



# Katy Girls Softball Association

Katy, Texas

## KATY GIRLS SOFTBALL, INC. LEAGUE RULES (*as of January 4, 2026*)

### I. Purpose

- A. The purpose of this handbook is to inform the managers of his/her duties and responsibilities, which are in accordance with the rules and regulations established by the KGSA Board of Directors.
- B. Any changes or other rules, regulations, and policies affecting the operation of the KGSA League will be published and circulated to all managers. Any questions regarding rules, regulations, policies, uniforms, and/or equipment should be directed by the manager to his/her Division Commissioner.
- C. **VIOLATION OF ANY RULES MAY RESULT IN EJECTION FROM THE PLAYING FIELD, FORFEITURE, MANAGER/COACH SUSPENSION, AND/OR POSSIBLE DISMISSAL FROM KGSA.**

### II. Operation of KGSA League and Teams

#### A. AGE BRACKET/LEAGUE DIVISIONS:

1. Players' age attained by August 31st of the previous year will determine division eligibility (*see USA Softball Rules*). **NON-DRAFTED DIVISIONS:**

- T-Ball/Pixie (Ages 3-6)

#### **DRAFTED DIVISIONS:**

- 7U (Ages 6-7)
- 8U (Ages 7-8)
- 9U (Ages 8-9)
- 10U (Ages 9-10)
- 12U (Ages 11-12)
- High School (Ages 13-18)

#### B. EQUIPMENT/UNIFORMS:

1. Managers in the T-Ball/Pixie to High School divisions will sign for and leave a \$250 deposit check for all equipment bags received at the start of each season. The check will be returned to the manager on "Equipment Turn-In Day" or voided. If equipment is not turned in on the designed day, your check will be cashed. **NO EXCEPTIONS!!**
2. Issued equipment will consist of an equipment bag and catcher's gear. It is the Manager's responsibility to clean out the equipment bag before checking it back in to the Equipment Manager or KGSA Board Member.
3. Batting helmets will not be provided by KGSA. Each player must purchase a helmet with a facemask that is USA "NOCSAE" (National Operating Committee on Standards for Athletic Equipment) approved.
4. All teams will play in jerseys provided by KGSA with **NO ALTERATIONS**.  
**EXCEPTIONS:** during cold weather players will be allowed to wear a **PLAIN SOLID** sweatshirt at the umpires/KGSA Board's approval under her jersey **ensuring their number is still visible.**



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5. Uniforms: Jerseys are included with registration. Pants can be purchased through KGSA or provided at your own expense. Black **pants** only must be worn.

## C. PLAYERS PER TEAM:

### 1. T-Ball/Pixie Division (Ages 3-6):

Players in this division will be evenly distributed among teams to ensure balanced participation.

### 2. All Other Divisions:

Teams in all other divisions are formed through a player draft process.

- Players must participate in evaluations, unless they have been identified as a protected or returning player.
- Players who are unable to attend evaluations will be assigned to a team as the discretion of the Division Commissioner.

### 3. Team Size:

The number of players per team will be determined each season by the KGSA Board, in alignment with USA Softball guidelines, and shall not exceed 12 players per team (*unless agreed upon by the Division Commissioner*). Any changes will be at the discretion of the KGSA Board.

### 4. Team Formation in the T-Ball/Pixie Division:

T-Ball/Pixie teams are formed based on special request, manager preference, neighborhood, school, or friend grouping considerations, as appropriate.

## D. OTHER:

1. **TEAM SPONSORSHIPS:** All teams are required to secure a “team sponsorship” of a minimum of \$500 each season. The sponsor company will receive a team plaque, have their name added to the banners hung up along the fences, and be added to the KGSA webpage. In the event your team cannot find a sponsor, the parents must divide the sponsorship cost amongst themselves to reach the required amount of \$500, and a team plaque will not be issued. *An important note is that team sponsorships must be received before uniforms can be distributed.*

## E. PRACTICE:

1. Teams are formed and managers are approved solely for participation in the KGSA league and its sponsored activities. Any practices or games held outside of the official KGSA league season are not permitted unless specifically authorized in advance by the KGSA Board of Directors (e.g., All-Stars). **All field usage must receive prior approval from the KGSA Board.**
2. Each manager will be responsible for establishing a place and time for team practices. Generally speaking, practice fields are on a first come/first served basis at various school district fields or parks. It is important that the Manager creates a practice schedule and communicates this to the parents ahead of time to ensure maximum participation.
3. The Field Scheduler will allot practice times for the league teams at the KGSA playing fields.
4. **NO HITTING BALLS INTO ANY FENCES, BACKSTOPS, OR BUILDINGS.**
5. Batting cages at KGSA are on a first come first serve basis; however please be mindful and respectful of any teams waiting to use the cages.
6. No player may be held liable for more than 4 events per week.
7. Players may not be penalized for any missed events (practices or games).



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## F. SAFETY:

1. Managers are responsible for the safety of his/her players at practices and games.
2. Any unsafe playing conditions/equipment shall be reported to the Board Member on Duty (**BMOD**).
3. All batters and base runners must wear a batting helmet with a **facemask** during all practices and games.
4. Catchers will wear an appropriate catching helmet, chest protector, and protective shin guards during all practices and games. T-Ball/Pixie, 7U, 8U, and 9U divisions may wear a batting helmet with a facemask.
5. All infielders in all divisions must wear face protection during all practices and games.
6. **Metal Cleats are only allowed in the High School division.** All other divisions must wear molded cleats or tennis shoes.
7. No “hit-a-way” devices attached to park structures or trees will be allowed.
8. Under umpire discretion, any jewelry that is seen as unsafe may be asked to be removed.

## G. INJURY TO PLAYER/COACHES/VOLUNTEERS:

1. KGSA provides excess reimbursement insurance for accidental injuries incurred while playing, practicing, traveling as a group, or voluntarily working on the premises. Excess medical coverage pays only the amount not paid by coverage provided by other group or individual policies.

## H. SCHEDULES:

1. The KGSA Board will publish a game schedule as soon as possible after teams are established. NO changes will be made once the schedule is finalized (unless rain related).

## I. WEATHER RELATED GAMES:

1. The UIC (Umpire in Charge)/Umpire on the field has the right in his/her judgment to suspend or cancel a game due to weather conditions for the safety of the players, parents, and coaches. A Board member on duty (BMOD) has the right to cancel any game prior to the start of the scheduled game. There will be a 20 minute lighting delay per lighting strike within 8 miles, thereafter it is up to the discretion of the UIC and BMOD.

