



# Playing Rules

# Article I. – EGGSL League Rules

## Section 1. Rule Book

1. The current year EGGSL Policies & Procedures will govern all plays, except where not defined will revert to USA softball rules.

## Section 2. General League Rules

1. The home team shall email the final score, pitchers and innings pitched. Both scorekeepers shall sign each other's scorebook as verification (**unless an auto coach scoring system is activated**).
2. The **home team** is responsible for obtaining bases for that diamond and the field prep: Water, Drag, chalk field, measure out pitching distance
3. The **visiting team** is responsible for field clean up: Putting bases away, water, drag, filling in pitcher's mound and batter's box.
4. **Both teams** are responsible for picking up waste in both dugouts, in and around the playing field.
5. No team shall take infield warm-ups before game time. (Inside fair territory)
6. Batting helmets must be equipped with a facemask. A form-fitted helmet for a specific girl must be completely lined; (Air or Schutt) must be worn. Offensive players must wear a helmet while on the field. A player not wearing a properly equipped helmet when batting will be called out at home plate.
7. All infield players must wear a protective face mask while playing an infield position (this includes games and practices) for **10U through Majors division**.
8. No jewelry will be worn except for medical bracelets, which must be taped securely to the player's arm.
9. No smoking of any or other use of any tobacco product is allowed by any persons, including head coaches, coaches and scorekeeper, while performing duties on the playing field and/or in the dugout area.
10. No alcoholic beverages will be allowed at any league-sponsored event when players are present.
11. Plastic visors are not allowed. Hats are optional.
12. Metal cleats are not allowed except for the major's division. However, athletic shoes must be worn at all practices and games.
13. **Cancellation of game(s)**: If not previously announced by the Player Agent, the **umpire** will decide cancellation of games due to weather or safety reasons. The Umpire-in-Chief and Vice President will be notified of all canceled games and provide rescheduled dates by 5 PM of the original game day. Canceled games will not bump regular scheduled games.

### Section 3. 6U Division

1. The purpose of the League's 6U program is to provide an opportunity for girls less than seven years of age to learn and practice the fundamentals of softball in a **fun and relaxing atmosphere.**
2. 6U teams participating in the 6U program will use a 10" synthetic covered softball/safety ball or other safety ball, provided by the League. All batters and base runners must wear batting helmets with a facemask.
3. The distance between bases shall be 55 feet. The distance between home and the pitching plates shall be 30 feet. These distances may be modified to conform to the conditions of the field or area available. However, under no circumstances will these distances be shortened by more than 5 feet.
4. All players will be used defensively each inning. Until the ball is hit and put into play these players will be positioned as follows: Catcher (behind home plate), One pitcher (near the pitching rubber), four infielders (even with or in front of the baseline), and the remaining as outfielders (beyond the baseline).
5. All of each team's players who attend a game will bat each inning, only once per inning.
6. Players will hit coach pitch before hitting off the tee. Pitching will be done by an adult with the pitching to his or her own team. Batter will be allowed four (4) pitches.
7. If a player fails to make a hit, the tee will be used. She will be allowed **only three (3) swings** on the tee before being declared out. No practice swings are allowed. A foul ball on third swing will give the player one more swing.
8. Any batted ball must travel a minimum of 10 feet in the fair playing area to be considered a fair ball and in play.
9. A "dead ball" is defined to mean anytime that play is stopped. Base runners may not advance when the ball is dead. The ball is dead when, after being batted into the fair playing area, the player in the pitching position has the ball in her hand and is within three (3) feet of the pitcher's plate (even on the last batter of an inning).
10. Base runners must remain in contact with their base until the ball is hit. Once the ball is put into play, base runners may advance at their own risk to the next base only. **Base runners will be removed from the bases for any out situation.**
11. When the last batter in the line-up takes her turn, play will continue until all runners score, the defense returns the ball to the pitcher, or the defense makes an out on any runner.
12. A maximum of three (3) defensive coaches may be on the playing field at once. The defensive coaches are required to be positioned in the outfield and behind the catcher and may not enter the infield during live play.

