



# **PLAYING RULES**



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## About this Manual

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## **Section I: Administration of Rules**

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### **USA Softball Rules**

In accordance with our affiliation with USA Softball, Foothill Girls Softball (FGSL) will adhere to the rules set forth in the current version of the USA Softball "Official Rules of Softball". The managers and coaches are expected to read and be familiar with the rules and definitions in this book. Umpires are expected to enforce these rules unless superseded by a "League Adopted Rule".

### **League Adopted Rules**

As a recreational league, Foothill Girls Softball League has adopted a set of league specific rules for the purpose of:

1. Instilling league pride and cohesiveness.
2. Balancing instruction with competition.
3. Providing equitable opportunities for players with varying skill level.

**Important:** League adopted rules supersede rules from the USA Softball rule book.

### **Tournament Specific Rules**

Special rules may be put into effect for tournament play. All such rules will be announced and posted prior to the start of the tournament.

The final championship game for each division during the Spring Rec year-end Foothill Finale tournament will be ninety (90) minutes, no new inning will start after one (1) hour thirty (30) minutes for 8u and 10u. 12u and 14u games are played with one hundred (100) minutes, no new inning will start after one (1) hour forty (40) minutes. Pitching for the championship game (Final) is open, with no inning limits.

For tournament play and championship game there is no drop-dead time and game cannot end in a tie. In case of a tie at the end of inning/time limit in tournament play or Foothill Finale, tiebreaker rules will be utilized for the next inning of play (each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined). Minimum play rules still apply for all tournament play and championship game (all bat and all play infield/outfield.)

Medals will be awarded for first (1st) and second (2nd) place only.

### **Interleague Play & Fall Ball**

At any time in which Foothill Girls Softball plays interleague with another recreational league program, the NorCal Girls Softball Rule Set will be used. A copy of those league rules can be found on the NorCal Girls Softball website. Exception: During spring interleague games hosted by RGS, only a female staff member may speak to an umpire during a game.



## Section II: General Rules – All Divisions

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### Part A: Uniforms & Gear

**UNIFORM:** Wearing the complete uniform is required and shirt must be always tucked in. These items include the League issued uniform and required pants.

**ADDITIONAL CLOTHING:** Defensive players and base runners may wear sweatshirts or jackets in any color except for yellow. They must be zipped or buttoned if applicable. Batters are prohibited from wearing a sweatshirt or jacket unless it is a team issued sweatshirt that has their uniform number displayed.

Undershirts may be worn at any time if the sleeves are not yellow, and it is tucked into their pants.

**HELMETS:** Batters, on-deck batters, and base runners must wear batting helmets. USA Softball requires batting helmets be fitted with an approved NOCSAE facemask. Helmets are to be worn properly which includes a snug fit. Chin straps are optional.

**BATS:** All bats must have the USA Softball certification stamp to be approved for play.

**FIELDING MASK:** Players must wear a fielding mask when playing any infield position.

**CLEATS:** Metal cleats shall be allowed in the 14U divisions and above only.

**JEWELRY:** No jewelry will be allowed. Earrings must be removed and may not be taped down. **EXCEPTION:** The ONLY exception is a medical alert bracelet or necklace which are allowed if wrapped or taped.

**TEAM STAFF WEAR:** All staff in the dugout or on the field, must wear closed-toe shoes. No flip-flops, sandals, or slides. All team staff must dress appropriately for youth sports.

FGSL will not be responsible for any personal equipment and/or items of the players, nor assume any liability for players using personal equipment.



## Part B: Pre-Game

**DUGOUT ASSIGNMENT:** The home team shall occupy the first (1<sup>st</sup>) base dugout. The visiting team shall occupy the third (3<sup>rd</sup>) base dugout.

**FIELD SET-UP:** The home team shall be responsible for setting up the field.

**WARM-UP AREA:** Teams are allowed to warm-up on their side of the field using both grass and dirt in foul territory only. When games are back-to-back, teams should warm-up in the far part of the outfield or another open area making sure not to encroach upon either a game in progress or pedestrian traffic.

**EXCEPTION:** The umpire has the authority to reduce or eliminate warm-ups to start a game on-time.

**LINE UP CARDS:** The coaches must present a lineup card to the opposing team scorekeeper 10 minutes prior to game time. **EXCEPTION:** 6u.

**TEAM EQUIPMENT CHECK:** Teams must display their team gear outside the dugout for an inspection by the umpire 10 minutes prior to the scheduled game time or when instructed by the umpire.