## J. RESCHEDULING OF GAMES:

1. Rainouts will be rescheduled on the next open date available. Rain make-ups will be scheduled on any open day including Sunday. Please check the KGSA website, [www.kgsa.org](http://www.kgsa.org), for make-up dates.
2. Once your game has been rescheduled, that time will not be changed. If your team does not show up it will be counted as a forfeit.
3. NO games will be rescheduled except for cancellations due to weather or a cancellation made by the KGSA Board of Directors.

## K. CONCESSION STAND:

1. No unsupervised child under the age of 16 years old will be allowed in the concession stand area, NO EXCEPTIONS.



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## L. MANDATORY MANAGERS FIELD WORK-DAY:

1. This is a **MANDATORY** workday for all managers/representatives from each team. Each team will be assigned certain duties to get the fields ready for the season. Failure to attend or send a team representative could result in loss of practice times at the fields.

## III. Game Day Procedures

### A. FIELD MAINTENANCE:

1. To prepare and maintain the playing field and surrounding areas is everyone's responsibility.
2. On game day, if the field needs preparation because of bad weather, both managers will help in putting the field into a playable and safe condition, as needed.
3. The UIC and BMOD will determine whether the field is in a safe condition.
4. Teams are responsible for cleaning up their respective dugouts after each game. No debris or trash should be left in the dugouts or in the bleachers.
5. Both managers will be responsible for assuring that all bases and pitching rubber are located at the correct distances based on division. *The pitching rubber for T-Ball/Pixie – 10U division should be at 35ft; 12U at 40ft; and High School division at 43ft.* If the game is underway, changes will be made without any penalty, and play will continue (ASA Rule 2-1).
6. Since field maintenance will chalk each field prior to the start of the first games of the day, teams are not allowed to be on the infield prior to the start of the game except to take grounders on your given side (past 1B & 2B base path or 2B & 3B base path).
7. Pitchers are allowed to warm-up against the backstop in foul territory but any catcher under the age of 18 must wear at least a catcher's helmet.

### B. TEAM DUTIES:

1. The HOME TEAM is responsible for keeping the official scorebook.
2. The VISITING TEAM will be responsible for operating the scoreboard, if applicable.
3. BOTH TEAMS (after the last game of the day/night) are responsible for removing bases, placing them in the dugout, and adding the plugs.

### C. OFFICIAL SCOREKEEPER:

1. The Umpire will deliver the official scorebook to each team before each game. The Umpire will collect both books from each team after the game.
2. The official scorekeeper must sit outside the dugout within a visual distance of the umpire.
3. The umpire will check with each team's scorebook after each half inning to ensure they agree on the score of the game.
4. It is the winning Manager's responsibility to sign the scorecard prior to the umpire turning it into the BMOD. **The score that is turned in by the umpire and signed by the winning manager will be final.**
5. Any discrepancies will be addressed with both team Managers and the designated umpire.

### D. PLAYING TIME:

1. Free defensive substitution is allowed. Each team will bat through their entire roster of players that are present on game day if time allows. All able players shall not sit out consecutive innings of play. Failure to play all girls is an automatic out at the beginning of the team's next offensive



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inning. For regular season play, coaches are encouraged to rotate players to maximize playing time for all players.

2. The home plate umpire and opposing manager and scorekeeper must be notified prior to the game if a girl is injured, ill, etc., and not playing.
3. **PICK-UP PLAYERS:** To prevent forfeiture, a team short of players may call up to 3 players **from the same currently registered division or a lower division (regardless of age eligibility)** to make the required limit of nine (9) players only in 10U and up and up to ten (10) players in T-Ball/Pixie, 7U, 8U and 9U. Players can only be called up from a lower division; no player can play down from the current division that they are registered in as a substitute player. The team using pick-ups should inform the opposing manager at the beginning of the game. Additionally, if a regular player shows up late and you have a pick-up player already in the lineup, that pickup player can continue to bat only in the original batting order. Only registered KGSA league players will be allowed to be picked up. To avoid a forfeit, a team must have a minimum of seven (7) players in the game. *Example: If a 10U or up team has only 8 players, that team can only pick up one (1) player to equal nine (9) players. If a T-Ball/Pixie, 7U, 8U, or 9U team only has 8 players, that team can pick up two (2) players to equal (10) players.*
4. In the 10U, 12U, and High School divisions, if a team has less than five (5) players available to play in a game, the Manager can request temporary approval by the KGSA Board (*which could include BMOD and UIC*) to allow one (1) infielder. This can include either a pitcher or catcher as needed.
5. ALL pick-up players must play in the outfield and bat at the end of the order and MUST wear their own uniform.
6. **A MANAGER WHO VIOLATES THE ABOVE RULES WILL BE SUBJECT TO SUSPENSION.**

## E. PARENT/UMPIRE RULE:

1. If at all possible, no parent will umpire his or her own daughter's ball game during regular league play. A BMOD MAY UMPIRE ANY GAME.

## F. FIELD DECORUM:

1. The team manager will be solely responsible for the conduct of his/her team and its followers. Parents' conduct may result in the team manager being ejected.
2. In his/her absence, a designated team manager shall assume responsibility.
3. The manager or the designated manager is the only member of the team or coaching staff that can protest any umpire ruling (non-judgement calls).
4. Managers and coaches will conduct themselves in a sportsmanlike manner at all times at or near any practice or playing field.
5. The use of obscene or abusive language or the use of intoxicating beverages or drugs on or near the practice or playing field is prohibited.
6. Smoking or vaping by any manager, coach, umpire, player, or spectator inside the fence is prohibited. As per Harris County ordinance, smoking and vaping are not allowed in outdoor seating areas at public events.
7. Any person(s) ejected from a game will be suspended for the remainder of that game and their team's next game. The ejected person(s) must leave and go to the parking lot. The game will not resume until that person(s) leaves the premises. (*See Sportsmanship: USA Softball Rule in Effect.*)
8. Dugout Rule Applicable to the 10U through High School Divisions:



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Except in between 1/2 innings (when the teams are coming off the field to bat or are going out on the field to play defense), whether on offense or defense no team may have more than 3 managers/coaches outside of the dugout at any time. When on offense, 2 of the 3 coaches must be in the 1st and 3rd base coach's boxes, with the 3rd coach being allowed to be outside of the dugout but within an arm's length of the dugout fence and dugout opening. When on defense, the 3 allowable coaches must also be within an arm's length of the dugout fence and opening.

