in their age division and area. The league Board may initially assign fewer girls with the intention of filling the team out with late registrants.
3. A returning player within the age group may request on her registration form to be assigned to the same manager/team for the coming year. Similarly, at registration time, the player has the right to request that she NOT be assigned to one manager/team for which she previously played.
4. Returning managers assigned a team prior to player assignments, may petition the Board to exclude a returning player from their team. The coach must provide the Board reasons for the request.
5. The Board will consider requests when assigning players to the team.

F. Skills to be Taught – Top Priority

1. Sportsmanship.
2. Batting – A level swing, concentrating on the proper techniques for the upper part of the Body. Consistent, proper arm, head, and body positions are the goals.
3. Running – The bases and knowing where to run.
4. Throwing – Throwing the ball overhand and knowing where to throw the ball.
5. Fielding – Positioning one to catch the ball.

G. Skills to be Taught – Secondary Priorities

1. Batting – Positioning the lower part of the body for a proper swing; stepping into the ball to hit it.
2. Running – When to run.
3. Throwing – Throwing the ball.
4. Fielding – Catching the ball.

H. Requirements for Coaching

1. A willingness to be trained in techniques to develop the skills identified for the age group.
2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that are scheduled by the league each season.
3. It is a goal that all league managers to strive for continued progress toward higher levels of certification.
4. Willingness to participate in a year-end survey conducted by the Board to recommend changes that should be made to the goals and/or training techniques used during the year.
5. Willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
6. Willingness to support and encourage your girls to actively participate in the league's fund raiser.
7. PATIENCE, PATIENCE, PATIENCE!!

2. SPECIAL PLAYING RULES

A. Game Mechanics

1. The game will be 55 minutes or 7 innings, whichever occurs first.
2. There is a 5 run limit per half inning (or 3 outs).
3. The game ball will be an 11" ad star
4. One umpire will be furnished.

5. The home team is responsible for a scorekeeper and caulking the fields including coaches boxes. The visiting team is responsible for operating the scoreboard if available and raking the fields after each game.
6. The home team is responsible for bringing the "T" for the game.
7. Playing Field
60' baseline, 35' pitching distance with a 16' (diameter) circle around the pitcher's mound, a 12' quarter circle in front of home plate (the 12' is measured from the back of the plate), and half-way marks between the bases.

B. Pitching:

1. The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.
2. The coach pitcher may pitch anywhere within the 16 foot circle as long as his/her foot is on or in front of the halfway line.
3. The coach pitcher must always keep at least one foot within the 16 foot pitching circle when the ball is released.
4. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch. Once the ball is released the coach pitcher may not speak, coach or instruct the batter or runners.
5. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory, away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 - a. The ball is declared dead.
 - b. The batter is awarded 1st base.
 - c. All other base runners will advance 1 base, only if forced by the award of 1st base to the batter.
 - d. The batting team is given an out.
 - e. No teams will be allowed to score because of coach pitchers intentional interference
 - f. Should a run be forced home then that runner will be the out.
6. Unintentional interference:
 - a. Dead Ball
 - b. No out will be charged.
 - c. Forced run may score.
 - d. The batter is awarded 1st base.

B. Batters

1. A batter will have the following options to put the ball into fair play:
 - a. Up to 3 pitches from the Coach Pitcher. Should a batter fail to hit a ball at the end of 3 pitches from the coach pitcher, the batter will then be given up to two swings from the "T".
 - b. Should the batter fail to put the ball in fair play the batter will be called out.
2. All players present must bat. In the event a girl has to leave, she will be skipped in the line-up. If girl shows up late, she will be added at the bottom of the line-up.
 - a. Fall Season- When double header games are on the schedule your starting line up on the games following the 1st game will start from the previous game. *Example: First game ends on batter 7 batter 8 will be the start of the next game following the line up.*
 - b. Spring Season play coaches may have batting lineup at their discretion with the exception of tournament play.
 - c. In Tournament play (Opening day/End of Season Fall and Spring Seasons) the next batter up from the previous game will be the starting batter in the next game and so on down the lineup to ensure all players are getting fair batting opportunities.
3. Bunting is not allowed.

D. Runners

1. If more than one runner runs to the same base, the rear runner will be sent back to the base she last occupied.
2. Runners who are already over half way to a base may continue to the next base. If the runner is less than half way to base when the ball becomes dead, they must return to the last base occupied.

3. If the runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offensive coach for the first offense. Second offense, the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issue per team per game.
4. Stealing is not allowed.
5. Coaches must chalk in coaches boxes. If they step out of the coaches box and touch a base runner they will be called out.