**PRE-GAME MEETING:** The umpire will call a pre-game meeting at least 5 minutes prior to game time. The pre-game meeting shall include the umpires plus a team coach from each team. The coaching staff will show their USA Softball badges and confirm all members of their staff participating in the game are badged members of the league.

**All adults must visually display their badge during the game.\*** If a badge is not available, that person will not be allowed to participate with the team.  
(\*Pending Badges are provided by USA Softball.)

**OFFICIAL SCOREKEEPER/TIMEKEEPER:** The home team scorekeeper is the official scorekeeper of the game. The game time begins immediately after the first warm up pitch. Umpires will keep the official time. **EXCEPTION:** 6u.

**ALCOHOL AND DRUG FREE:** At NO time is alcohol or tobacco allowed on the premises where League games are being held. Coaches will be responsible for ensuring that spectators do not violate this policy.



## Part C: During Game

**INTERACTION WITH UMPIRES:** One coach will be designated as the “point” person, and this person will be the ONLY one that can interact with the umpire during the game., ALL other staff members must be in the dugout or in their appropriate coaches’ boxes. The coach will report the outcomes of the discussion to the remaining staff.

**IMPORTANT:** Any attempt to argue with and/or intimidate an umpire will result in the offending adult being ejected from the game. All violations must be reported to the UIC immediately for further action.

**SPECTATORS:** Spectators are not allowed to be directly behind the backstop. All observers must be no closer than ten (10) feet behind the backstop. This allows for the safety of the spectator as well as the players and officials of the game.

**UMPIRING:** It is the coaches responsibility that if no umpire is present, that a badged individual who has completed the FGSL playing rules review class, umpires the game.

**PLAYING TIME:** All eligible players attending a game will be included in the lineup and bat. A player cannot sit two consecutive defensive innings. Each girl present at a game shall play a minimum of two (2) innings in the field and have at least one (1) turn at bat. In one of the two (2) required innings in the field, the girl must play an infield position.

Infield positions are first base, second base, third base, shortstop, pitcher, and catcher. This requirement must be met by the end of the third (3<sup>rd</sup>) inning. If a player does not wish to play an infield position, a written statement must be obtained from her parent(s); the Coach must email this statement to the FGSL Board.

**WARMUP TIME BETWEEN INNINGS:** Once the last out is recorded, the defensive team has one minute to prepare or five warmup pitches. Whichever comes first.

**SUBSTITUTIONS:** Unlimited defensive substitutions are allowed. The pitcher can be removed from the game and re-enter in the pitching position one (1) time only.

No player shall be a starting substitute for two consecutive games. (A player who sits the bench for the first inning of one game MUST play defense in the first inning of the next game.)

**TIEBREAKING RULE:** The standings will be kept for a season to determine a Division champion. If at the end of the season, a tie occurs between any teams the following will be completed, in order, until a winner is determined: **EXCEPTION:** 6u.

1. Compare win/tie/loss record of tying teams against each other only (head-to-head)
2. Compare runs allowed of tying teams against each other only
3. A play-off game between the two (2) tying teams, date TBD, using regular playing rules without modifications; game cannot end in a tie.



4. A coin toss will be utilized in the event a play-off game cannot be played due to weather, insufficient time in the schedule, etc. A representative from each team must be present at the coin toss to be conducted by the President or Designee.

**INJURY/ILLNESS RULE:** If a player is unable to complete her at bat due to an injury or illness, that player will be unable to reenter the game in any capacity. If a player becomes injured/ill while running the bases and cannot continue as a base runner, the last out may run for the injured/ill player. The injured/ill player will not be removed from the game unless she is unable to complete her next at bat.

- If the player who was removed from the game due to injury or illness leaves the playing field to go to a doctor or medical facility for immediate treatment, she will be scratched from the game.
- If the player who was removed from the game due to injury or illness remains at the playing field, either in the dugout, in the bleachers, or in the general game area, an out WILL be recorded when it is her turn to bat.
- For any injury to a player, the coach must notify the FGSL Board and complete an injury form within 24 hours of the injury/incident. Injury forms are provided in the coaches/managers binder and can also be located in the download section on the FGSL website.
- If the injury requires a visit to the doctor, a medical release must be obtained and delivered to the FGSL Board before the player may return to practice or play in a game.
- It is the responsibility of the home team to note the time and a brief description of the events and person involved in the official scorebook.
- If a player sustains an injury outside of softball which prohibits them from participating in league activities (practices and games included), then they must receive a doctor's note clearing them to return to play.

