

T-Ball Playing Rules

Base Distance - 50 feet		Pitching Distance - 27 feet	Ball Size - 11" soft
Batting - Continuous batting order	Bunting - No	Fielding Minimum - One inning on the infield per game per player	
Commit Line - No	Stealing - No	Run on Dropped 3rd Strike - No	
After Four Balls <i>Games 1-4</i> <ul style="list-style-type: none"> Coach pitches 3 pitches max with both feet inside the circle, go to the tee even if 3rd pitch is fouled off. If ball is not hit fair after 4 swings, batter goes to first <i>Games 5+</i> <ul style="list-style-type: none"> Coach pitches 4 pitches with both feet inside the circle, if batter fouls off last pitch, keep pitching until ball is hit fair or batter misses After 4 pitches and any additional fouls, batter gets 3 swings off tee MAX If ball is not hit fair after 3 swings, batter is out		Batted ball reaches the grass <ul style="list-style-type: none"> Games 1-4: 1 base only for batter, runners on base may only advance to next base Games 5+: 2 bases only for batter, runners may advance 2 bases Batters and runners advance at their own risk. Batter/Runners that are tagged out must go back to dugout.	
Players on Field - All, with no more than seven on the infield dirt (including pitcher and catcher). Outfielders must be on the grass before the ball is put into play.			
Put Outs - Runners successfully thrown out will return to the dugout.			
Sliding <ul style="list-style-type: none"> Games 1-4: Not recommended Games 5+: Yes, sliding feet first only at coach's discretion 		Run Limit - Bat through the team's lineup. Three outs does not constitute an inning. Everyone will bat then switch sides.	
Runners may leave base... - when ball is hit by batter		Game Time Limit - Four innings, drop dead at 75 minutes	
Overthrow Rule to Any Base - Play is dead when overthrown to any base			
Umpires - No		Standings Kept - No	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

7U Playing Rules

Base Distance - 60 feet	Pitching Distance - 27 feet	Ball Size - 11" soft - use new ball for every game
Bunting - No	Commit Line - No	Run on Dropped 3rd Strike - No
Standings Kept - No	Leading Off - No	Run Limit - Four runs per inning
Pitching Limits <ul style="list-style-type: none"> Two games per week: Two innings per game One pitch constitutes an inning 		Sliding <ul style="list-style-type: none"> Games 1-4: No Games 5+: Yes, sliding feet first only at coach's discretion
Batting - Continuous batting order. If ball is not hit out of the infield, all existing base runners can advance one base only. Once three outs are recorded, that is the conclusion of the at-bat team's inning.		
Balls & Strikes Games 1-4: Pitcher starts each pitch with both feet on the pitching rubber. If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter gets 2 coach pitches. The batter must put one of the pitches in play or the batter is retired. If the second pitch is fouled the at bat continues until the ball is put in play or swung and missed. The batter must swing at the second pitch and all remaining pitches or she is out. Games 5+: Pitcher starts each pitch with both feet on the pitching rubber. If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter is retired by strike out. All Games If the pitcher hits a batter in the air or on one bounce, the coach takes over with zero strikes in pitch count. If a pitch hits a batter after two or more bounces, or the ball rolls into the batter, the umpire may call a ball if the batter makes no attempt to move. After pitching three called balls, with less than three strikes, the Batter's coach completes the at-bat. Batter's coach begins each pitch with both feet on the rubber. The coach pitches a maximum of three pitches or the remaining called strikes (exception: the at-bat cannot end on a foul ball). Example: the count is 3 balls 1 strike. Batter's coach has 3 pitches to throw 2 strikes. The batter MUST swing at the third pitch no matter if it is a ball or strike. Umpire will call balls and strikes on "coach pitch". If a batted ball hits the coach pitcher, the play is dead, runners return to their bases, and the batter resumes her at-bat. The pitch does not count as one of the coach's three pitches. Called strikeouts, whether by player or pitching coach, will retire the batter and the batter will not advance to first base. (Games 5+) Foul pitches, whether by player or pitching coach, will count as a strike, except for third strike. No third strike can be called on a foul ball. There are no walks. If batter does not make contact on pitching coach's third pitch, the batter is retired.		
Fielding Minimum - All players must play an infield position at least 1 inning a game.	Players on Field - All, with no more than seven on the infield dirt (including pitcher and catcher). Outfielders must be on the grass before the ball is put into play. Each player must play at least one inning on the infield.	
Courtesy Runner - For catcher only, must be player that made last recorded out, if no outs, revert to prior inning.	Game Time Limit Four innings, drop dead at 90 minutes	
Runners may leave base... - When ball is hit in play	Overthrow Rule - No advance past the base each runner was running to	
Umpires A junior umpire will be present at all games. If by chance one does not show up, please work with other coach to have a volunteer call balls and strikes. <ul style="list-style-type: none"> Defense - up to 2 coaches on the infield and 1 behind the catcher Note: The catcher must make attempt to catch/field the ball and must throw the ball back to the pitcher. The defensive coach behind the catcher is there to help shag balls to keep motion of game going, not to field the ball.		
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!		

