



# **TVGSA Local Playing Rules and Regulations**

## **Article I - Recreational Division**

### ***Section 1 - Recreational Division Organization***

- A. Temecula Valley Girls Softball Associations shall be governed solely by these rules and regulations set forth by Temecula Valley Girls Softball Association's Board of Directors.
- B. Recreational divisions shall consist of 6-under division, 8-under division, 10-under division, 12- under division, 14-under division, and Uppers division.

### ***Section 2 – Divisional Age Qualification***

A player's age as of September 1st of the current registration year determines the age in which the player is eligible to play the following year (USA Softball Yellow Book 2023: page 12 & Appendix F).

- A. Teams in the 6-under division shall be comprised of girls 4 to 6 years of age as of September 1st.
- B. Teams in the 8-under division shall be comprised of girls no older than 8 years of age as of September 1st.
- C. Teams in the 10-under division shall be comprised of girls no older than 10 years of age as of September 1st.
- D. Teams in the 12-under division shall be comprised of girls no older than 12 years of age as of September 1st.
- E. Teams in the 14-under division shall be comprised of girls no older than 14 years of age as of September 1st.
- F. Teams in the Uppers division shall be comprised of girls no older than 18 years of age as of September 1st.

### ***Section 3 – Registration***

- A. All recreational division players shall register with TVGSA on or before the published cut-off date and will have paid the required registration fee prior to being placed on a team.
- B. Sisters registering to play within the same division shall have the option of playing on the same team or of playing on separate teams and must indicate their intentions on the application at the time of registration. This applies to sisters entered into the draft only.
- C. Any special considerations affecting the placement of players on a team must be noted on the application at the time of registration (i.e. physical, health or academic issues, etc.). Special consideration will be given by the Executive Board prior to the draft. (Having the information on the application does not automatically guarantee special placement of any player).
- D. A player is eligible for All-Star/Select consideration in their league age division only.
- E. Requests for a player to play up or down to the next age division will be subject to Draft Selection Committee approval. Two examples: 1) Divisions 6U and 8U, which will be at the discretion of the board of directors and based upon evaluation, and 2) the example listed in Section 6, L.

F. Travel Ball players allowed, which is defined as: Any player that is actively pursuing or currently playing for a non-recreation fast-pitch team as of January 1st of the upcoming playing season. This must be disclosed at time of registration. Travel ball players are limited in their All-star participation as dictated by USA Softball in the Yellow Book: this includes practicing, attending try-outs or playing in any organized games with a travel ball team/organization.

#### ***Section 4 - Evaluations***

A. No evaluation session will be required for players in the 6-under division.

B. All players eligible for 8-under, 10-under, 12-under, 14-under, and Uppers divisions shall be required to participate in an evaluation session in order to be entered into the draft. Failure to participate in an evaluation session will result in the player being placed in a blind draw after all evaluated players have been drafted.

C. Exception: If a known player has not attended the evaluations and is rated as a “known pitcher” or “known player”, she can be selected in the round corresponding to her ability instead of being placed in the “blind draw.” The TVGSA draft selection committee will determine the rating and round.

#### ***Section 5 - Formation of Teams***

A. The Board of Directors shall determine the number of teams and players per team within each division after registration has been closed.

B. There shall be a minimum of ten (10) and a maximum of twelve (12) players on each division team, unless there are players who have been evaluated but not drafted. (See Sec.6.P).

C. The Board may elect to change the minimum number of players so that a division may operate with four teams. Each division must have a minimum of four (4) teams in order to have a post season tournament. The Board reserves the right to schedule games against other regional USA softball leagues in surrounding cities with the permission of So Cal USA Softball.

#### ***Section 6 – Regular Season Draft***

A. The Draft Selection Committee will form teams for the 6-u division according to age groups and neighborhood location. Special consideration (transportation, siblings, etc.) affecting the placement of players may be given to 6-u players only if it is noted on the player application.

B. Players in the 8-u, 10-u, 12-u, 14-u and Uppers divisions shall be drafted onto teams by an open draft method. Requests will be taken, but not guaranteed, and subject to Draft Selection Committee and Divisional Managers approval.