**PROTESTS:** A coach may protest a game only in the instance that a rule was misapplied. Judgment calls **CANNOT** be protested. The coach should notify the umpire of the protest and it should be marked in the rulebook prior to the next pitch. Play should then continue. A protest form must be filled out and forwarded to the UIC immediately following the game along with \$100 check made out to FGSL. The UIC will review with the FGSL Board and make a ruling. If it is determined that the umpire's call was incorrect and it affected the win/loss of the team in question, the league will reschedule the game from the time of the protest.





## **Part D: Post-Game**

**FIELD TEAR DOWN:** The home team shall be responsible for tearing down the field and securing all equipment, sponsor banners, etc. in boxes. If you are playing the last game of the day on the field, the home team is responsible for dragging the field.

**TRASH CONTROL:** The home team is responsible for ensuring that the dugout and bleacher area is properly cleaned up. At Buckeye Elementary only, trash must be emptied at each field, new trash liner placed in garbage and taken to the dumpster at front of school each day fields are in use.

**SUBMISSION OF SCORES:** Each coach (8u, 10u, 12u, 14u, 16u) is responsible for entering the official game score into Team Sideline within 24 hours.



## **Section III: 6u Division Specific Rules**

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The rules outlined below are to be used in addition to the general league rules found in Section II of this document.

**TIME LIMIT:** All games are played with sixty (60) minutes, finish the line-up limit. No new inning will start after one (1) hour fifteen (15) minutes. All 6u games will be considered a regulation game.

**COMPLETE GAME:** The maximum number of innings is 6.

**NUMBER OF PLAYERS:** For safety reasons, each team must have a minimum of five players for the game to be played. Everyone bats and everyone plays defense.

**PITCHING:** All games will be coach pitch. Coach pitcher must have one foot within the circle. At no time shall the coach pitcher obstruct play and cannot be a Base Coach during the play that he/she has pitched. A batter hit by the Coach's pitch will not be awarded first base, and the pitch will count.

Each batter will get three (3) coach pitches, however if the last pitch is a foul ball, the batter will receive one (1) extra pitch. If the batter is unable to put the ball into play, the tee must be used. No strikeouts will be called in this division.

**OFFENSIVE RESTRICTIONS:** Each team will have their entire lineup hit during their half inning regardless of how many outs are made.

**BASERUNNING:** Only one base per hitter/runner per batted ball. No extra bases on an overthrow. No sliding and no stealing. If a player is put out, they can leave the base and return to the dugout or continue to run the bases.

**EXCEPTION:** The last batter of the inning will be permitted to hit a homerun and run all four bases.

**DEFENSIVE RESTRICTIONS:** Up to six players are allowed in the infield. All other players must be at least 10 feet past the baseline. Each player shall play a minimum of one (1) inning in the infield and one (1) inning in the outfield for every three (3) innings played by that player.

Up to four (4) badged adults may be on the field to help players with defensive positioning. If a coach is situated behind the catcher, the coach must stand behind the catcher and let the catcher throw the ball back to the pitcher.

**SPECIAL RULES:** Drop strike 3 and Infield Fly are NOT in effect. Bunting is not allowed.

**SCOREKEEPING:** Scores and standings are not kept in 6u.



## **Section IV: 8u Division Specific Rules**

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The rules outlined below are to be used in addition to the general league rules found in Section II of this document.

**TIME LIMIT:** All games are played with ninety (90) minutes, finish the batter. No new inning will start after one (1) hour thirty (30) minutes. Once time has expired, the current batter will be declared last batter and the game will end at the completion of that batters at- bat. When time expires, if the trailing team cannot tie or take the lead due to maximum runs, the game will end.

There is a drop-dead time of (1) hour and forty-five (45) minutes. If the game is not completed after the drop dead, the score is based off the last completed inning. All 8u games will be considered a regulation game.

**COMPLETE GAME:** The maximum number of innings is 6.

**RUN RULE:** A game will be called complete if a team is ahead by 15 runs after the completion of 3 innings, 12 runs at the completion of 4 innings or 8 runs at the completion of 5 innings.

**NUMBER OF PLAYERS:** For safety reasons, each team must have a minimum of eight players for the game to be played. Everyone bats and a maximum of 10 players will play defensively on the field. Failure to meet the minimum player threshold will result in a forfeit. (No automatic outs will be recorded if playing only 8 players).

