

T-Ball Playing Rules

Base Distance - 50 feet		Pitching Distance - 27 feet	Ball Size - 10" soft
Run on Dropped 3rd Strike - No			
Batting – Half of the batting order / per inning	Bunting - No	Fielding Minimum - One inning on the infield per game per player	
Commit Line - No	Stealing - No	Run on Dropped 3rd Strike - No	
Run on Dropped 3rd Strike - No			
After Four Balls <i>Games 1-3</i> <ul style="list-style-type: none"> No Coach pitches If ball is not hit fair after 4 swings, batter goes to first <i>Games 4+</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 1-3: 1 base only for batter, runners on base may only advance to next base Games 4+: 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 —No putouts games 1-3 Games 4+ Runners successfully thrown out will return to the dugout. Teams up to bat will go through their half of the batting order regardless if three outs are recorded or not.			
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. Every team will bat half of their order then switch.	
Runners may leave base... - when ball is hit by batter		Game Time Limit -Six innings, or drop dead at 75 minutes	
Run on Dropped 3rd Strike - No			
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 - 10" 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/ catching limits <ul style="list-style-type: none"> • Pitching: One inning per game • One pitch constitutes an inning • Catching: One inning per game 		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 hit to the outfield, runners may advance until the ball is returned to the infield whether controlled or in the dirt. If the runner has passed the base they can advance to the next base but are at risk for being thrown out.		
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. Coach will inherit the count and has a maximum of 3 pitches to complete the at bat. The batter MUST swing at the third pitch no matter if it is a ball or a 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, or drop dead at 80 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 - 10" 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. Balls hit to the outfield runners may advance until the ball is returned to the infield whether controlled or in the dirt. If the runner has passed the base they can advance to the next base but are at risk for being thrown out.		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 rubber. Coach will inherit the count and has a maximum of 3 pitches to complete the at bat. The batter MUST swing at the third pitch no matter if it is a ball or a 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 allowed during games with COACH PITCH. If batter does not make contact on pitching coach's third pitch the batter is retired. Walks allowed last 7 games of the season and playoffs.		
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"> Yes, sliding feet first only. 		
Pitching Limits <ul style="list-style-type: none"> Two innings per game (Fall season only 1 inning per game) Playoffs: If game goes to extra innings pitching limits reset One pitch constitutes an inning Last 7 games: NO COACH PITCH/ walks allowed Last 7 games: if a player hits more than 3 batters in an inning the pitcher must be changed for that inning but may re-enter the next inning if the pitcher has not reached their pitching limits. 		Fielding Minimum - All players must play an infield position at least 1 inning a game.
Overthrow Rule		
On overthrow to any base: No advance past the base each runner was running to		
Game Time Limit Four innings or drop dead at 90 minutes	Run Limit - Four runs per inning	Standings Kept - Standings will be kept for final 5

	Run Limit Last 7 games: 3 runs per inning max. RUN Limit Playoffs: Innings 1-3. 3 runs per inning max.	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 			
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 / Catching Limits <ul style="list-style-type: none"> • Three innings per game • 1 pitch constitutes an inning • Playoffs Pitching: 4 innings Max per game • Playoffs: If game goes to extra innings pitching limits reset. • Catching first 8 games: 2 innings Max per game. • Catching after game 8: 3 innings Max per game. • Playoffs Catching: 4 innings Max per game. If game goes extra innings, catching limits reset. 		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 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.			
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	
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 / Catching Limits <ul style="list-style-type: none"> • Pitching Three innings per game • 1 pitch constitutes an inning • Playoffs Pitching: Max 5 innings per game, if game goes extra innings pitching limits reset. • Catching first 8 games: 2 innings max per game. • Catching after game 8 Max 3 innings per game. • Playoffs Catching: 5 innings max per game. If game goes extra innings, catching limits reset. 		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 -----No Infield fly rule	Run Limit <ul style="list-style-type: none"> • Innings 1-3: Five runs per inning • Innings 4+: Unlimited Ten run rule applies after 4 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.			
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 <hr/> No Infield fly rule			Players on Field - 10 players on the field, normal infield positions, LF, LC, RC, RF in outfield		
Pitching Limits <ul style="list-style-type: none"> • 4 innings per game • 1 pitch constitutes an inning • Playoffs: Max 6 innings per game, if game goes extra innings pitching limits reset 			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 5 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 latest playing rules for the Seniors division are always available online at <http://www.pgslseniors.com>. The rules are copied below:

Batting: Entire Team

Bunting: Yes

Commit line: No

Drop 3rd strike: Yes

Min inn/game: Three

Infield fly: Yes

Outfielders: Can play anywhere

Overthrow rule: Ball is live unless out of play

Pitch distance: 40 feet

Pitch limit: 21 outs/week | 30 if three games

Runner leaves base: When ball leaves hand

Five-run limit: Through four innings

Time limit: No new inning after 105 min

Courtesy runner: For catcher, with two outs

Player leaves game: Spot skipped, no automatic out