C. A draft selection committee will manage the open draft. The draft selection committee shall consist of the President, Vice President, Player Agent, and Division Coordinator for the particular division and one additional member from the current Executive Board.

D. Only approved managers will be allowed in the draft. If a manager cannot attend the draft, the draft selection committee will appoint a board member to help draft a team. The appointed board member may not have a daughter in the division in which they are helping draft the team.

E. The managers will draw numbers to determine the order of the draft. The reverse order will be used to determine team jerseys.

F. Prior to the first round of the draft, all divisions other than the 6U division will have determined who will be classified as a "Ranked Pitcher". The definition of a "Ranked Pitcher" is as follows:

1. At the evaluation tryout, the division managers and division coordinator will score each pitcher on a scale of 1 to 5 with 5 being the highest evaluation score. The division managers and division coordinator will collectively agree by majority vote which pitchers are defined as a "Ranked Pitcher". A "Ranked Pitcher" must receive a majority score of 3 or higher from the division managers and division coordinator.

2. If a player is a known "Ranked Pitcher" (from TVGSA or any other league) to the division managers, division coordinator, or Board of Directors and did not attend the evaluation tryout, she will be given an evaluation score and entered into the open draft.

G. The draft will be conducted in a "serpentine" order. All odd number rounds will start with the first pick and all even number rounds will start with the last pick.

H. The 3rd round or later will be used for managers to draft their daughter. The criteria for ranking a manager's daughter will be as follows:

1. Manager will not rank their own daughter for purpose of round selection.

2. On last day of evaluations, managers will submit their rankings for all the manager's daughters in their division to their division coordinator, who will then pass them on to the player agent.

3. Player agent will evaluate all the rankings and determine round selection based on the overall rating in 4 categories: Fielding, throwing, hitting, and speed.

4. If a manager's daughter does not attend evaluations, she will automatically be placed in the 3rd round. Managers with daughters designated as a ranked pitcher cannot select a ranked pitcher during the first round.

I. Managers with daughters designated as a ranked pitcher cannot select a ranked pitcher during the first round.

J. If a manager has 2 daughters on his team, the same criteria in section H and I apply and if it is determined that both siblings are equal ranking, i.e. both 3rd round picks, they will go in subsequent order, i.e. 3rd and 4th rounds. All managers shall have the option of disallowing this rule wherein their children are placed into the open draft and may be drafted onto any team during any round. Notice of intent to do so must be submitted to the committee at least prior to the draft.

K. If a manager chooses to pick a player with a sister option, the sister will be drafted in the agreed upon round based on assessments (will be determined by the Draft Committee and Division Managers). When sisters have expressed the desire to play on separate teams within

their respective divisions, the committee shall direct the draft so as to honor this request (not allowed during All Star selection).

L. A Manager with multiple daughters may request to move up a sibling to the next age group division as long as the daughter is the even age of the lower division; (10u player age 10 may play 12u). Note: see Article 1, Section 3, D regarding All-Star eligibility.

M. After the completion of the open draft, the remaining registered players who did not attend the evaluation tryout will be placed in a blind draw.

N. There are NO trades between Managers and teams.

O. The round a player is drafted is highly confidential and will not be discussed beyond the Draft Selection Committee and the managers involved in the draft.

P. In the event that the maximum number of players who were evaluated have been drafted onto each team and there are still players who were evaluated but not drafted, then the remaining players shall be placed on a waiting list until another team is formed or space on a current team becomes available. Priority will be given to Temecula residents.

Q. Managers and/or Board Members may not arrange (before, during or after the draft) to hold a player in order to obtain the services of a player's parent or for any reasons (assistant coaches, team mothers, neighbors, etc.).

### ***Section 7 - Waiting List***

A. A waiting list shall be established in each division in the order in which the league receives them.

B. TVGSA shall confidentially maintain the waiting list. Confidentiality of the waiting list must be observed in order to safeguard against unfair practices in reporting team shortages and recruiting. Managers will not be informed of any details of the waiting list. A player's relative position on the waiting list may not be disclosed to anyone.