13. A maximum of three (3) offensive coaches may be on the field at once, one in the first base coaching box, one in the third base coaching box, and one either pitching or placing the tee. One offensive coach will be positioned in the third base coaching box, another in the first base coaching box. These coaches may not touch players during live play.
14. The two (2) base coaches also will be responsible for umpiring the bases. Any batted ball that strikes the coach-pitcher will be an immediate dead ball. All base runners will return to their bases and the batter will continue her turn at bat.
15. An official game shall consist no more than one (1) hour. No new inning shall begin after the one (1) hour time limit. Any inning started prior to the hour time limit shall be finished.
16. No scores or standings will be kept in the 6U Division. **This is a development division that shall stress the instruction of softball skills and the promotion of sportsmanship.**
17. No protests or questioning of play will be permitted. Any head coach, assistant coach or fan who argues, disputes, questions, or voices dissent shall have to sit in center field, 150 feet behind second base for the remainder of the game. This area shall be known as the penalty box.

## ***Section 4. General Rules Governing 8U, 10U, 12U, Majors Divisions.***

1. Each player may not sit out more than 2 defensive innings per game (be a substitute on the bench). The only exception (other than injury) is in the case of disciplinary action against a player by the head coach. The head coach must notify the umpire, the opposing head coach, and the official scorekeeper of the disciplinary action before the start of the game, and the player agent within 24 hours of the incident.  
  
Failure to comply will result in forfeiture of the game. No player shall be a starting substitute for two (2) games in a row.
2. An "on field" injury is defined as a situation when a player receives the injury on the field (not while on the bench) and is unable to continue play. The injured player's head coach will notify the umpire who will personally examine the player and query her on her condition. The umpire will make the final decision if the player is unable to resume play.
3. A player may be benched for: coming late to games or practices; missing games or practices without permission; improper conduct at games; or any other legitimate reason. If the player is to be benched, the notification procedure in Section 3.2 of this Article shall be made.
4. A player will be called out if, in the umpire's judgment, a bat is thrown that would cause injury to another player or person.
5. When bunting, the bat does not have to be pulled back. If the batter does not make an attempt to swing, but holds the bat stable, then no strike is incurred, unless the ball is pitched a strike.
6. Eight players are required for a game to start. A team may not finish with less than eight players. When a player must leave a game for any reason, other than ejection, no out will be declared in the vacant batting order. Ejection will result in an out being declared
7. All divisions will use continuous batting. All players present will take their turn at bat, but only nine (9) players will play each defensive half inning.
8. Players may enter at the bottom of the batting order upon arrival, up to a maximum of a full playing roster, not later than first pitch of third inning.
9. If a team cannot field the minimum required numbers of players within ten (10) minutes after scheduled start time of the game, that team will forfeit the game. If both teams are unable to field the minimum number of players, both will be recorded a loss in the League standings. A certified umpire must be present to make that determination.
10. Protests are allowed. If the need arises for a protest, all coaches must conduct themselves in mannerly fashion and demonstrate good sportsmanship. Any protest, to be valid, must be made aware to the onfield umpire before the next pitch is thrown. The umpire in charge must be notified directly following the game.
11. A written protest must be filed with the Player Agent within 48 hours of the end of the game being protested. A \$50 fee must accompany the submitted protest. The Protest Committee must render a ruling within 5 days of receipt of the protest. Protests will not be allowed for judgment calls and for any situation not having a bearing on the outcome of the game. If a protest is deemed to be frivolous then the \$50 fee will be forfeited.
12. All players must wear uniform numbered jerseys of the same color. The Player Agent or umpire must approve any exceptions to this rule before the beginning of the game. If a girl does not wear the uniform, the girl will not be allowed to play in that game unless the umpire, Player Agent, general board member or opposing team's head coach agrees. However, the rest of the player's uniform must be appropriate sportswear.