Penalties for infractions with this rule include:

**1st offense in the game** – Warning given.

**2nd offense in the game** – All coaches except 1st and 3rd base coaches are restricted to the dugout for the remainder of the game.

**3rd offense in the game** – The team manager is ejected from the game.

In addition, if in the umpire's judgment, any coach or manager interferes with a play or unfairly affects a play, the umpire may award an "out" or conversely award a base runner to be "safe" or to advance one base as allowed per various USA Softball rules such as the obstruction rule.

**THE ONLY PEOPLE ALLOWED IN THE DUGOUT DURING KGSA GAMES ARE THE MANAGER, 2 COACHES, TEAM PARENT, AND THE PLAYERS. ANYBODY IN THE DUGOUT OVER THE AGE OF 18 MUST HAVE A BACKGROUND CHECK DONE BY USA SOFTBALL.**

## **G. APPEALS/PROTEST:**

1. Any appeal must be made prior to the next legal/illegal pitch.
2. All judgment calls by the umpire (i.e., balls, strikes, out, safe, etc.) cannot be appealed.
3. Board member(s) on duty (BMOD) will not overrule the umpire(s) on the field.
4. **After consulting with the game umpires, the final decision will be that of the acting UIC. No protests will be allowed.**

## **H. SPORTSMANSHIP: (USA SOFTBALL RULE IN EFFECT)**

1. **ZERO TOLERANCE RULE:** Any manager, coach, player, parent, grandparent, or fan causing any trouble on the fields, in the stands, or against any board member/umpire will not be tolerated. That person(s) will be removed from the park. If a second offense occurs, that person will be expelled from the park for the remainder of the season. The team manager is responsible for the team and its supporting fans.

Threats of any kind from any adult to any other person will result in being banned from the KGSA facility and may result in authorities being contacted and charges being pressed.

**NO FIREARMS OF ANY KIND ARE ALLOWED BY ANY KGSA MEMBER.**

## **IV. League Playing Rules**

### **A. GOVERNING RULES:**

1. All games will be played under the USA SOFTBALL rules except any local rules adopted by the



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Board of Directors of KGSA. All managers will be given access to the KGSA League Rules and must be familiar with them.

## B. THE PLAYING FIELD:

1. The High School division will have 60 ft. base distances and a 43 ft. pitching distance.
2. The 12U division will have 60 ft. base distances and a 40 ft. pitching distance.
3. The T-Ball/Pixie through 10U will have 60 ft. base distances and a 35 ft. pitching distance.
4. A sixteen (16) foot diameter circle will be placed around the pitching rubber.

## C. LENGTH OF GAMES:

1. All games will have a seventy (70) minute (*unless Summer League, see section below*) or 6 inning limit. The T-Ball/Pixie division will finish the batter once time has expired.
2. A new inning starts as soon as the last out is made in the prior inning.
3. A new inning will not start after 65 minutes (*unless Summer League*).
4. At 65 minutes, if either team is mathematically eliminated, we will finish the game at 70 minutes, drop dead (*unless its Summer League*).
5. Tie breakers for regular season (Fall & Spring) standings will be in this order: Head to Head, Run differential, Runs Against, Runs For.
  - a. If there is a situation where there is a three way tie (for example Team A, Team B, and Team C), the tiebreakers outlined above will be used **without reverting back at any time** during the process.
    1. The first tie breaker is head to head. For example, if Team A plays Team C but does not play Team B, the head to head to head determination cannot be used to place Team A or Team B. If all teams do not play each other during the regular season, KGSA is unable to determine a winner using head to head and must move to the second tie breaker outlined which is run differential (RD).
    2. However, in this example, both Team A and Team C have the same run differential, so Team B is listed as 3rd place and the next tiebreaker is used to determine 1st and 2nd place. Since both teams have the same run differential, KGSA is unable to determine a winner and must move to the next tiebreaker which is runs against.
    3. In this example, the runs scored against Team C are less than Team A, so Team C is listed as 1st place and Team A is listed as 2nd place with Team B being determined as 3rd based on the previous tie breaker.
6. There will be seven (7) run rule differential max in a game.
7. The official game time will be managed by the designated home plate umpire.

## D. RAINOUTS:

1. All Divisions:
  - a. To be considered a complete game, the teams must have completed two (2) full innings or 45 minutes of the allotted game time.

## E. POST SEASON GAMES (End of Season Tournament):

1. All games will have a seventy (70) minute or 6 inning limit. These games **will not** end with a tie (ITB (International Tie Breaker) will be used to determine a winner).
2. The T-Ball/Pixie division will not participate in the EOS tournament.



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3. A new inning starts as soon as the last out is made in the prior inning.
4. A new inning will not be started after 65 minutes unless the score is tied and ITB is needed in order to determine a game winner.
5. At 65 minutes, if either team is mathematically eliminated, we will finish the game at 70 minutes, drop dead.
6. ITB rules are as follows, each team will start play with:
  - a. Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base (last two (2) batters from the previous inning) for the 1<sup>st</sup> inning. *(If ITB is needed for more than one (1) inning, each consecutive ITB inning will be bases loaded (1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base) with the last three (3) batters from the previous inning.)*
  - b. 1 out.
  - c. Each batter will start with a 1-1 count (1 ball and 1 strike).
    1. **(7U, 8U, or 9U)** Batter will start with two (2) pitches representing 1-1 count (meaning they will have three (3) pitches left that are available (with unlimited fouls) for that at bat.
    2. **(10U)** Coach pitcher will come in after the 1<sup>st</sup> walk. Kid pitcher will come back to pitch in any subsequent innings and repeat the same process after the 1<sup>st</sup> walk.