**PLAYERS ARRIVING LATE:** A player who arrives late but prior to the top of the 3<sup>rd</sup> inning may play at the coach's discretion. They must be listed as the last batter on the team's lineup card and the umpire, official scorekeeper, and other coach should be notified at the pre-game conference.

**IMPORTANT:** If the player is not present when they are called to bat, an out will NOT be recorded.

**PLAYERS LEAVING EARLY:** A player(s) may leave a game early, but the team will NOT take an out each time she is called to bat for the remainder of the game. If the departure of this player leaves a team with less than 8 eligible players, the game will be forfeited to the non-offending team with a winning score of 7 to 0.

**PITCHING:** Player and coach pitch; Pitching distance is 30 feet. Any evaluated player may pitch up to two (2) innings per game. Any non-evaluated player may pitch one (1) inning per game. The evaluated pitcher may re-enter to pitch 1 (one) additional inning after the fourth (4<sup>th</sup>) inning is completed. One (1) pitch to a batter in an inning shall constitute as an inning pitched. The two (2) innings do not have to be consecutive.



There will be no walks. If a pitcher throws four (4) balls to the batter, the coach will pitch. Coach pitcher must have one foot on the pitcher's rubber. The coach will assume the count that the player pitcher had on the batter and each coach pitch will be counted as a strike. An at-bat cannot end on a foul ball, therefore if the last pitch is a foul ball, the batter will continue to receive an additional pitch until the batter strikes out or puts the ball into play.

The illegal pitch will NOT be enforced (unless it presents a distinct advantage). If the batted ball strikes the coach pitcher, the play is dead with the batter awarded 1<sup>st</sup> base and all other runners advance only if forced. At no time shall the coach pitcher obstruct play and cannot be a Base Coach during the play that he/she has pitched.

**OFFENSIVE RESTRICTIONS:** Each team will be allowed a maximum of 3 outs or 5 runs per half inning, whichever comes first.

**BASERUNNING:** Runners can only advance one base on a batted ball being fielded in the infield that has not crossed the 10' outfield line. Runners and batter/runner may advance extra bases while a hit ball remains in the outfield and must stop at the next base once the ball is in control in the infield. Control will be a ball caught in the glove or hand or an attempt catch and within reach. Runners and batter/runner may be put out if they advance beyond the base they are entitled.

- NO extra bases on an overthrow.
- NO stealing.
- Baserunner may lead off 15' maximum; allowed on release of pitch.

**DEFENSIVE RESTRICTIONS:** Up to six players are allowed in the infield. All other players must be at least 10 feet past the baseline or in the grass. No coaches are allowed on the field to help defensively.

**HIT BY PITCH:** If batter is directly hit by player pitch, the batter must walk to first base. If batter is hit by player pitch from a ball on ground, the batter will receive a ball and continue at bat. If hit by coach pitcher's pitch, batter will receive a strike.

**SPECIAL RULES:** Drop strike 3 and Infield Fly are NOT in effect. Bunting and slapping are allowed off a player pitcher; no bunting or slapping off coach pitcher. If a batter has two strikes and bunts the ball foul, the batter will be called out.

**SCOREKEEPING:** Scores and standings will be kept.



## **Section V: 10u Division Specific Rules**

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The rules outlined below are to be used in addition to the general league rules found in Section II of this document.

**TIME LIMIT:** All games are played with ninety (90) minutes, finish the batter. No new inning will start after one (1) hour thirty (30) minutes. Once time has expired, the current batter will be declared last batter and the game will end at the completion of that batters at- bat. When time expires, if the trailing team cannot tie or take the lead due to maximum runs, the game will end.

There is a drop-dead time of (1) hour and forty-five (45) minutes. If the game is not completed after the drop dead, the score is based off the last completed inning. All games are considered a regulation game.

**COMPLETE GAME:** The maximum number of innings is 6.

**RUN RULE:** A game will be called as complete if a team is ahead by 15 runs after the completion of 3 innings, 12 runs at the completion of 4 innings or 8 runs at the completion of 5 innings.

**NUMBER OF PLAYERS:** For safety reasons, each team must have a minimum of eight players for the game to be played. Everyone bats and a maximum of 9 players will play defensively on the field. Failure to meet the minimum player threshold will result in a forfeit. If playing with only 8 players, an out will NOT be recorded for the 9<sup>th</sup> player's spot in the lineup.

**PLAYERS ARRIVING LATE:** A player who arrives late but prior to the top of the 3<sup>rd</sup> inning may play at the coach's discretion. They must be listed as the last batter on the team's lineup card and the umpire, official scorekeeper, and other coach should be notified at the pre-game conference.