13. Only positive cheering is accepted by teams and fans. No noise from behind the backstop that is meant to rattle the batter or pitcher will be allowed. **No coaching is allowed from behind the backstop, including parents.** *Head coaches are responsible for their sidelines.*
14. The catcher may remove her helmet and mask after the ball is hit. The catcher may not remove her helmet and mask when the batter is attempting to strike the ball.
15. Either head coach may end a game at any time. The head coach terminating the game will be charged with the loss.
16. The **home team** will occupy the third base dugout while the **visitors** will occupy the first-base dugout.
17. Official record books will be kept of all games played and will show that each girl on each team has played the required number of innings as defined in Rule C and that the batting line up consisted of the entire roster of players. The record book will show all illnesses, absences, and disciplinary suspensions. Each team at each game will have a qualified person to keep the record book and that person will sign it. **Both teams must initial each other's scorebook. All scorebooks shall be made available upon league request for an audit.**
18. If at the end of an inning, and time has expired, or the end of a regulation game and the score is tied, one (1) FULL INNING WILL BE PLAYED using the **International Tie Breaker rule** to try to break the tie. If the game is still tied, the game will end in a **TIE** with one-half game being awarded to each team, excluding 8U, the game will end in a TIE.
19. An umpire has the authority to have a pitcher replaced (pulled off the mound) for safety reasons. Safety reasons will be deemed as when the umpire determines that the pitcher has erratic control and the batters are in danger of being hurt. The pitcher may still play in another defensive position.
20. When a tie exists between two teams in the same division at the end of the season the following tiebreaking procedure will be used to determine team rankings: 1) head-to-head record, 2) fewest runs allowed for season, 3) most runs scored. In the event 3 or more teams are tied, the above procedure will be used until one team either advances or is eliminated, and then the remaining teams will repeat the procedure.
21. If a batter is hit by a ball, then she is awarded first base (all other runners will advance only if forced). If the pitched ball hits the ground before hitting the batter, then she is awarded first base
22. Each team will have three (3) defensive charged conferences per game. No change in offensive charged conferences (one (1) per inning).
23. If parents fail to pick up a player within 15 minutes of the end of a game or practice, a first-time warning will be given. The second violation will result in the player's suspension. The third violation will result in the player's removal from the team with the consensus from the league President.
24. Pitchers are only allowed 5 pitches or 1 minute for warm up between innings. (Whichever occurs first)
25. The Run Rule ("mercy" rule) will be in effect for each division as follows:
  - a. 12 Runs after the 3rd inning
  - b. 10 Runs after the 4<sup>th</sup> inning
  - c. 8 Runs after the 5<sup>th</sup> inning
26. If a batted ball hits any obstructions in fair territory (oak tree) it is considered a dead ball. The umpire will then assess the situation and award bases as necessary.
27. If a batted ball hits any obstructions in foul territory (oak tree) it is considered a foul ball and counts as a pitch.

28. League play shall be a round-robin format, with the number of games to be determined based upon the number of teams in each division. Regular season standings shall seed teams into the end-of-the-year tournament (playoffs), which will determine the League champions.

## Section 5. 8U Division

All General League Rules shall be in effect, with the following additions:

1. Games will be played with a 10" ball
2. The distance between the bases shall be 60 feet. The pitching distance shall be 30 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five (5) feet.
3. Game times will be **1 hour and 15 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.
4. Runners may lead off the base (no more than 15 feet) after the pitcher releases the ball – but **NO STEALING ALLOWED**. The pitched ball is dead when it crosses the plate, unless successfully swung at and hit into play by the batter. This rule means that there is no possibility of the catcher attempting to throw behind any runner on base.
5. There will be no walks. After the batter receives 4 balls from the opposing pitcher, the offensive team's coach will pitch the **remainder** of the strikes. If the batter had two strikes from the opposing pitcher, then she will only get one more pitch from the coach. If there were no strikes from the opposing pitcher, then the batter will still get three pitches. A foul ball with two strikes will not be an out. Another pitch shall be thrown until the batter swings and misses or puts the ball in play.
6. The coach pitcher must remain in the pitching circle at the time of the pitch until the play is dead. One foot must touch the pitching rubber. The player pitcher must also be in the pitching circle at the time of the pitch, to the side or behind the coach pitcher, and only one foot needs to remain in the circle. If a batted ball hits the coach pitcher, the ball is dead, and the batter continues her turn at bat. No strike shall be called for the pitch. While coach pitching, during any play, the coach is not allowed to coach their players and must stay in the circle.
7. Illegal pitch will not be called. However, the pitcher must make every attempt to pitch legally. If in the umpire's opinion the pitcher is gaining a gross advantage from an illegal pitch, then the coach must correct or remove the pitcher.
8. There will be no bunting or slapping allowed from a coach pitch. Bunting is allowed on a pitch from the opposing team's pitcher.
9. The dropped third strike rule will not be in effect.
10. The infield fly rule will not be in effect.