## F. SUMMER LEAGUE SEASON:

1. All teams must be ready fifteen (15) minutes prior to game time.
2. All games will have a sixty (60) minute or 6 inning limit. The T-Ball/Pixie (Ages 4-6) division will finish the batter once time has expired.
3. A new inning starts as soon as the last out is made in the prior inning.
4. A new inning will not start after 55 minutes.
5. At 55 minutes, if either team is mathematically eliminated, we will finish the game at 60 minutes, drop dead.
6. Tie breakers for Summer season standings will be in this order: Head to Head, Run differential, Runs Against, Runs For.
  - a. If there is a situation where there is a three way tie (for example Team A, Team B, and Team C), the tiebreakers outlined above will be used **without reverting back at any time** during the process.
    1. The first tie breaker is head to head. For example, if Team A plays Team C but does not play Team B, the head to head to head determination cannot be used to place Team A or Team B. If all teams do not play each other during the regular season, KGSA is unable to determine a winner using head to head and must move to the second tie breaker outlined which is run differential (RD).
    2. However, in this example, both Team A and Team C have the same run differential, so Team B is listed as 3<sup>rd</sup> place and the next tiebreaker is used to determine 1<sup>st</sup> and 2<sup>nd</sup> place. Since both teams have the same run differential, KGSA is unable to determine a winner and must move to the next tiebreaker which is runs against.
    3. In this example, the runs scored against Team C are less than Team A, so Team C is listed as 1<sup>st</sup> place and Team A is listed as 2<sup>nd</sup> place with Team B being determined as 3<sup>rd</sup> based on the previous tie breaker.
7. There will be seven (7) run rule differential max in a game.
8. The official game time will be managed by the designated home plate umpire.



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## G. MISCELLANEOUS:

1. League players can fill in on a Tournament Team during the league regular season provided it does not interfere with any KGSA league team obligations.
2. Game time is forfeit time. When the umpire calls coaches to home plate, please be ready to represent as the game will start promptly at the conclusion of the umpire meeting. Lack of promptness will not hold up the game. Umpires will start the clock at their discretion.
3. A warning will be given to **ALL** girls and the team manager the first time any player throws equipment during a ballgame. Anytime thereafter that any player throws any equipment while batting, she will be called "OUT" immediately. The ball will be ruled a dead ball, and the player will be subject to disqualification from the remainder of the game.
4. For safety, all on-deck batters will use the on-deck circle behind the current batter. This means that when a right-handed batter is at the plate, the 3<sup>rd</sup> base side on-deck circle is to be used. When a left-handed batter is at the plate, the 1<sup>st</sup> base side on-deck circle is to be used.
5. Batters taking signs from a coach must keep one foot in the batter's box. (*See USA Softball Rule 7, Section 3, Paragraph C.*)
6. A player who, due to injury or illness, cannot take her turn at bat may be passed **WITHOUT** penalty. However, that player may **NOT** reenter the game **EITHER** at bat or in the field.
7. In the event a player is injured during a play, a courtesy runner may be used. The runner must be the last completed at bat.
8. Prior to practices starting, the KGSA board will approve all managers for teams. All managers/coaches must complete a background check and SafeSport certification at their own expense. Managers/Coaches must be 21 years of age to manage/coach a team at KGSA unless approved by the KGSA Board of Directors. Managers/Coaches must attend the Manager's Clinic and Manager's Workday when dates are provided. **No Manager/Coach/Team Mom/Parent will be allowed inside the dugout or on the field at any time without having a background check card. NO EXCEPTIONS!!**
9. Only pre-approved persons are allowed in the dugout (no non-team member siblings unless pre-approved by the KGSA Board). ***In addition to coaching staff, teams may have one (1) designed bat boy/bat girl in the dugout. All others must remain outside of the dugout.***
10. All KGSA umpires are registered with USA Softball and have gone through a nationwide background check.

## V. Divisional Playing Rules:

### T-Ball/Pixie (players from age 6 and Under)

#### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach pitcher and Defensive coach catcher behind the plate.
  - b. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base.
  - c. Two (2) defensive coaches. One coach down each foul line, in foul territory in the outfield grass area to help "coach" the players.



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## **B. BATTING TEAM:**

1. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
2. In the event a girl needs to leave due to an injury, she will be skipped in the lineup without PENALTY. If a girl shows up late, she will be added to the bottom of the lineup.
3. The batter will hit off a tee with a limit of five (5) swings. If the batter cannot hit the ball in fair territory from the five (5) attempted swings off the tee, an out will be called.
4. There are NO WALKS or balls called. No bunting is allowed.
5. A hit ball must travel past the 8ft arc in fair territory to be considered fair. A ball that ceases movement within the 8ft arc will be declared a dead ball.
6. If a hit off the tee reaches to the outfield grass, the runner(s) can advance two bases with the liability of being put out.
  - a. *For example, if the ball hits an infielder but continues traveling to the outfield, the runner has the ability to take two (2) bases with the risk of being put out.*
7. It is strongly encouraged that for double headers, the manager continues the line up where you left off in the prior game.

## **C. RUNNERS:**

1. Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from.
2. Base runners may lead off after the coach-pitcher releases the ball. NO base stealing.
3. All runners must maintain foot contact with a base while the pitcher has the ball. A dead ball will be called, and a warning will be issued on the first offense to both teams. For any subsequent violations, the runner will be called "OUT". Only one (1) warning per game will be issued.

## **D. DEFENSIVE TEAM:**

1. There will be no more than 10 defensive players allowed on the field. There must be no more than six (6) infielders. The outfielders must start in the dirt grass line (or beyond) and can move in once the ball has been put into play.
2. There will be a catcher position. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards. Catchers may wear a batting helmet with a facemask as an alternative to the catcher's helmet.
3. NO infield fly rule is in effect.
4. NO defensive player can play closer to the batter than the pitcher.
5. Each player must play at least one inning in the infield.
6. NO player can play two (2) consecutive innings at the same position.
7. ALL defensive players are encouraged to throw/toss the ball to all bases/home plate. A defensive play can be made by simply having possession of the ball and touching the base or tagging the runner closest to her defensive proximity.
8. There is **NO PENALTY** to the defensive team for overthrowing to 1<sup>st</sup> base. On an overthrow to 1<sup>st</sup> base, the runner is NOT allowed to run to 2<sup>nd</sup> base. As such, coaches are encouraged to have their player(s) try to make the throw to 1<sup>st</sup> base in order to help them learn how to throw the ball.

## **E. EQUIPMENT:**

1. There will be NO restrictions on bats except that they will be made of metal and must be USA approved. NO wooden bats allowed.



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2. An 11" Safety (RIF) ball will be used.
3. All players must have a batting helmet with a facemask.
4. All defensive fielders must wear face protection.
5. Molded cleats or tennis shoes only (No Metal Cleats).