C. Teams will be assigned players from the waiting list in accordance with the draft order.

D. When players are assigned to a team from the waiting list, the full registration fee will be collected.

### ***Section 8 – Team Roster Modification***

A. Any players remaining on the waiting list after teams have reached their maximum size shall be placed from the top of the list onto teams, as vacancies become available. Priority will be given to Temecula residents in the event that the non-resident capacity has been reached. A vacancy to be filled exists under the following circumstances:

1. When a team roster is below maximum allowable number of players.
2. When a player is injured and will miss 25% or more consecutive scheduled games and the Manager requests an additional player to replace the injured player.

3. Should the injured player recover and return to active playing status, the player added to the team roster will remain an active player of the team even if such action results in a team roster exceeding the maximum allowable size.
4. A player who is injured and unable to return to active playing status during the regular season shall continue to be a member of that team roster and will be eligible for all league activities and for such awards that may accrue to that team.
5. Managers shall report shortages to the Player Agent as soon as they occur.
6. TVGSA will contact any and all players leaving a team. The parent shall also be contacted to ascertain the reason for leaving.
7. Any player who drops from a team during the season may not re-enter the league during that season.
8. After the initial formation of teams, a manager is not required to play any new team player in any regular season game until they have been on the roster for seven (7) days. Managers unable to contact a new player must notify the Player Agent.
9. In the event of a unique situation involving placement of a player that is not covered by the rules contained herein, the issue shall be resolved by the Executive Board.

#### ***Section 9 - Practices***

- A. TVGSA shall establish a practice schedule for all divisions. Vice President shall distribute the schedule for fields and days available.
- B. The Team Manager or league approved volunteer shall remain on the practice field or in the immediate vicinity until all players have left for home in the usual manner.
- C. An adult female eighteen (18) years of age or older that is a non-player MUST be present at all practices and games.
- D. Practices may not exceed two (2) hours in duration.
- E. Players will not be required to arrive at games more than one (1) hour before game time.
- F. No practicing after games.
- G. A team may have up to 3 field functions a week, to include any combination of practices or games; A voluntary fourth function may be scheduled, this includes: a team party, Training Facility, or other event.

#### ***Section 10 - Team Assisting Personnel***

- A. Only after the formation of teams may Managers submit their list of volunteers. This includes assistant coaches, team mothers, chaperones, scorekeepers, etc. All volunteers are subject to approval as outlined in the volunteer policy.

B. Managers shall ensure that they have received, reviewed and understand the league By- Laws and Local Playing Rules and Regulations. They shall also ensure that all team personnel are aware of their responsibilities and duties.

C. A copy of each player emergency contact must be in the Manager's possession at all times. These will be sent to the manager after the completion of the draft by the Player Agent.

D. Managers will be responsible for all players and parents participation with the team. A Manager who allows a non-registered TVGSA player or non-league approved volunteer to participate in any game, practice or activity will be subject to suspension. (Refer to league discipline policy).

## **Article II**

### **Recreational Playing Rules**

#### ***Section 1 - General***

The playing rules for recreational games shall be of the Official Rules of Softball (Fast Pitch) published by the USA Softball except as specifically modified by the following rules:

The official diamond for each division shall have distances as follow:

Division	Pitching	Baseline
6U	15 ft (coach pitch)	60 feet
8U	30 feet	60 feet
10U	35 feet	60 feet
12U	40 feet	60 feet
14U	43 feet	60 feet
Uppers	43 feet	60 feet

A. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall allow the illegal distance to be corrected upon discovery. They must then be corrected to the legal distance, if possible.

B. The home team is responsible for providing the official scorekeeper, field prep, and occupies the third base dugout.

C. The home team is required to provide the final score and recorded pitching outs for all pitchers. Managers who do not turn in their game information or scorecards by midnight of the game day will be suspended for 1 game per occurrence.

D. The 6-U home team shall be responsible for supplying the batting tee to be used in the game.

E. All teams shall be responsible for picking up all trash after each game.

#### ***Section 2 - Equipment***

- A. A full set of equipment will be distributed to each team Manager after the formation of teams. All equipment remains the property of TVGSA and is to be returned to the equipment Manager upon close of season. Equipment will vary per division.
- B. Full coverage batting helmets, with chin straps and face mask, must be worn by the batter, base runner(s) and on-deck batter.
- C. Game balls provided by the league shall comply with current USA certification requirements.