11. There shall be a (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.

Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.

12. The maximum number of players on defense shall be ten (10), with a minimum of eight (8).
  - a. Outfield defensive positions are defined as 3 outfielders which must play at minimum 10 feet – to the outfield side- from the natural baseline at the time of the hit ball.
  - b. Fields are to be chalked at the 10' line. Or use the grass line on smaller fields.
  - c. Outfielders may not line up as infielders – 6 infielders – 4 outfielders for a 10 player team.
13. Pitchers may pitch no more than two (2) innings per game. One (1) pitch in an inning constitutes a full inning pitched. A third inning may be pitched if the game goes over 4 innings.
14. If hit by a pitch by a player pitcher on the fly – batter may have the option to take first base.
  - a. If hit by coach pitch, batter will receive another pitch (does not count)
  - b. A ball that hits the ground then hits the batter will not be considered hit by pitch – the pitch will be considered a ball.
15. Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.
16. \*Runners can **only advance one base on a batted ball being fielded in the infield** that has not crossed the 10' outfield line. Any ball hit to an infielder who has possession and then overthrows the ball to any **will not** attest to an extra base for the runner as only one base is allowed to a ball hit in the infield.
17. \*Runners and batter/runner **may advance** extra bases while a **hit ball** remains in the **outfield (outside the 10' line)** and must stop at the next base once the ball is in control in the infield (inside the 10' line). Control will be a ball caught in the glove or hand or an attempted catch and within reach of the player which is under the umpire's discretion.
18. \*When the ball returns into the possession of a player inside the 10' outfield line the runners cannot continue to run. If two runners are between the same bases at the time of the possession, the lead runner will be awarded the extra base; the trail runner will be placed on the base last touched.
19. \*Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.

*\*Rule cannot be protested.*



## Section 6. 10U and above divisions

All General League Rules shall be in effect, with the following additions:

### 10U, 12 U, and Majors General

1. The infield fly rule will be in effect.
2. Drop-third strike is in effect
3. There shall be a five (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.
  - a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.
4. The maximum number of defensive players on the field shall be 9, with a minimum of 8.
5. Players can continue to run after hitting the ball at risk of being tagged out or until the ball is in the pitcher's control within the pitcher's circle. (The runner must stop at the next base.)
6. Pitching Restrictions: Players who displayed their skills at the pitching assessment may pitch up to four (4) innings per game. Players who did not display their skills may only pitch up to two (2) innings per game. One pitch in an inning constitutes a full inning pitched.
7. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.

### 10U Specific

1. Games will be played with an 11" ball (recommended – Rawlings Dream Seam)
2. The distance between bases shall be 60 feet. The pitching distance shall be 35 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five feet.
3. **Stealing of Bases:** Stealing is allowed for all bases. Base runners must remain on the base until the ball is pitched. Base runners can only steal one (1) base per pitch
4. Game times will be **1 hour and 20 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

### 12 U Specific

1. Games will be played with a 12" ball (recommended – Worth Dream Seam)
2. The distances between bases shall be 60 feet. The pitching distance shall be 40 feet 12U only. These rules may be waived to conform to the condition of the playing field. However, under no

circumstances will these distances be shortened by more than five feet.