## F. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. The game will end at 65 minutes finish the batter (*unless Summer League*).
3. If a runner/hitter is ruled out, they will leave the field of play and return to the dugout.
4. Judgment of the umpire(s) is final. You cannot appeal a judgment call.
5. No official score will be kept (*unless it's the End of Season tournament during Summer League*).
6. The half inning will terminate after three (3) outs or five (5) runs.

## 7U (players from age 7 and Under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach-pitcher.
  - b. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)
  - c. Two (2) defensive coaches. One coach down each foul line, in foul territory in the outfield grass area.
  - d. **An offensive coach-catcher will not be allowed.**

### B. DEFENSIVE TEAM:

1. There will be 10 defensive players allowed on the field. There must be no more than 6 infielders. The outfielders must start in the dirt grass line (or beyond) and can move in once the ball has been put into play.
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards. Catchers may wear a batting helmet with a facemask as an alternative to the catcher's helmet.
3. Free defensive substitution(s).
4. Each player must play at least one inning in the infield.
5. NO player can play two (2) consecutive innings at the same position.
6. NO infield fly rule will be in effect.
7. NO dropped third strike rule.
8. The play will be declared dead once the lead runner has been stopped or the **player-pitcher** has control of the ball within the pitching circle.
9. ALL defensive players are encouraged to throw/toss the ball to all bases/home plate. A defensive play can be made by simply having possession of the ball and touching the base or tagging the runner closest to her defensive proximity.

### C. PITCHING

1. The manager of the team will appoint a member of his/her coaching staff to pitch to his/her batters.
2. The coach-pitcher must always keep at least one foot within the 16 ft. circle when the ball is released. The coach-pitcher must be in line with the pitching rubber and home plate. **PENALTY:**



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the ball is called a dead ball, and one pitch is added to the count.

3. The coach-pitcher is allowed to instruct his/her team from the circle prior to the pitch.
4. Once the batter becomes a batter-runner, the coach may continue to instruct the batter-runner as long as he/she is moving to foul territory and does not interfere with the play. If in the judgment of the umpire, the coach-pitcher intentionally interferes with the play, the umpire will:
  - a. Declare the ball dead.
  - b. The batter will be called out.
  - c. No base runners will advance.

**Unintentional interference**, ruling from umpire:

- a. Dead ball.
  - b. NO out will be charged.
  - c. Batter will be awarded 1<sup>st</sup> base.
  - d. Base Runners will not advance unless forced to.
5. The player-pitcher must stand within 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. For safety reasons, the player-pitcher should not stand behind the coach-pitcher. If, in the judgment of the umpire, the player-pitcher moves to the front half of the circle before contact with the ball is made, the umpire will:
    - a. First Offense – Warning
    - b. Second Offense or More –
      - a. Declare the ball dead.
      - b. Batter will be awarded 1st base.
      - c. Base Runners will not advance unless forced to.
  6. With the exception of the catcher, no defensive player may be closer than 20 feet from the batter until the ball has been hit.
  7. 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 which time the ball is called dead.
  8. In the event a fly ball is caught and held by the player-pitcher in the circle, runners may tag up and advance to the next base at their own risk.
  9. The player-pitcher will give the ball to the coach-pitcher at the end of each play.

## D. BATTING:

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will be reviewed and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.
  - a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an "OUT" will be recorded and she will be allowed to re-enter the game.



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4. If a girl shows up late, she will be added to the bottom of the lineup.
5. There will be a ball/strike count kept. The batter will have up to five (5) pitches to hit a fair ball. Should a batter fail to hit a ball at the end of the 5<sup>th</sup> pitch, the batter will be called "OUT". Should the batter foul off the 5<sup>th</sup> pitch, she will be allowed another pitch until the batter misses a pitch or a foul ball is caught in the air.
6. There are NO walks.
7. **NO bunting allowed.** Any attempt to bunt will be a "Dead Ball, Batter is "OUT".
8. Swinging and missing the ball three (3) times will cause a batter to be "OUT".

## E. RUNNERS:

1. Should more than one runner be running to the same base, the rear runner will NOT be sent back to the base she was running from and is at risk of being tagged out.
2. **NO OVERTHROW RULE IS IN EFFECT.**
3. If a runner advancing between bases has not crossed the threshold of the halfway mark when the player-pitcher obtains control of the ball (within the circle), the runner will be returned to the last base touched. (Umpire(s) judgment.)
4. Base runners may leadoff after the coach-pitcher releases the ball. NO base stealing.
5. All runners must maintain foot contact with a base while the coach-pitcher has the ball. A dead ball will be called, and a warning will be issued on the first offense to both teams. Any subsequent violations the runner will be called "OUT". Only one (1) warning per team per game will be given.

## F. EQUIPMENT:

1. There will be NO restrictions on bats except that they will be made of metal and must be USA Softball approved. NO wooden bats or baseball bats are allowed.
2. An 11" Safety (RIF) ball will be used.
3. All players' batting helmets MUST have a facemask.
4. All defensive fielders must wear face protection.
5. Molded cleats or tennis shoes only (No Metal Cleats).

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a "time out" unless the game stops.
3. Maximum of five (5) runs or three (3) outs per inning.
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.

## 8U (players from age 8 and Under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach-pitcher.
  - b. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)
  - c. Two (2) defensive coaches. One coach down each foul line, in foul territory in the outfield



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grass area.

- d. **An offensive coach-catcher will not be allowed.**

## **B. DEFENSIVE TEAM:**

1. There will be 10 defensive players allowed on the field. There must be no more than six (6) infielders. The outfielders must start in the dirt grass line (or beyond) and can move in once the ball has been put into play.
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards. Catchers may wear a batting helmet with a facemask as an alternative to the catcher's helmet.
3. Free defensive substitution(s).
4. Each player must play at least one inning in the infield.
5. NO player can play two (2) consecutive innings at the same position.
6. NO infield fly rule will be in effect.
7. NO dropped third strike rule.
8. The play will be declared dead once the lead runner has been stopped or the **player-pitcher** has control of the ball within the pitching circle.
9. ALL defensive players are encouraged to throw/toss the ball to all bases/home plate. A defensive play can be made by simply having possession of the ball and touching the base or tagging the runner closest to her defensive proximity.