### ***Section 3 – Uniforms***

- A. The uniforms for each player on a given team shall be similar in color, style and trim. Each player must wear identification numbers.
- B. The league will furnish a uniform shirt and may furnish other accessories.
- C. Each team may elect to play in softball pants or shorts and sliding pants. This is optional with each team. The teams shall be responsible for optional clothing. No financial burden shall be imposed on any player or their family.
- D. Any other modifications or additions to league-furnished uniform must be approved by the Executive Board prior to modification or addition.
- E. A player must have their designated uniform shirt on/available at a game. If not, it is to be recorded by the official scorekeeper and reported to the Division Coordinator.
- F. Issuance of a replacement uniform will result in a uniform charge.

### ***Section 4 - Players and Substitutes***

- A. Players can be asked to arrive at the playing field no more than sixty (60) minutes before game-time to enable the Manager to prepare the line-up and conduct pre-game warm-ups.
- B. Line-up cards must be submitted to the scorekeeper at the pre-game meeting. Line-up cards shall include players name and number and designated starting pitcher and catcher.
- C. Copies must be given to the opposing Manager, official scorekeeper and the umpire. This will be the official batting order for the game.
- D. Every player shall be listed in the scorebook and shall become a batter in the order in which their name appears in the scorebook.
- E. Once the batting order is established, it shall remain the same throughout the game.
- F. If a player is removed from the game, an out will be recorded each time the removed player's turn comes up in the batting order. Exception: If the player is removed due to an injury, illness or emergency, an out will be recorded for that batter the first time that the batter's name is reached, unless it causes the line-up to drop below nine (9) players (shorthand rule). In that situation, an out will be recorded each time the injured player's turn is reached.
- G. If a player is injured during the game, but reaches a base safely, the last recorded out will be allowed to pinch run for the injured player and an out will be recorded for the injured player's



next at bat. The injured player may not return to the game (The Manager has the option of taking the one-time out at the time of the injury).

H. Any player who is not present at the playing field at least fifteen (15) minutes prior to game time may remain ruled absent at the team Manager's option.

I. Any player who is not present at the official start of the game may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, the player arriving late will not be eligible to play in that game, unless it brings the line-up to nine (9) players.

J. Team Managers shall report all pitching changes to the umpire and head score keeper, If not reported, this is considered an illegal substitution and the pitcher in question may no longer play in the pitching position for the duration of the game.

K. Minimum play requirements shall be observed as appropriate in each division.

L. 8-under, 10-under, 12-under, 14-under and Uppers: Every player plays the entire game offensively and may not spend two (2) consecutive innings on the bench defensively.

M. If a manager knows ahead of time that their team will have less than 9 players for their game, they may contact their Division Coordinator and request a player to play up from a division below. Division Coordinator must approve the player and inform the BMOD on duty. Players may only play up to make a roster of 9, not to exceed it. The player playing up must bat last, and is only permitted to play in the outfield (MAX allowable players to play up for one game is 3 players). This rule is only applicable for 10u, 12u, 14u, and Uppers. Adopted: 1/27/23

### ***Section 5 - The Game***

A. The home team shall be designated by the established league schedule.

B. Unless the league provides a designated scorekeeper, the home team shall be responsible for the official score book and shall furnish a scorekeeper who will secure the signature of the umpire and both Managers on the scorebook.

C. Games will be forfeited 10 minutes after scheduled start.

D. A game shall consist of a maximum of seven (7) innings for 10U/12U/14U or six (6) innings for 8U or until the established time limit is reached.

E. In 10-under, 12-under, 14-under and Uppers divisions, no new inning shall be started after 1 hour and 20 minutes have elapsed since the start of the game regardless of the score, with 1 hour 35 minutes drop dead. A game can end in a tie after the home team has played their last at bat and the established time limit has elapsed. In 8-under, the time limit is 1 hour and 20 minutes drop dead and the Drop Dead rule applies (Section K).