E. Defense

1. **Must have a catcher.**
2. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit.
3. No defensive player may be closer than 35 feet from the batter until the ball has been hit. The four outfielders will remain a minimum of five feet behind the baselines until the ball has been hit.
4. Overthrow Rule: On the first play after the ball is hit, if an overthrown ball goes into foul territory, base runners shall be allowed to advance at their own risk, one (1) additional base. The advance shall be based on the position of the runner(s) when the ball left the thrower's hand. Runners may return to touch a missed base. If more than two runners are on the same base, or between the same bases, the advance shall be based on the position of the lead runner.
5. Dead Ball: If the ball goes into a dead ball area, such as the dugout, the ball is immediately ruled dead. The base runners are awarded two (2) bases from the time of the throw.
6. A play will be considered dead once the defensive pitcher has control of the ball within the 16ft circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead. Or in the judgment of the umpire, all play has come to a complete halt, dead ball will be declared.
7. The pitcher or 1st baseman may not play that position more than 2 inning per game.
8. On defensive plays the ball is to be delivered by an over or underhand throw, not intentionally rolled on the ground or handed off. If intentionally rolled or handed off the runner will be safe.
9. **Proximity run is in effect. The intent of this rule is to not have one player running across the field to record an out instead of throwing the ball to record the out.**
10. The team may have up to 2 defensive coaches on the playing field in outfield area.

F. Special rules

The infield fly rule is **NOT** in effect.

CHAPTER 3 – ATHLETIC PROGRAM FOR 8 & UNDER (8U) DIVISION

1. ATHLETIC PROGRAM

A. Type play

B. League play

B. Level of Play

1. Recreational -
2. Post season All Star team - Class All Star

C. Ball Type / Size

1. 11" core .47

D. Age Qualification

2. Age is based on the USSSA Age Set Guidelines for the current year, younger players may play up but under no circumstances may a player play down.

E. Team Assignment

1. All players in this age group must participate in tryouts. Teams will be formed based on the tryouts. Information on the tryout will be distributed at registration time. Teams will be filled in accordance with the league's draft rules. The Board may initially assign fewer girls with the intention of filling the team out with late registrants.

F. Skills to be Taught – Top Priority

1. Sportsmanship
2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training. Stepping into the ball to hit it.
3. Running – Running the bases, knowing where to run, how to run, and when to run.
4. Throwing – Throwing the ball overhand, knowing where to throw the ball, and when to release the ball.
5. Fielding – Positioning oneself to catch the ball, positioning the glove to catch a ground ball and positioning the glove to catch a fly ball.

G. Skills to be Taught – Secondary Priorities

1. Batting – Knowing when to swing.
2. Running – Leaving the base at the appropriate time.
3. Throwing – Throwing the ball in the right direction.
4. Fielding – Catching a thrown ball.

H. Requirements for Coaching

1. A willingness to be trained in techniques to develop the skills identified for the age group.
2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that are scheduled by the league prior to the start of the season.
3. It is a goal that all league managers to strive for continued progress toward higher levels of play.
4. A willingness to participate in a year-end survey conducted by the Board to recommend changes that should be made to the goals and/or training techniques used during the year.
5. A willingness to learn, understand, interpret, communicate and follow the rules and regulations of the league as they apply to this age group.
6. A willingness to support and encourage your girls to actively participate in the league's fund raiser.
7. A great deal of patience!

2. SPECIAL PLAYING RULES

A. Game mechanics

1. The game will be 55 minutes or 7 innings, whichever occurs first..
2. There is a 5 run limit per half inning (or 3 outs).
3. Two umpires will be furnished.
4. The home team is responsible for a scorekeeper and caulking the fields. The visiting team is responsible for operating the scoreboard if available and raking the fields after each game.
5. Playing Field

60' baseline, 35' pitching distance with a 16' (diameter) circle around the pitcher's mound, and half-way marks between the bases.