## **C. PITCHING**

1. The manager of the team will appoint a member of his/her coaching staff to pitch to his/her batters.
2. The coach-pitcher must always keep at least one foot within the 16 ft. circle when the ball is released. The coach-pitcher must be in line with the pitching rubber and home plate. **PENALTY:** the ball is called a dead ball, and one pitch is added to the count.
3. The coach-pitcher is allowed to instruct his/her team from the circle prior to the pitch.
4. Once the batter becomes a batter-runner, the coach may continue to instruct the batter-runner as long as he/she is moving to foul territory and does not interfere with the play. If in the judgment of the umpire, the coach-pitcher intentionally interferes with the play, the umpire will:
  - a. Declare the ball dead.
  - b. The batter will be called out.
  - c. No base runners will advance.

**Unintentional interference**, ruling from umpire:

- e. Dead ball.
  - f. NO out will be charged.
  - g. Batter will be awarded 1<sup>st</sup> base.
  - h. Base Runners will not advance unless forced to.
5. The player-pitcher must stand within 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. For safety reasons, the player-pitcher should not stand behind the coach-pitcher. If, in the judgment of the umpire, the player-pitcher moves to the front half of the circle before contact with the ball is made, the umpire will:
    - a. First Offense – Warning
    - b. Second Offense or More –
      - a. Declare the ball dead.



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- b. Batter will be awarded 1st base.
  - c. Base Runners will not advance unless forced to.
6. With the exception of the catcher, no defensive player may be closer than 20 feet from the batter until the ball has been hit.
  7. 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 which time the ball is called dead.
  8. In the event a fly ball is caught and held by the player-pitcher in the circle, runners may tag up and advance to the next base at their own risk.
  9. The player-pitcher will give the ball to the coach-pitcher at the end of each play.

## D. BATTING:

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will be reviewed and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.
  - a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an "OUT" will be recorded and she will be allowed to re-enter the game.
4. If a girl shows up late, she will be added to the bottom of the lineup.
5. There will be a ball/strike count kept. The batter will have up to five (5) pitches to hit a fair ball. Should a batter fail to hit a ball at the end of the 5<sup>th</sup> pitch, the batter will be called "OUT". Should the batter foul off the 5<sup>th</sup> pitch, she will be allowed another pitch until the batter misses a pitch or a foul ball is caught in the air.
6. There are NO walks.
7. **NO bunting allowed.** Any attempt to bunt will be a "Dead Ball, Batter is "OUT".
8. Swinging and missing the ball three (3) times will cause a batter to be "OUT".

## E. RUNNERS:

1. Should more than one runner be running to the same base, the rear runner will NOT be sent back to the base she was running from and is at risk of being tagged out.
2. **NO OVERTHROW RULE IS IN EFFECT.**
3. If a runner advancing between bases has not crossed the threshold of the halfway mark when the player-pitcher obtains control of the ball (within the circle), the runner will be returned to the last base touched. (Umpire(s) judgment.)
4. Base runners may leadoff after the coach-pitcher releases the ball. NO base stealing.
5. All runners must maintain foot contact with a base while the coach-pitcher has the ball. A dead ball will be called, and a warning will be issued on the first offense to both teams. Any subsequent violations the runner will be called "OUT". Only one (1) warning per team per game will be given.



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## F. EQUIPMENT:

1. There will be NO restrictions on bats except that they will be made of metal and must be USA Softball approved. NO wooden bats or baseball bats are allowed.
2. An 11" AD Star ball will be used.
3. All players' batting helmets MUST have a facemask.
4. All defensive fielders must wear face protection.
5. Molded cleats or tennis shoes only (No Metal Cleats).

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a "time out" unless the game stops.
3. Maximum of six (6) runs or three (3) outs per inning.
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.

## 9U (players from age 9 and Under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach-pitcher.
  - b. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)

### B. DEFENSIVE TEAM:

1. There will be 10 defensive players allowed on the field. There must be no more than six (6) infielders. The outfielders must play at least 10 feet beyond the bases (in the grass).
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards.
3. Free defensive substitutions.
4. Each player must play at least one (1) inning in the infield.
5. NO player can play two (2) consecutive innings at the same position.
6. NO infield fly rule will be in effect.
7. NO dropped third strike rule.
8. The pitcher position MUST have control of the ball in the pitching circle before the ball is ruled dead by the umpire (**during kid-pitch and coach-pitch**). The fielder must throw the ball back to the player-pitcher position to end the play. The player-pitcher position will then hand the ball to the coach-pitcher.

### C. PITCHING:

1. The first inning of every game will be player-pitch.
2. Batters hit by a player-pitcher will be awarded first base, based on the judgment of the umpire.
3. On any walk of the inning by the player-pitcher (that is not a hit by pitch), the batter does not advance to first base and the coach-pitcher will come in to pitch.
4. The coach-pitcher will pitch no more than two (2) pitches to that batter before the player-pitcher resumes her duty in the circle to pitch to the next batter (regardless of the prior count). If the batter



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swings and misses the first pitch or fouls it off, she will get a second pitch. The batter must put the ball in play within the two (2) pitches from the coach-pitcher. If the ball is not put in play (*in fair territory*) by the second pitch, the batter will be declared out.

5. Every inning after the first inning, the manager of the team will appoint a member of his/her coaching staff to pitch to his/her batters.
6. The coach-pitcher must always keep at least one foot within the 16 ft. circle when the ball is released. The coach-pitcher must be in line with the pitching rubber and home plate. **PENALTY:** the ball is called a dead ball, and one pitch is added to the count.
7. The coach-pitcher is allowed to instruct his/her team from the circle prior to the pitch.
8. Once the batter becomes a batter-runner, the coach may continue to instruct the batter-runner as long as he/she is moving to foul territory and does not interfere with the play. If in the judgment of the umpire, the coach-pitcher intentionally interferes with the play the umpire will:
  - a. Declare the ball dead.
  - b. The batter will be called out.
  - c. No base runners will advance.

