

Local Rules

5CGS adheres to all USA Softball rules unless a modification has been made to suit an age group. Local rules and interpretation adopted and amended by the Board of Directors in 2022.

Coach & Parent Responsibilities

1. USA Certified: All managers, coaches, and any parent that will be involved with the team on the field of play or practice must be USA Softball certified.
2. Managers and coaches may be either a male or female. It is recommended there be an adult female present at all team functions.
3. Managers, Coaches, Players and Spectators may not intimidate batters or umpires. Spectators shall not be standing behind the backstop distracting the players. The spectators and players could cause their team to suspend or forfeit the game. This decision shall be made by the home plate umpire.
4. There will be NO TOBACCO PRODUCTS in the dugout, on the playing field, or in the stands.
5. There will be ABSOLUTELY NO drinking of alcoholic beverages at any time at any Five Cities Girls Softball functions.
6. Managers: If a manager has to be absent from a practice or a game, they must have a person registered with the league to replace them.

Player Responsibilities

1. Players are to remain in dugouts or designated areas during the game.
2. There should be no eating of sweets or seeds during the game. The players need to pay attention at all times.
3. Jerseys are to be tucked in at all times.
4. Each player shall be warned once for throwing her bat, the second time the player is out!

Game Scheduling, Time, & Duration

1. Umpire shall announce game start time prior to first pitch.
2. All managers must contact the Vice President with a good reason to reschedule a game at least 24 hours before game time. If a manager can field at least eight (8) players, the game must be played. The opposing manager has the right to question the reason for the postponement. The Vice President must decide if and when the game will be rescheduled. All postponed games

must be made up within two (2) weeks of board notification.

3. Game Time Limitations: No new inning shall start after game time expires. Any innings started before the end of game time shall be finished. A run rule will constitute a game after three (3) complete innings are played in all age groups. Game times by division are as follows:

6U	1 hour
8U / 10U / 12U / 14U	1 hour & 15 minutes

4. Game Forfeiture: No game will be postponed due to the inability of a team to field eight (8) players at a scheduled game time. The Board of Directors has established a game forfeiture time of five (5) minutes after the scheduled game time. A forfeit game, therefore, shall be declared by the umpire in favor of the team not at fault. Delayed minutes count towards game time.

5. Innings: The number of innings played is subject to the game time limitation. Innings played by division are as follows:

6U / 8U	6 innings
10U / 12U / 14U	7 innings

Equipment

1. All bats must be USA Softball approved softball bats.
2. All helmets must have a facemask and all players must use them.
3. All teams must use League issued balls during games. Ball used by division are as follows:

6U / 8U	10 inch Sof-Dot or similar
10U	11 inch Dream Seam or similar
12U / 14U	12 inch Dream Seam or similar

Game Play

1. Rosters are set before opening day. Any changes made after opening day must be approved by the Board.
2. All teams are required to have First Aid Kits and Ice. (provided by the League.)
3. **NO adult**, other than the umpires, team manager (at least 18 years of age), and team coaches (at least 16 years of age) shall be on the playing field during games except in case of an injury. There may be two (2) base coaches. Adult base coaches must be registered with the league and USA as a manager, coach or volunteer. Players acting as base coaches, must wear batting helmets. Base

coaching does not represent time played.

4. Time played: Any team in violation of Article IX, Section 4A of the Constitution and Bylaws of "The League" will forfeit the game in which the infraction takes place. Note: All players must play at least (2) full defensive innings a game and bat at least once. No player will sit out a second inning in a game until all players have sat out one inning. If for any reason, such as the 10 run rule or because of the time limit, a player does not get their playing time they must start the next game.

5. If a player is designated to the other team's coach and scorekeeper before the start of the game, that she must leave before the finish of the game, or if a player is injured during the game and can't return to play, no automatic out will occur at her next at bat. If a player must leave prior the finish of the game and has not been designated prior to the start of the game, an out will be recorded at her next at bat only.

6. Batting: All age group players, whether playing in the field or not, will bat. The batting order will never change once it has been set for the game.

7. Scorekeepers: Scorekeepers from each team must agree upon the score after each inning. Home team has the official score book. Both scorekeepers log both teams. The umpire should sign the official scorebook after each game.

8. Home Team: Home team is listed second on the schedule. The home team furnishes two (2) game balls, one of which will be a new one. If a new ball is not available, then both balls must be in good condition.

9. Umpires: No one umpire may over rule another, but they may ask the other for assistance.

10. Strike Zone: The strike zone is over the plate and:

6U / 8U / 10U	Top of shoulders to bottom of knees
12U / 14U	Armpits to top of knees

11. Pitching Distance: Pitching distances by division are as follows:

6U	See 6U rules below
8U	30 feet
10U	35 feet
12U	40 feet
14U	43 feet

12. Pitching Restrictions: Pitchers in 8U & 10U are allowed to pitch 3 innings per game until the first Sunday in April after which they are allowed 4 innings

per game. One (1) pitch in an inning shall constitute one (1) inning pitched. Failure to comply with this rule will be a forfeiture of that game. During recreation season playoffs, inning limits are lifted (you must still adhere to local rule 4 the "Time Played" rule). There are no pitching restrictions in 12U or 14U, although developing additional pitchers is encouraged.

13. A maximum of ten (10) players may be in the field defensively **in all age groups**. The four outfielders must be set up on the grass. (May stand inside rim on the bigger fields.) Infielders may not be closer to home plate than the pitchers plate, until the ball is put in play by the batter or when a batter presents a bunt.