**IMPORTANT:** If the player is not present when they are called to bat, an out will NOT be recorded.

**PLAYERS LEAVING EARLY:** A player(s) may leave a game early, but the team will NOT take an out each time she is called to bat for the remainder of the game. If the departure of this player leaves a team with less than 8 eligible players, the game will be forfeited to the non-offending team with a winning score of 7 to 0.

**PITCHING:** Player pitch only; pitching distance is 35 feet. Any evaluated player may pitch up to two (2) innings per game. Any non-evaluated player may pitch one (1) inning per game. The evaluated pitcher may re-enter to pitch 1 (one) additional inning after the fourth (4<sup>th</sup>) inning is completed. One (1) pitch to a batter in an inning shall constitute as an inning pitched. The two (2) innings do not have to be consecutive.



**OFFENSIVE RESTRICTIONS:** Each team will be allowed a maximum of 3 outs or 5 runs per half inning, whichever comes first.

**BASERUNNING:** Baserunner may lead off (after the ball has left the pitcher's hand). Stealing is allowed (one base per pitch, including overthrows). Home is open (meaning you can steal home). Once the pitcher has control of the ball with two feet in the circle, runner(s) must immediately proceed to a base. Any hesitation may result in the umpire declaring the runner out (refer to Lookback rule in USA Rules). A courtesy runner may be played for the batter. The player who made the last out will be the courtesy runner.

**DEFENSIVE RESTRICTIONS:** Up to six players are allowed in the infield. All other players must be at least 10 feet past the baseline or in the grass. No coaches are allowed on the field to help defensively.

**HIT BY PITCH:** If a batter is hit by a pitch, she shall be awarded first base. A pitch that hits the ground first is still considered a hit by pitch.

**SPECIAL RULES:** Drop strike 3 rule is in effect and operates as a stolen base (only one base can be taken). Infield Fly rule is in effect.

**SCOREKEEPING:** Scores and standings will be kept.



## Section VI: 12u Division Specific Rules

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The rules outlined below are to be used in addition to the general league rules found in Section II of this document.

**TIME LIMIT:** All games are played with one hundred (100) minutes, finish the batter. No new inning will start after one (1) hour forty (40) minutes. Once time has expired, the current batter will be declared last batter and the game will end at the completion of that batters at- bat. When time expires, if the trailing team cannot tie or take the lead due to maximum runs, the game will end.

There is a drop-dead time of (1) hour and fifty-five (55) minutes. If the game is not completed after the drop dead, the score is based off the last completed inning. All games are considered a regulation game.

**COMPLETE GAME:** The maximum number of innings is 7.

**RUN RULE:** A game will be called as complete if a team is ahead by 15 runs after the completion of 3 innings, 12 runs at the completion of 4 innings or 8 runs at the completion of 5 innings.

**NUMBER OF PLAYERS:** For safety reasons, each team must have a minimum of eight players for the game to be played. Everyone bats and a maximum of 9 players will play defensively on the field. Failure to meet the minimum player threshold will result in a forfeit. If playing with only 8 players, an out will be recorded for the 9<sup>th</sup> player's spot in the lineup.

**PLAYERS ARRIVING LATE:** A player who arrives late but prior to the top of the 3<sup>rd</sup> inning may play at the coach's discretion. They must be listed as the last batter on the team's lineup card and the umpire, official scorekeeper, and other coach should be notified at the pre-game conference.

**IMPORTANT:** If the player is not present when they are called to bat, an out will be recorded. The coach does have a last chance to pull the player's name from the lineup at her 1st turn at bat thus canceling the out penalty, but which also forfeits the player's opportunity to play. If the coach chooses not to use this option and the player never arrives, the team will continue to take an out each time that batting position is called to the plate for the rest of the game.

**PLAYERS LEAVING EARLY:** A player(s) may leave a game early, but the team will have to take an out each time she is called to bat for the remainder of the game. If the departure of this player leaves a team with less than 8 eligible players, the game will be forfeited to the non-offending team with a winning score of 7 to 0.



**PITCHING:** Player pitch only; pitching distance is 40 feet Any evaluated player may pitch up to three (3) innings per game. Any non-evaluated player may pitch one (1) inning per game. The evaluated pitcher may re-enter to pitch 1 (one) additional inning after the fifth (5<sup>th</sup>) inning is completed. One (1) pitch to a batter in an inning shall constitute as an inning pitched. The three (3) innings do not have to be consecutive.