8U Playing Rules

Base Distance - 60 feet	Pitching Distance - 30 feet	Ball Size - 11" RIF
Batting Continuous batting order. If ball is not hit out of the infield, all existing base runners can advance one base only. Once three outs are recorded, that is the conclusion of the at-bat team's inning.		Bunting <ul style="list-style-type: none"> Games 1-4: No Games 5+: Yes, off player pitcher only. Any attempt to bunt off pitcher is a strike.
Balls & Strikes Pitcher starts each pitch with both feet on the pitching rubber. If batter receives three strikes from pitcher, whether swinging or called strike by umpire, the batter is retired by strike out. If the pitcher hits a batter in the air or on one bounce, the coach takes over with zero strikes in pitch count. If a pitch hits a batter after two or more bounces, or the ball rolls into the batter, the umpire may call a ball if the batter makes no attempt to move. After pitching three called balls, with less than three strikes, the Batter's coach completes the at-bat. Batter's coach begins each pitch with both feet on the pitching rubber. The coach pitches a maximum of three pitches or the remaining called strikes (exception: the at-bat cannot end on a foul ball). Example: the count is 3 balls 1 strike. Batter's coach has 3 pitches to throw 2 strikes. The batter MUST swing at the third pitch no matter if it is a ball or strike. Umpire will call balls and strikes on "coach pitch". If a batted ball hits the coach pitcher, the play is dead, runners return to their bases, and the batter resumes her at-bat. The pitch does not count as one of the coach's three pitches. Called strikeouts, whether by player or pitching coach, will retire the batter and the batter will not advance to first base. Foul pitches, whether by player or pitching coach, will count as a strike, except for third strike. No third strike can be called on a foul ball. There are no walks. If batter does not make contact on pitching coach's third pitch, the batter is retired.		
Courtesy Runner - For catcher only, must be player that made last recorded out, if no outs, revert to prior inning	Players on Field - All, with no more than seven on the infield dirt (including pitcher and catcher). Outfielders must be on the grass before the ball is put into play.	
Run on Dropped 3rd Strike - No Commit Line - No	Leading Off-No leading off on coach pitch <ul style="list-style-type: none"> No stealing Base runner may lead off. Catcher/Pitcher can make attempt to "pick off" any runners on base. Runners can advance to next base as to not get tagged out, but must retreat to original base once the play is deemed dead. Runners may leave base when the pitcher releases the ball. Umpires will call runners out once standings are kept if runner leaves early. 	
Sliding <ul style="list-style-type: none"> Games 1-4: Coaches discretion Games 5+: Yes, sliding feet first only at coach's discretion 		
Pitching Limits <ul style="list-style-type: none"> Two games per week: Two innings per game Three games per week: Two innings per game One pitch constitutes an inning The pitching week runs Monday through Sunday.	Fielding Minimum - All players must play an infield position at least 1 inning a game.	
Overthrow Rule		
On overthrow to 1st: Batter cannot advance to 2nd base Existing base runners may advance to next base only regardless of the runners' positions when the overthrow occurs	On overthrow to 2nd, 3rd or home: Ball is live until thrown into fair territory on the infield dirt Once ball is thrown into fair territory, existing base runners must stop at the next base	Second overthrow of the same play: Ball is dead and runners cannot advance
Game Time Limit Four innings, drop dead at 90 minutes	Run Limit - Four runs per inning Last 5 games & Playoffs - Innings 1-3, 4 runs per inning; inning 4 12 run max	Standings Kept - Standings will be kept for final 5 games. Standings will determine playoff seeding.
Umpires - A junior umpire will be present at all games. If by chance one does not show up, please work with other coach to have a volunteer call balls and strikes. <ul style="list-style-type: none"> Defense - up to 2 coaches on the infield and 1 behind the catcher Note: The catcher must make attempt to catch/field the ball and must throw the ball back to the pitcher. The defensive coach behind the catcher is there to help shag balls to keep motion of game going, not to field the ball.		
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!		