3. **Stealing of Bases:** There is open stealing on all bases.
4. Game times will be **1 hour and 20 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

### **Majors Specific**

1. Games will be played with a 12" ball (recommended – Worth Dream Seam)
2. The distances between bases shall be 60 feet. The pitching distance shall be a distance of 43 feet. These rules may be waived to conform to the condition of the playing field. However, under no circumstances will these distances be shortened by more than five feet.
3. **Stealing of Bases:** There is open stealing on all bases.
4. Game times will be **1 hour and 30 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

## **Article II. LEAGUE TOURNAMENT RULES**

### **Section 1. Tournament Rules**

Each year, the league shall hold a spring end-of-season tournament for all league recreational teams in each competitive division. Teams may, at their own discretion, participate in this tournament at no additional cost to the team or its families. This tournament seeding is based on regular season standings and shall be governed by the following guidelines:

1. **SIZZLIN' SLAM TOURNAMENT RULES:** Elk Grove Girls Softball current year Policies and Procedures and League Rules will apply with the following exceptions: *(Note: Game Rules may change prior to tournament, at the discretion of the Tournament Director.)*
  - a. **SPORTSMANSHIP IS A MUST!** Please treat each official and opposing team with respect! Anyone not displaying sportsmanship may be asked to leave the tournament and may cause their team to forfeit their game(s).
    - a. Only positive cheering is accepted from teams and fans.
    - b. No noise from behind the backstop that is meant to rattle the batter or pitcher will be allowed.
    - c. No coaching is allowed from behind the backstop, including parents.
    - d. Head coaches are responsible for their sidelines.
  - b. Teams entered must consist of only their own spring league players. No "pick-up" players from other teams will be allowed.
  - c. The tournament format will be planned as single elimination
  - d. The team listed first or on the top of the bracket will occupy the third base dugout (unless a team remains on the same field from the preceding game, then that team will stay in the dugout currently occupied).

- e. Game Time & Rules Specific To Division:
  - a. **8U Division**
    - i. 1hr 15 mins, no new inning shall begin after 1hr 15 mins
    - ii. 5 run limit per inning iii. Leading off, No Stealing
  - b. **10U Division**
    - i. 1hr 20 mins, no new inning shall begin after 1hr 20 mins ii. 5 run limit per inning iii. Only allowed to steal one base, per pitch.
    - iv. Must slide at home, if there is a play at home.
  - c. **12U Division**
    - i. 1hr 20 mins, no new inning shall begin after 1hr 20 mins ii. 5 run limit per inning iii. Must slide at home, if there is a play at home.
  - d. **Majors**
    - i. 1hr 30 mins, no new inning shall being after 1hr 30 mins ii. 5-up rule per inning (as played all season with Galt) iii. Must slide at home, if there is a play at home.
  
- f. **Tie Breaker Rule:** In case of a tie at the end of the game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In the first extra inning, the player scheduled to bat last in that respective half inning will start at second base. If tie is not broken, the second extra inning and succeeding innings, the player scheduled to bat last in that respective half inning, shall start at third base.
  
- g. Mercy Rule for 8U/10U/12U divisions:
  - 15 runs – after 3 innings
  - 10 runs – after 4 innings
  - 6 runs – after 5 innings
  
- h. Mercy Rule for Majors divisions:
  - 15 runs – after 3 innings
  - 12 runs – after 4 innings
  
- i. Pitching Restrictions: 4 innings per game, per pitcher (no 2 inning limit restrictions to nonaccessed pitchers). REMEMBER – 1 pitch thrown constitutes an inning pitched.
- j. After each game, the home team is responsible for turning in lineup sheets with the game score and pitchers innings pitched (to the Umpire).
- k. **THERE ARE NO RULE PROTESTS ALLOWED:** The only two exceptions are: 1) Ineligible player; and 2) Excess number of innings pitched by a pitcher. These must be addressed to the umpire, and must be before the start of the next scheduled game.
- l. Home team will be determined by a coin toss.
- m. Home team will be the official scorekeeper (the visiting team should regularly compare score-book to ensure an accurate score is reported).

- n. Courtesy Runners are encouraged! When you have two outs, please use a courtesy runner for your catcher and/or pitcher if either is on base. The courtesy runner shall be an available player who most recently completed her turn at bat (and is farthest from batting again in the inning).
  - o. Game time is very limited and everyone wants to play as much as possible. Please be observant of the time, and no stalling in between innings.
2. **EQUIPMENT:** The league will provide a new ball for each game. We **may** ask for coaches to bring any new softballs that have not been used (they will be replaced if this happens). Please have them with you in the event one is needed.