**OFFENSIVE RESTRICTIONS:** Each team will be allowed a maximum of 3 outs or 5 runs per half inning, whichever comes first. The 5-run rule will be waived after the completion of the 5<sup>th</sup> inning.

**BASERUNNING:** Baserunner may lead off (after the ball has left the pitcher's hand). Stealing is allowed. Home is open (meaning you can steal home). Once the pitcher has control of the ball with two feet in the circle, runner(s) must immediately proceed to a base. Any hesitation may result in the umpire declaring the runner out (refer to Lookback rule in USA Rules). A courtesy runner may be played for the catcher and pitcher. The player who made the last out will be the courtesy runner.

**DEFENSIVE RESTRICTIONS:** Up to six players are allowed in the infield. All other players must be at least 10 feet past the baseline or in the grass. No coaches are allowed on the field to help defensively.

**HIT BY PITCH:** If a batter is hit by a pitch, she shall be awarded first base. A pitch that hits the ground first is still considered a hit by pitch.

**SPECIAL RULES:** Drop strike 3 rule is in effect. Infield Fly rule is in effect.

**SCOREKEEPING:** Scores and standings will be kept.





## **Section VII: 14u and 16u Division Specific Rules**

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**INTERLEAGUE:** 14u and 16u divisions will interleague with other neighboring leagues and will follow NorCal rules. A copy of NorCal rules can be located at: <https://www.norcalsoftball.org/downloads>.

The rules outlined below are to be used in addition to the general league rules found in Section II of this document.

**TIME LIMIT:** All games are played with one hundred (100) minutes, finish the batter. No new inning will start after one (1) hour forty (40) minutes. Once time has expired, the current batter will be declared last batter and the game will end at the completion of that batters at- bat. When time expires, if the trailing team cannot tie or take the lead due to maximum runs, the game will end.

There is a drop-dead time of (1) hour and fifty-five (55) minutes. If the game is not completed after the drop dead, the score is based off the last completed inning. All games are considered a regulation game.

**COMPLETE GAME:** The maximum number of innings is 7.

**RUN RULE:** A game will be called as complete if a team is ahead by 15 runs after the completion of 3 innings, 12 runs at the completion of 4 innings or 8 runs at the completion of 5 innings.

**NUMBER OF PLAYERS:** For safety reasons, each team must have a minimum of eight players for the game to be played. Everyone bats and a maximum of 9 players will play defensively on the field. Failure to meet the minimum player threshold will result in a forfeit. If playing with only 8 players, an out will be recorded for the 9<sup>th</sup> player's spot in the lineup.

**PLAYERS ARRIVING LATE:** A player who arrives late but prior to the top of the 3<sup>rd</sup> inning may play at the coach's discretion. They must be listed as the last batter on the team's lineup card and the umpire, official scorekeeper, and other coach should be notified at the pre-game conference.

**IMPORTANT:** If the player is not present when they are called to bat, an out will be recorded. The coach does have a last chance to pull the player's name from the lineup at her 1st turn at bat thus canceling the out penalty, but which also forfeits the player's opportunity to play. If the coach chooses not to use this option and the player never arrives, the team will continue to take an out each time that batting position is called to the plate for the rest of the game.



**PLAYERS LEAVING EARLY:** A player(s) may leave a game early, but the team will have to take an out each time she is called to bat for the remainder of the game. If the departure of this player leaves a team with less than 8 eligible players, the game will be forfeited to the non-offending team with a winning score of 7 to 0.

**PITCHING:** Player pitch only; pitching distance is 43 feet. Any evaluated player may pitch up to three (3) innings per game. Any non-evaluated player may pitch one (1) inning per game. The evaluated pitcher may re-enter to pitch 1 (one) additional inning after the fifth (5<sup>th</sup>) inning is completed. One (1) pitch to a batter in an inning shall constitute as an inning pitched. The three (3) innings do not have to be consecutive.

**OFFENSIVE RESTRICTIONS:** Each team will be allowed a maximum of 3 outs or 5 runs per half inning, whichever comes first. The 5-run rule will be waived after the completion of the 5<sup>th</sup> inning.

**BASERUNNING:** Baserunner may lead off (after the ball has left the pitcher's hand). Stealing is allowed. Home is open (meaning you can steal home). Once the pitcher has possession of the ball in the circle, runner(s) must immediately proceed to a base. Any hesitation may result in the umpire declaring the runner out (refer to Lookback rule in USA Rules). A courtesy runner may be played for the catcher and pitcher. The player who made the last out will be the courtesy runner.