#### **Unintentional interference, ruling from umpire:**

- a. Dead ball.
  - b. NO out will be charged.
  - c. Batter will be awarded 1<sup>st</sup> base.
  - d. Base Runners will not advance unless forced to.
9. The player-pitcher must stand within 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. For safety reasons, the player pitcher should not stand behind the coach-pitcher. If, in the judgment of the umpire, the player-pitcher moves to the front half of the circle before contact with the ball is made, the umpire will:
    - a. First Offense – Warning
    - b. Second Offense or More –
      - a. Declare the ball dead.
      - b. Batter will be awarded 1st base.
      - c. Base Runners will not advance unless forced to.
  10. With the exception of the catcher, no defensive player may be closer than 20 feet from the batter until the ball has been hit.
  11. 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 which time the ball is called dead.
  12. In the event a fly ball is caught and held by the player-pitcher in the circle, runners may tag up and advance to the next base at their own risk.
  13. The defensive-pitcher will give the ball to the coach-pitcher at the end of each play.

#### **D. BATTING:**

##### **GENERAL**

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will **be reviewed**



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and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.

- a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an "OUT" will be recorded and she will be allowed to re-enter the game.
4. If a girl shows up late, she will be added to the bottom of the lineup.

## PLAYER-PITCH

1. Bunting is allowed.
2. If a player is hit by a pitch, the batter will be awarded first base.

## COACH-PITCH

1. After the first inning, there will be a ball/strike count kept. The batter will have up to five (5) pitches to hit a fair ball. Should a batter fail to hit a ball at the end of the 5<sup>th</sup> pitch, the batter will be called "OUT". Should the batter foul off the 5<sup>th</sup> pitch, she will be allowed a sixth (6<sup>th</sup>) pitch. If the sixth (6<sup>th</sup>) pitch is fouled off, the batter will get a final seventh (7<sup>th</sup>) pitch. If the batter fails to hit a fair ball on the seventh (7<sup>th</sup>) pitch, the batter will be called "OUT." **There will be seven (7) pitches max per batter.**
2. There are NO walks.
3. There is no bunting allowed after the first inning. Any attempt to bunt will be a "Dead Ball, Batter is Out".

## **E. RUNNERS:**

1. Should more than one runner be running to the same base, the rear runner will NOT be sent back to the base she was running from and is at risk of being tagged out.
2. **NO OVERTHROW RULE IS IN EFFECT.**
3. If a runner advancing between bases has not crossed the threshold of the halfway mark when the player-pitcher obtains control of the ball (within the circle), the runner will be returned to the last base touched. (Umpires judgment.)
4. Base runners may leadoff after the pitcher releases the ball. ***NO base stealing or advancing on passed balls.***
5. All runners must maintain foot contact with a base while the pitcher has the ball. A dead ball will be called, and a warning will be issued on the first offense to both teams. Any subsequent violations the runner will be called "OUT". Only one (1) warning per team per game will be issued.

## **F. EQUIPMENT:**

1. There will be NO restrictions on bats except that they will be made of metal and must be USA softball approved. NO wood bats are allowed.
2. An 11" regular 47 core "Yellow Optic" softball will be used. No exceptions.
3. All players' batting helmets MUST have a facemask.
4. All defensive fielders must wear face protection.



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5. Molded cleats or tennis shoes only (No Metal Cleats).

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a "time out" unless the game stops.
3. **Maximum of six (6) runs or three (3) outs per inning (kid & coach pitch).**
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.

## 10U (Players from age 10 and Under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)
  - b. Defensive coaches must remain within arm's length of their dugout.

### B. DEFENSIVE TEAM:

1. A nine (9) player lineup will be used but seven (7) will be allowed without penalty to avoid a forfeit.
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards.
3. Free defensive substitutions.
4. NO infield fly rule will be in effect.
5. There is **NO DROPPED THIRD STRIKE**.

### C. PITCHING:

1. There will be a ball/strike count kept.
2. Batters hit by a player-pitcher will be awarded first base, based on the judgment of the umpire, and **will be considered a walk**.
3. On the third walk of the inning by the player-pitcher, the batter does not advance to first, but the coach-pitcher will come in to pitch to the batter unless the batter was hit by a pitch. (*First base will be awarded if hit by pitch off player-pitch only.*)
4. The coach-pitcher will pitch no more than two (2) pitches to that batter before the player pitcher resumes her duty in the circle to pitch to the next batter (*regardless of the prior count*). If the batter swings and misses the 1<sup>st</sup> pitch or fouls it off, she will get a second pitch. The batter must put the ball in play within the two pitches from the coach-pitcher. If the ball is not put in play by the second pitch the batter will be declared out.
5. The coach-pitcher is allowed to instruct his/her team from the circle prior to the pitch.
6. The coach-pitcher may not interfere with any play and must move to foul territory after the ball has been hit. If in the judgment of the umpire, the coach-pitcher intentionally interferes with the play the umpire will:
  - a. Declare the ball dead.
  - b. The batter will be called out.
  - c. No base runners will advance.



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## Unintentional interference, ruling from umpire:

- a. Dead ball.
  - b. NO out will be charged.
  - c. Batter will be awarded 1<sup>st</sup> base.
  - d. Base Runners will not advance unless forced to.
7. When the coach-pitcher is pitching, the player-pitcher must stand within the back half of the pitching circle and cannot leave her position until the batter makes contact with the ball. For safety reasons, the player-pitcher should not stand behind the coach-pitcher. If, in the judgment of the umpire, the player-pitcher moves to the front half of the circle before contact with the ball is made, the umpire will:
- a. First Offense – Warning
  - b. Second Offense or More –
    - a. Declare the ball dead.
    - b. Batter will be awarded 1st base.
    - c. Base Runners will not advance unless forced to.
8. Both the player-pitcher (*when pitching*) and the coach-pitcher must start with one foot in contact with the pitching rubber.

## D. BATTING:

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will be reviewed and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.
  - a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an “OUT” will be recorded and she will be allowed to re-enter the game.
4. If a girl shows up late, she will be added to the bottom of the lineup.
5. The batter may foul as many balls as needed until strike three (3) occurs or the ball is batted in the playing field when the player-pitcher is pitching.
6. Bunting is allowed while the player-pitcher is pitching. Bunting while the coach-pitcher is pitching is NOT allowed. **PENALTY:** Dead ball, batter is “OUT”.
7. Bunting a ball foul with two (2) strikes is a dead ball, batter is “OUT”.
8. A batter hit by a pitch by the coach-pitcher is not awarded first base.