B. Pitching:

1. The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.

2. The coach pitcher must have one foot on the rubber when pitching..
 3. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch. Once the ball is released the coach pitcher may not speak, coach or instruct the batter or runners.
 4. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory, away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 - a. The ball is declared dead.
 - b. The batter is awarded 1st base.
 - c. All other base runners will advance 1 base, only if forced by award of batter to 1st base.
 - d. The batting team is given an out.
 - e. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home then that runner will be the out.
 6. Unintentional interference:
 - a. Dead Ball
 - b. No out will be charged.
 - c. Forced run may score.
 - d. The batter is awarded 1st base.
- C. Batters
1. A batter will have up to 5 pitches to hit a fair ball, should a batter fail to hit a ball at the end of 5 pitches, the batter will then be called out. The batter will have unlimited foul balls. Three swinging pitches is an out if the 3rd swing is a miss.
 2. All players present must bat. In the event a girl has to leave, the umpire must be notified and the player will be skipped in the line-up. If girl shows up late, she will be added at the bottom of the line-up.
 - a. In Tournament play the next batter up from the previous game will be the starting batter in the next game and so on down the lineup to ensure all players are getting fair batting opportunities.
 3. **Bunting is not allowed.**
- D. Runners
1. Should more than one runner run to the same base; the rear runner will be sent back to the base she last occupied.
 2. Runners who are already over half way to a base may continue to the next base. If the runner is less than half way to base when the ball becomes dead, they must return to the last base occupied.
 3. If the runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offensive coach for the first offense. Second offense, the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.
 4. **Stealing is not allowed.**
 5. **There is to be no contact to the baserunner by the coaches it occurred this is an automatic out. No warnings will be given.**
- E. Defense
1. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit.
 2. With the exception of the catcher, no defensive player may be closer than 35 feet from the batter until the ball has been hit. The four outfielders will remain behind a minimum of five feet behind the baselines until the ball has been hit. **MUST HAVE A CATCHER.**
 3. Dead Ball: If the ball goes into a dead ball area, such as the dugout, the ball is immediately ruled dead. The base runners are awarded two (2) bases from the time of the throw. This does include an overthrown ball.
 4. A play will be considered dead once the defensive pitcher has control of the ball within the 16ft circle, unless making a play or by any defensive player stopping the lead runner and advancement by all other runners is not possible. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead. Or in the judgment of the umpire, all play has come to a complete halt, dead ball will be declared.
 5. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.
 6. The pitcher or 1st baseman may not play that position more than 2 innings per game.

7. On defensive plays at 1st base, the ball is to be delivered by an over or underhand throw, not intentionally rolled on the ground. If intentionally rolled, the runner will be safe.
8. **At no time will defensive players run across an imaginary line drawn from the center of home plate to the center of second base to record an out. The ball must be thrown across the field in an attempt to record an out. Violation: Runners will be called safe. Plays at either 2nd Base or Home Plate are not included in this rule. The intent of this rule is to not have one player running across the field to record an out instead of throwing the ball to record the out.**

F. Special rules

The infield fly rule is **NOT** in effect.

CHAPTER 4 – ATHLETIC PROGRAM FOR 10 & UNDER (10U) DIVISION

1. ATHLETIC PROGRAM

A. Type Play

Fast Pitch Softball.

B. Level of Play

1. Recreational -
2. Post season All Star team – Class All Star

C. Ball Type/Size

11" Softball core .47

D. Qualification

1. Age is based on the USSSA Age Set Guidelines for the current year. Players may play up but may not play down under any circumstances.

E. Team Assignment

1. All players in this age group must participate in tryouts. Teams will be formed based on the tryouts. Information on the tryout will be distributed at registration time. Teams will be filled in accordance with the league's draft rules. The Board may initially assign fewer girls with the intention of filling the team out with late registrants.

F. Skills to be Taught – Top Priority

1. Sportsmanship
2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training.
 - a. Stepping into the ball to hit it;
 - b. Knowing when to swing.
3. Running – Running the bases, knowing where to run, how to run, and when to run. Leaving the base at the appropriate time.
4. Throwing – Throwing the ball overhand.
 - a. Knowing where to throw the ball;
 - b. When to release the ball;
 - c. Throwing the ball in the right direction.
5. Fielding – Positioning oneself to catch the ball.
 - a. Positioning the glove to catch a ground ball;
 - b. Positioning the glove to catch a fly ball;
 - c. Catching a thrown ball.

G. Skills to be Taught – Secondary Priorities

1. Batting.
 - a. Bunting;
 - b. Signals.
2. Running.
 - a. Sliding;
 - b. Signals.
3. Throwing – Developing the catcher's skills.
4. Fielding – Defensive strategy:
 - a. Covering the base;
 - b. Backing up others.

H. Requirements for Coaching

1. A willingness to be trained in techniques to develop the skills identified for the age group.
2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that are scheduled by the league prior to the start of the season.
3. It is a goal that all league managers to strive for continued progress toward higher levels of play.
4. A willingness to participate in a year-end survey conducted by the Board to recommend changes that should be made to the goals and/or training techniques used during the year.
5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
6. A willingness to support and encourage your girls to actively participate in the league's fund raiser.
7. A caring voice and a great heart for all the young ladies on your team.

2. SPECIAL PLAYING RULES

A. Game mechanics

1. The game will be 55 minutes or 7 innings, whichever occurs first.
2. There is a 5 run limit per half inning (or 3 outs).
3. The game ball will be an 11" .47 core ASA approved softball
4. Two umpires will be furnished.
5. The home team is responsible for a scorekeeper and caulking the fields. The visiting team is responsible for operating the scoreboard if available and raking the fields after each game.
6. Playing Field
60' baseline, 35' pitching distance with a 16' (diameter) circle around the pitcher's circle.