9U Playing Rules

Base Distance - 60 feet	Pitching Distance - 33 feet	Ball Size - 11" Hard- use new ball for every game	
Batting - All	Sliding - Yes	Commit Line - No	Run on Dropped 3rd Strike - No
Bunting - Yes		Leading Off - When ball leaves pitcher's hand	
After Four Balls <ul style="list-style-type: none"> Walk 			
Fielding Minimum - Minimum two innings in the field, one of which must be an infield position		Playing Time - Player may not sit out more than 1 inning per game during regular season, 2 innings per game during playoffs. All players must play 1 full inning at an infield position by the end of the 3 rd inning	
Players on Field - 10 players on the field, normal infield positions, LF, LC, RC, RF in outfield		Courtesy Runner - For catcher only, must be player that made last recorded out, if no outs, revert to prior inning	
Pitching Limits <ul style="list-style-type: none"> Two games per week: 6 innings total Three games per week: 9 innings total 1 pitch constitutes an inning Playoffs: 5 innings Max, no weekly max The pitching week runs Monday through Sunday.		Stealing <ul style="list-style-type: none"> Games 1-3: No stealing Games 4+: 1 stolen base per pitch, no stealing home, cannot advance home on pass ball Sportsmanship rule applies: no stealing when leading by 7 runs	
Overthrow Rule ASA Rule: As long as the ball is in play, runners can advance until the ball is returned to the pitcher in the pitcher's circle.		Run Limit <ul style="list-style-type: none"> Innings 1-3: Five runs per inning Innings 4+: Unlimited Ten run rule applies after 4 1/2 complete innings of play.	
Game Time Limit Seven innings with no new inning to be started after 80 minutes, finish the current inning. The new inning is considered started as soon as the 3rd out is called in the previous inning. (ASA Rules also allow an umpire to add additional time if a team attempts to delay a game.) Game only reverts back to the previous completed inning if game is called due to darkness.			
Standings Kept - Yes, for Games 5+		Umpires - ASA Umpires	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

10U Playing Rules

Base Distance - 60 feet	Pitching Distance - 35 feet	Ball Size - 11" hard - use new ball for every game	
Batting - All	After Four Balls - Walk	Bunting - Yes	
Fielding Minimum - Minimum two innings in the field, one of which must be an infield position		Playing Time - Player may not sit out more than 1 inning per game during regular season, 2 innings per game during playoffs. All players must play 1 full inning at an infield position by the end of the 3 rd inning	
Pitching Limits <ul style="list-style-type: none"> • Two games per week: 6 innings • Three games per week: 9 innings • 1 pitch constitutes an inning • Playoffs: Max 5 innings per game, no weekly max The pitching week runs Monday through Sunday.		Stealing <ul style="list-style-type: none"> • Games 1-3: Only one base may be stolen per pitch, but no stealing home • Games 4+: Unlimited bases per pitch, including home Sportsmanship rule applies: no stealing when leading by 7 runs	
Players on Field 10 players on the field, normal infield positions, LF, LC, RC, RF in outfield		Courtesy Runner For catcher only, must be player that made last recorded out, if no outs, revert to prior inning	
Runners may advance... - when ball leaves pitcher's hand		Sliding - Yes	Commit Line - No
Run on Dropped 3rd Strike - No	Run Limit <ul style="list-style-type: none"> • Innings 1-3: Five runs per inning • Innings 4+: Unlimited Ten run rule applies after 4 1/2 complete innings of play.		
Game Time Limit Seven innings with no new inning to be started after 80 minutes, finish the current inning. The new inning is considered started as soon as the 3 rd out is called in the previous inning. (ASA Rules also allow an umpire to add additional time if a team attempts to delay a game.) Game only reverts back to the previous completed inning if game is called due to darkness.			
Overthrow Rule ASA Rule: As long as the ball is in play, runners can advance until the ball is returned to the pitcher in the pitcher's circle.			
Standings Kept - Yes, for Games 5+		Umpires - ASA Umpires	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

Middle School Playing Rules

Base Distance - 60 feet	Pitching Distance - 40 feet	Ball Size - 12" - use new ball for every game	
Batting - All	After Four Balls - Walk	Bunting - Yes	
Fielding Minimum - Minimum four innings in the field, one of which must be an infield position		Players on Field - 9	
Pitching Limits <ul style="list-style-type: none"> • Two games per week: 8 innings • Three games per week: 12 innings • 1 pitch constitutes an inning • Playoffs: Max 6 innings per game, no weekly max The pitching week runs Monday through Sunday.		Courtesy Runner For catcher only, must be player that made last recorded out, if no outs, revert to prior inning	
		Stealing Sportsmanship rule applies: no stealing when leading by 7 runs	
Sliding Yes	Runners may advance... when ball leaves pitcher's hand	Commit Line No	Run on Dropped 3rd Strike Yes
Run Limit <ul style="list-style-type: none"> • Innings 1-4: Five runs per inning • Innings 5+: Unlimited Ten run rule applies after 4 1/2 complete innings of play.		Overthrow Rule ASA Rule: As long as the ball is in play, runners can advance until the ball is returned to the pitcher in the pitcher's circle.	
Game Time Limit Seven innings with no new inning to be started after 105 minutes, finish the current inning. The new inning is considered started as soon as the 3rd out is called in the previous inning. (ASA Rules also allow an umpire to add additional time if a team attempts to delay a game.) Game only reverts back to previous completed inning if it is called due to darkness.			
Standings Kept - Yes, for Games 5+		Umpires - ASA Umpires	
Managers/Coaches/Dugout Moms/Parent Helpers - All must have a background check and a lanyard visible to be on the field or in the dugout. Board Members will excuse any person without their lanyards. NO EXCEPTIONS!!			

Seniors Playing Rules

LGSA's Seniors teams participate in Pleasanton Girls Softball's league. The playing rules for the Seniors division are available online at <http://www.pgsseniors.com>