**DEFENSIVE RESTRICTIONS:** Up to six players are allowed in the infield. All other players must be at least 10 feet past the baseline or in the grass. No coaches are allowed on the field to help defensively.

**HIT BY PITCH:** If a batter is hit by a pitch, she shall be awarded first base. A pitch that hits the ground first is still considered a hit by pitch.

**SPECIAL RULES:** Drop strike 3 rule is in effect. Infield Fly rule is in effect.

**SCOREKEEPING:** Scores and standings will be kept.



## Section VIII: Completed Games

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**DEFINITION OF A COMPLETED GAME:** All games will be considered complete as played in the 6u divisions. In the 8u, 10u, 12u, 14u and 16u divisions, the games will be determined as follows:

**WEATHER OR DARKNESS:** If a game is called due to rain, inclement weather, or darkness, and less than 2 full innings were completed, the game will be rescheduled in its entirety at a later date.

If a game is called due to rain, inclement weather, or darkness, and 2 full innings were completed, it will be considered an official game and will not be rescheduled at a later date. Incomplete innings will REVERT to the last completed inning unless the home team is batting and ahead, in which case the incomplete inning will be ruled complete.

**REVERTING THE SCORE:** Reverting the score to the last completed inning assumes that both teams, Visitor and Home, have NOT had an equal number of offensive innings (at-bats).

Examples for how to REVERT in the case of rain, inclement weather, or darkness:

- Example 1 – At the end of the second inning, the home team is ahead 2-1. Top of the third, the visiting team scores 2 runs to go ahead 3-2. During the bottom of the 3rd, (before the home team could score to go ahead) the game was called due to rain, inclement weather, or darkness. The score must revert back the score at the end of the 2nd inning (last completed inning) because the home team did not get an equal number of at-bats. Home team wins, final score 2-1.
- Example 2 – At the end of the second inning, the visiting team is ahead 2-1. Top of the 3rd, visitors do not score. Bottom of the third, the home team scores 2 runs to go ahead 3-2. The game is called due to rain, inclement weather, or darkness before the bottom of the 3rd inning is completed. The score does NOT revert to the last completed inning because both teams have had an equal number of at-bats. Home team wins, final score 3-2.

**CANCEL OR RESCHEDULING OF GAME:** Cancelling or Rescheduling of games will be limited to acts of nature only. Coaches are not to coordinate rescheduled games amongst themselves. Any rescheduling of games will be coordinated by the Coaches Coordinator, or designee (as authorized by the President) in consultation with the Umpire-in-Chief after discussion with the President and/or Vice-President.



## Appendix: Common Rules

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All rules clarified below can be found in the USA Softball Rulebook online. Further questions regarding rule clarification should go to your player agent or the Foothill UIC.

### **Part A: Bunt Rule**

**RULE 1:** A pitched ball that is intentionally tapped with the bat, slowly, within the infield (Definitions page 16).

**RULES SUPPLEMENT:** On a bunt attempt where the batter puts the bat across the plate and the pitched ball is out of the strike zone, a ball should be called unless the batter moves the bat toward the ball. In each of the above situations, the umpire should think in terms of priorities. First, was the pitch in the strike zone? If so, it is simply a strike. Second, did the batter swing at the pitched ball, or, in the case of a bunt attempt, did the batter move the bat toward the pitched ball? In either case, it is the plate umpire's call. If in doubt, or if blocked out, the umpire should call the pitch a ball. If the umpire calls the pitch a ball and the catcher requests the umpire to go for help, the plate umpire should **ONLY** ask for help if there is doubt in their mind as to whether or not the batter swung at the pitched ball (Section 10- Check Swing / Bunt Strike page 123-124). On a missed bunt attempt with two strikes, the dropped third strike rule applies (Rule 8, Section 1B).

**FGSL UIC COMMENTS:** A batter does not have to pull a shown bunt back on a ball pitched outside of the strike zone. It is up to the umpire's judgment to determine if that batter attempted to bunt the ball by moving the bat. If a coach believes the bunt was attempted, they can have their catcher ask the plate umpire to go for help. If their base umpire says no, the bunt was not attempted - a strike is not called. If the ball was pitched in the strike zone and no attempt was made, the umpire may call it a strike regardless.

### **Part B: Drop 3rd Strike**

**RULE 8 - BATTER-RUNNER/RUNNER:** When the catcher fails to catch the third strike before the ball touches the ground and there are: 1 - Fewer than two outs and first base is not occupied at the time of the pitch, or 2 - Any time there are two outs (Section 1 B page 86).