14. Dropped Third Strike: For 6U and 8U a batter may not run to first base on a 3rd strike dropped by the catcher, the player is automatically out. For 10U, 12U, and 14U each follow the 3rd strike rule as defined in Rule 8 of the USA Rules.

15. Stolen Bases: Stealing is allowed in all divisions except 6U. The runner is not allowed to leave the base until after the ball has left the pitcher's hand.

16. Stealing Home: In 6U & 8U, a runner may not steal home on a passed ball or wild pitch. The only way to score is on a batted ball. 10U, 12U, and 14U will follow the base stealing rules as defined in Rule 11 of the USA Rules.

17. Run Rule: **The five (5) run rule applies to all age groups.**

No more than the limited number of runs (5) may be scored by either team during a half inning. After scoring the run limit (5), the inning shall end for the offensive team. The only exception shall be during the final inning when the losing team will be allowed to score the difference plus one, to come up 1 run over the higher score, if that difference is less than 5 they will be allowed the opportunity to score the inning max (5). Any game tied at the end of regulation shall be considered a tie, except during playoffs. In the event of a tie, no make-up game shall be scheduled.

18. Base Limits: For 10U and older, no base limit on steals or overthrows. See 6U and 8U rule modifications below for those divisions.

18. Defensive team may have one gate open. However, no player shall be in the opening of the gate.

19. All rules in 5CGS Bylaws section IX.4 should be followed.

6U Rule Modifications

In addition to the Local Rules, the following rules shall apply at all 6U games:

1. HAVE FUN! BE POSITIVE! THINK SAFETY!
2. No score will be kept.
3. Bat through the line up, and then end the inning.
4. All players should play defensive positions, NO Substitutions.
5. Coaches must stand within the pitching circle, and will be allowed up to **(five 5)** pitches. If the batter has not hit a fair ball within Five pitches, the ball shall be placed on the tee and regular T-Ball batting rules shall apply. All players must hit the ball.
6. Home plate arc is 15 feet. The ball must cross this arc when hit to be in fair play. The ball must travel 15 feet to be in play.
7. A maximum of two coaches may assist in the defensive outfield.
8. Coaches are responsible for keeping home plate area clear for runner from third base to home. ie: equipment (bat and tee) and batters (at bat or on deck), etc
9. The on deck batter must be in the on deck circle when in possession of a bat, and must be wearing an approved helmet. Coach is responsible to ensure that only batter and on deck batter have bats.
10. NO STEALING. No advancing on overthrows. If runner is between bases, she should advance to the next open base.
11. Infield positions are in front of the base lines. Infielders may not be any closer than the pitcher in distance. ALL players must be positioned on the field in regular USA fielding positions.
12. Outfielders must set up behind the base lines.
13. Base lines must be kept clear of defensive players unless they are playing the ball.
14. Pitching circle-30 feet from home plate.
15. Base distance-50 feet between bases.
16. **Outs are counted as outs.** The player leaves the field when called out. (This rule helps reward the defense.) Teams still bat through line up, regardless of outs.

8U Rule Modifications

In addition to the Local Rules, the following rules shall apply at all 8U games:

1. Hit By Pitch (HBP): If batter is hit by a player pitched ball they will be awarded first base (an attempt should be made to get out of the way and the ball must NOT hit the ground before hitting the batter*), if bases are loaded a run is scored. Umpire may choose to award a HBP on a one hop, if discerning the pitch to be of notable force.
2. Overthrows:
 - a. **On a throw to first base the following occurs.** No batter can advance to second base as a result of an errant throw to first base. All other Runners may only advance one base past the base they are going to on an errant throw to first base (with the liability of being put out if the ball stays in live ball territory.)
 - b. **On a throw to any other base or position.** If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with the liability of being put out.
 - c. The umpire will only award a base to the runners if the ball has been thrown out of play, per USA rule 8. No bases will be awarded on errant throws when the ball stays in play.
 - d. Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw. At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.
3. The player/pitcher is not allowed to walk runs home.
4. Batter runners may not advance to second base after a walk.
5. If a batted ball hits a coach pitcher, the batter is out.
6. No base stealing is allowed when the coach is pitching.
7. Players may bunt. Bunting is not permitted off of coach pitching.
8. Everyone bats and free defensive substitutions are allowed.
9. All runs must be earned by the batter/runner, with the exception of a hit by pitch when bases are loaded.
10. A player/pitcher will have the opportunity to pitch to, and possibly strike out, every batter.
11. Base stealing is allowed when a player is pitching. There is a limit of one

stolen base per pitch and no extra base on an overthrow. There will be no stealing home (home plate is cold). Base runners may lead off when the ball leaves the pitcher's hand.

12. A maximum of 2 (two) player/pitcher walks will be allowed per half inning. No walks will be allowed with bases loaded. Batter runner may not advance to 2nd base when walked.

13. After 2 allowed player/pitcher walks have been exhausted, a coach/pitcher will enter the circle when 4 balls have been called by the umpire.

- a. The coach/pitcher will resume the player/pitcher strike count, ALL coach pitches are considered strikes.
- b. If the pitch is not put into play by the last pitch, the batter is out.
Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
- c. Batter will NOT be awarded a base on a Hit by Pitch from the Coach/Pitcher.
- d. Player/pitcher must have 1 foot in the circle during coach pitch.
- e. Coach/Pitcher must stay in the circle during play and MAY NOT provide Coaching assistance.
- f. Coach/pitcher must have one foot in contact with the pitching rubber until the ball leaves his/her hand.

10U / 12U / 14U Rule Modifications

*See Local Rules highlighted earlier in this booklet and current USA Handbook.
When traveling to neighbor leagues, see their website for league specific rules.*