## E. RUNNERS:

1. Base stealing is allowed. One base stolen per pitch.
2. On an overthrow that occurs during a base being stolen, the runner will only be allowed one base. (*Example: If a runner steals a base on a pitched ball from the player-pitcher and the catcher makes a play and overthrows that base, the runner CANNOT advance to the next base.*)
3. **Runners are allowed to steal home.**



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4. There is no overthrow rule.
5. The “Look-Back” rule is in effect when a player-pitcher is on the field.
6. Base runners cannot leave the base until the player-pitcher releases the ball.
7. **THERE IS NO DROPPED THIRD STRIKE.**
8. When the coach-pitcher is pitching, the base runners may lead off once the coach-pitcher releases the ball. NO stealing or advancing when the coach-pitcher is on the field.
9. If a runner fails to maintain foot contact with the base while the pitcher (player or coach) has the ball, a dead ball will be called, and the runner will be “OUT”.
10. The pitcher MUST have control of the ball in the pitching circle before the ball is ruled dead by the umpire.

## F. EQUIPMENT:

1. There will be NO restrictions on bats except that they will be made of metal and must be USA Softball approved. NO wood bats are allowed.
2. An 11” regular 47 core “Yellow Optic” softball will be used. No exceptions.
3. All players' batting helmets MUST have a facemask.
4. All defensive fielders must wear face protection.
5. Molded cleats or tennis shoes only (No Metal Cleats).

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a “time out” unless the game stops.
3. Maximum of five (5) runs or three (3) outs per inning.
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.

## 12U (Players from age 12 and under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)
  - b. Defensive coaches must remain within arm’s length of their dugout.

### B. DEFENSIVE TEAM:

1. A nine (9) player lineup will be used but seven (7) will be allowed without penalty to avoid a forfeit.
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards.
3. Free defensive substitutions.
4. Infield fly rule will be in effect.
5. Dropped third strike rule is in effect.
6. Look back rule is in effect.



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## C. PITCHING:

1. There will be a ball/strike count kept.
2. Batters hit by a player-pitch will be awarded first base based on the umpire's judgment.
3. The player-pitcher's pivot foot must be in contact with the pitching rubber at the beginning of her pitch. Player-pitcher is not required to start with both feet in contact with the rubber.

## D. BATTING:

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will be reviewed and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.
  - a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an "OUT" will be recorded and she will be allowed to re-enter the game.
4. If a girl shows up late, she will be added to the bottom of the lineup.
5. The batter may foul as many balls as needed until strike three (3) occurs.
6. Bunting is allowed.
7. Bunting a ball foul with two (2) strikes is a dead ball and the batter is "OUT".

## E. RUNNERS:

1. Base stealing is allowed according to USA Softball rules.
2. Base runners cannot leave the base until the pitcher releases the ball.
3. If a runner fails to maintain foot contact with the base while the pitcher has the ball, a dead ball will be called, and the runner will be "OUT".

## F. EQUIPMENT:

1. There will be NO restrictions on bats except that they will be made of metal and must be USA Softball approved. NO wood bats are allowed.
2. A 12" regular 47 core "Yellow Optic" softball will be used. NO exception.
3. All players' batting helmets MUST have a facemask.
4. All infielders must wear face protection.
5. Molded cleats or tennis shoes only (No Metal Cleats).

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a "time out" unless the game stops.
3. Maximum of five (5) runs or three (3) outs per inning.
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.



## High School (Players from age 18 and under)

### A. COACHING STAFF:

1. The following coaching positions will be allowed:
  - a. Offensive coach 1<sup>st</sup> base and 3<sup>rd</sup> base. (*Any individual under the age of 18 that is coaching 1<sup>st</sup> or 3<sup>rd</sup> base, is required to have on a batting helmet with a facemask.*)
  - b. Defensive coaches must remain within arm's length of their dugout.

### B. DEFENSIVE TEAM:

1. A nine (9) player lineup will be used but seven (7) will be allowed without penalty to avoid a forfeit.
2. Catchers must wear full catcher gear which includes helmet, chest protector, and shin guards.
3. Free defensive substitutions.
4. Infield fly rule will be in effect.
5. Dropped third strike rule is in effect.
6. Look back rule is in effect.

### C. PITCHING:

1. There will be a ball/strike count kept.
2. Batters hit by a player-pitch will be awarded first base based on the umpire's judgment.
3. The player-pitcher's pivot foot must be in contact with the pitching rubber at the beginning of her pitch. Player pitcher is not required to start with both feet in contact with the rubber.

### D. BATTING:

1. When the umpires call coaches for the plate meeting (prior to the start of the game), each team is required to provide the home plate umpire with a lineup card/sheet which will be reviewed and given to the home team for scorebook purposes (*unless Summer League*). **Please have the lineup ready before the plate meeting.** The umpire clock will start as needed.
  - a. A Lineup card/ sheet is used to record the full lineup and batting order in a given game. Each team must provide the current game's batting order which includes the player's first and last name and jersey number.
2. The batting order will consist of all players present and will remain the same throughout the game except in case of injury.
3. If a player misses her turn in the lineup for any reason other than being removed from the game, an "OUT" will be recorded and she will be allowed to re-enter the game.
4. If a girl shows up late, she will be added to the bottom of the lineup.
5. The batter may foul as many balls as needed until strike three (3) occurs.
6. Bunting is allowed.
7. Bunting a ball foul with two (2) strikes is a dead ball and the batter is "OUT".

### E. RUNNERS:

1. Base stealing is allowed according to USA Softball rules.
2. Base runners cannot leave the base until the pitcher releases the ball.
3. If a runner fails to maintain foot contact with the base while the pitcher has the ball, a dead ball will be called, and the runner will be "OUT".



# Katy Girls Softball Association

Katy, Texas

## F. EQUIPMENT:

1. There will be NO restrictions on bats except that they will be made of metal and must be USA Softball approved. NO wood bats are allowed.
2. A 12" regular 47 core "Yellow Optic" softball will be used. NO exception.
3. All players' batting helmets MUST have a facemask.
4. All infielders must wear face protection.
5. Molded cleats, tennis shoes, or metal cleats are allowed.

## G. OTHER:

1. Managers are allowed one (1) time out per half-inning.
2. Rotating players on defense is not considered a "time out" unless the game stops.
3. Maximum of five (5) runs or three (3) outs per inning.
4. Games will be (6) innings or 70 minutes (*unless Summer League*).
5. Teams will bat through their complete lineup at all games, as time allows (*bat your lineup*).
6. Judgment of the umpire(s) is final. You cannot appeal a judgment call.