**FGSL UIC COMMENTS:** For the purposes of 10u, a Drop 3rd Strike is a stolen base. Even in the event of an overthrow, the batter-runner may not advance to second. Doing so is at the risk of the player and should they be tagged out before reaching second base, the out stands. If they do make it to second base safely, they will be placed back on first base with no penalty.



### **Part C: Infield Fly**

**RULE 1:** A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher, or catcher with ordinary effort when first and second or first, second and third are occupied with less than 2 outs (Definitions page 20).

**RULE 8 - BATTER-RUNNER/RUNNER:** When an infield fly is declared and caught runners may tag-up and advance. If the ball is not caught runners may advance at their own risk (Section 4 L page 92).

**FGSL UIC COMMENTS:** Infield Fly is called based on the judgment of the umpires.

### **Part D: Look Back Rule (Commonly referred to as Hesitation)**

**RULE 8 - BATTER-RUNNER/RUNNER:** The "Look Back" rule shall be in effect for all runners when: 1 - The ball is live, 2 - The batter-runner has reached first base or has been declared out, and 3 - The pitcher has possession and control of the ball within the pitcher's circle. The pitcher is in the pitcher's circle when both feet are on or within the lines (Section 7 T page 100-101).

**FGSL UIC COMMENTS:** Once the pitcher has control of the ball in the circle and all runners have stopped running, the play is considered dead. Once the play is considered dead, should a runner be off a base, they must decide to either return to that base or continue to the next base without stopping. A batter-runner is allowed to round first base up to 3 steps on a walk and may stop one time for not more than 3 seconds before deciding to stay at first or continue to second base. Should a play be attempted (pitcher raising her hand to show the ball/prepare to throw may be considered an attempted play) the ball is no longer considered dead, and the Look Back Rule is no longer in effect. Calling of the Look Back Rule is up to the judgment of the umpire.

### **Part E: Rabbit Rule**

**Rule 8 - BATTER-RUNNER/RUNNER:** When four balls have been called by the umpire the batter-runner is awarded first base. Effect: 1 (Fast Pitch) The ball is live (Section 1 C page 86).

**Rule 8 - BATTER-RUNNER/RUNNER:** After overrunning first base, the runner attempts to continue to second base (Section 4 I page 92).

**FGSL UIC Comments:** The Rabbit Rule allows for a batter-runner awarded first base on four balls to continue to advance to second base. For the purposes of 10u, first base is awarded so continuing to second base would be the one steal allowed per pitch. All other runners, unless they were not forced but stole a base anyway, are allowed to "Rabbit" to the next base on a walk. The Look Back Rule is in effect for any attempted "Rabbit", but that does not prevent a runner from continuing non-stop to the next base once the ball is in the control of the pitcher inside the pitcher's circle.



## Appendix: FGSL Matrix

	6U	8U	10U	12U	14U	Majors
<b>Ball Size</b>	10"	10"	11"	12"	12"	12"
<b>League Ages</b>	5, 6	7, 8	9, 10	11, 12	13, 14	15 -18
<b>Infield Fly Rule</b>	NO	NO	YES	YES	YES	YES
<b>Dropped 3<sup>rd</sup> Strike</b>	NO	NO	YES	YES	YES	YES
<b>Stealing</b>	NO	NO	LIMITED	YES	YES	YES
<b>Pitching limit</b>	N/A	2 per game	2 per game	3 per game	3 per game	3 per game
<b>Max Runs per Inning</b>	Five (5)	Five (5)	Five (5)	Five (5)	Seven (7)	Seven (7)
<b>Innings per Game</b>	Six (6)	Six (6)	Six (6)	Seven (7)	Seven (7)	Seven (7)
<b>Game Time Limit</b>	1 hr. & 15 min.	1 hr. & 30 min.	1 hr. & 30 min.	1 hr. & 40 min.	1 hr.& 40 min.	1 hr. & 40 min.
<b>Coach Pitch</b>	YES	YES	NO	NO	NO	NO
<b>Walks Allowed</b>	NO	NO	YES	YES	YES	YES
<b>Pitching Distance</b>	30 feet	30 feet	35 feet	40 feet	43 feet	43 feet
<b>Base Distances</b>	50 feet	60 feet	60 feet	60 feet	60 feet	60 feet
<b>Number of Fielders</b>	All	Ten (10)	Nine (9)	Nine (9)	Nine (9)	Nine (9)