B. Modified Coach Pitch Rules and Special Rules

- i. One base on a steal if player tries to get extra they are liable to be put out.
- ii. No coach shall touch a base runner. Player will be called out automatically.
- iii. No Warning on leaving bases early player will be called out.
- iv. No warning on look back rule player will be called out.
- v. Players may advance on an overthrow of the Player Pitcher only. May not advance if coach is pitching.
- vi. Infield Fly and Drop 3rd Strike is in effect when player is pitching. This is not in effect if the coach is pitching.
- vii. No chasing across the field plays must be made. Proximity rule is in effect.
- viii. Player pitch is in effect
 1. After 2 walks in an inning a coach will come out and pitch the remaining of the count.
Example 3 balls 1 strike count 2 pitch max by coach. 3 balls 0 strikes 3 pitch max by coach. NO UNLIMITED FOUL BALLS.
 - a. After this batter the player pitch comes back out and resets the walk count.
 - b. Coach must pitch from the rubber meaning one foot must remain on the rubber until the ball is released.
 - c. Player pitch has no penalty for illegal pitching AS LONG AS no advantage is being utilized.
 - d. When coach is pitching there is no stealing bases.
 - e. If player pitching hits a batter this does not go against the walks and the walk count will start over.

CHAPTER 5 – ATHLETIC PROG. FOR 12U & MIXED DIVISION (14U-18U)

1. ATHLETIC PROGRAM

- A. Type Play
 - Fast Pitch Softball.
- B. Level of Play
 - 1. Recreational
 - 2. Post season All Star team – All Stars
- C. Ball Type/Size
 - 12" Softball (.47 Core).
- D. Qualification
 - 1. Age is based on the USSSA Age Set Guidelines for the current year for both 12u and Mixed Divisions. Players may play up but may not play down under any circumstances.
- A. Team Assignment – League Season
 - 1. All players in this age group must participate in tryouts. Teams will be formed based on the tryouts. Information on the tryout will be distributed at registration time. Teams will be filled in accordance with the league's draft rules. The Board may initially assign fewer girls with the intention of filling the team out with late registrants.
- F. Skills to be Taught – Top Priority
 - 1. Sportsmanship.
 - 2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training.
 - a. Stepping into the ball to hit it;
 - b. Knowing when to swing;
 - c. Signals;
 - d. Bunting with precision;
 - e. Slap bunts.
 - 3. Running – Running the bases, knowing where to run, how to run, and when to run.
 - a. Leaving the base at the appropriate time;
 - b. Sliding;
 - c. Signals;
 - d. Stealing;
 - e. Stealing 3rd base;
 - f. Stealing home.
 - 4. Throwing – Throwing the ball overhand
 - a. Knowing where to throw the ball
 - b. When to release the ball
 - c. Throwing the ball in the right direction
 - d. Developing the catcher's skills
 - e. Throwing from the outfield
 - f. Hitting the cutoff
 - g. Accurate throws
 - 5. Fielding – Positioning oneself to catch the ball.
 - a. Positioning the glove to catch a ground ball;
 - b. Positioning the glove to catch a fly ball;
 - c. Catching a thrown ball;
 - d. Defensive strategy;
 - e. Covering the base;
 - f. Backing up others;
 - g. Situation plays;
 - h. Defending the bunt.
- F. Skills to be Taught – Secondary Priorities
 - 1. Batting.
 - a. Hitting a rise ball;
 - b. Hitting a drop ball.

G. Requirements for Coaching

1. A willingness to be trained in techniques to develop the skills identified for the age group.
2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that are scheduled by the league.
3. It is a goal that all league managers to strive for continued progress toward higher levels of play.
4. A willingness to participate in a year-end survey conducted by the Board to recommend changes that should be made to the goals and/or training techniques used during the year.
5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
6. A willingness to support and encourage your girls to actively participate in the league's fund raiser.

2. SPECIAL PLAYING RULES

A. Game mechanics

1. The game will be 55 minutes or 7 innings, whichever occurs first.
2. There is a 5 run limit per half inning (or 3 outs).
3. The game ball will be an 12" .47 core ASA approved softball
4. Two umpires will be furnished.
5. The home team is responsible for a scorekeeper and caulking the fields. The visiting team is responsible for operating the scoreboard if available and raking the fields after each game.
6. Playing Field
 - 12U - 60' baseline, 40' pitching distance.
 - Mixed - 60' baseline, 43' pitching distance.

B. Defense

Defensive Players – may play up to 10 defensive players.

C. Offense

Will follow all USSSA rules. All fostered players must be given the opportunity to bat.