F. Post season tournament exception: In the event of time expiring and the game ends in a tie, the game will be determined by the Tie Breaker (TB) rule as defined in the current USA "Official Rules of Softball" manual.

G. At the umpire's discretion, an official game may be delayed, called, or canceled due to inclement weather, darkness or unsafe conditions.

H. If such a game described in item G has completed at least one (1) hour of playing time and the home team is behind and has not completed their at-bat, the game shall revert to the prior inning and be considered official. If one (1) hour of play has not been completed, the game will be replayed in its entirety at a later date subject to field availability.

I. Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute on Sundays, holiday weekends, early afternoon, late evenings or on practice fields. Games that need to be made up are not guaranteed to be rescheduled if the league has a non-availability of fields or season length.

J. In the event of inclement weather, managers are referred to the City field conditions Hotline to ascertain field conditions. Teams that are not informed of cancellations or field closures must show for their scheduled game or risk forfeit. The Board of Directors will attempt to contact all managers with game status, but will not take responsibility for teams that are not informed of cancellations or the intent to play as scheduled.

K. The 8-under Drop Dead rule: When game time expires: If the home team is at bat and ahead or tied, the score stands. If visiting team is at bat, score will revert back to the last completed inning. If there is a batter at bat when game time expires, the game time shall extend through the batter's at bat and any additional batters that have not had an at bat in that game.

### ***Section 6- Pitching Regulations***

A. 8-under pitching will be a modified program.

1. Pitchers may not pitch more than 2 innings per game. If a pitcher makes one pitch within an inning, this will be counted as pitching one inning.

2. Post season tournament exception: If a game ends in a tie, then all pitchers that have pitched the 2 inning limit can be brought back into the game to pitch during the Tie Breaker. A pitcher brought back in to pitch during the Tie Breaker can pitch a maximum of 2 additional innings.

3. During Player/Coach Pitch combo: a Manager/Coach will pitch if 4 balls have been issued to the batter. The coach will continue with the remaining strike count. A maximum of 3 pitches will be pitched to the batter from the coach. Each pitch will be counted as a strike, regardless of their location. If Strike Three is fouled off, the batter receive a 4<sup>th</sup> strike from the coach. At bat will continue until a strike out or hit occurs. If Strike 4 hits the coach pitching, the batter is out and will return to the dugout, as they have already received their maximum allowed pitches. There will be no walks.

4. Manager / Coach must pitch from rubber and must present ball in pitching like fashion.

5. Any player may pitch two innings.

6. During Coach Pitch Only: the coach will deliver a maximum of 3 pitches to their batter (unless the ball has been fouled off). There will be no walks. Players either hit the ball and get on base, or strikeout and return to the dugout.

7. Modified pitching rule: Coach ONLY pitch for Week 1; a maximum of 3 pitches will be delivered, unless pitch is fouled off; at bat will result in a hit or strike out. Week 2 will be player/coach combo. Week 3-6 will be player pitch only. Playoffs will be player pitch only. During Player Pitch Weeks 3-6, if the bases are loaded and a batter is walked, the coach will assume the strike count to the batter. There will be no walks while bases are loaded, during regular season only. (Adopted 01/04/24)

B. 10-under pitcher may not pitch more than eighteen (18) outs during any two consecutive games. During the Post Season Tournament any outs recorded during "TB" will count against the pitcher's maximum pitching outs. Any player may pitch six (6) outs in any game.

C. 12-under, a pitcher may not pitch more that twenty-four (24) outs during any two consecutive games. During the Post Season Tournament any outs recorded during "TB" will count against the pitcher's maximum pitching outs. Any player may pitch six (6) outs in any game.

D. If a Manager/Coach attempts to subvert the intention of the above pitching limit rules by constantly replacing a pitcher in order to not have the outs recorded against a particular pitcher, then the umpire will issue a warning to the Manager/Coach. A subsequent attempt will result in the Manager being ejected from the game and pitcher will not be eligible to re-enter the game as a pitcher. Pitcher will also not be eligible to pitch during the next game. For example: A pitcher who pitches two strikes and then is replaced by another pitcher to obtain the out. Then the original pitcher is brought back into the game to pitch to the next batter and obtains two strikes and then is replaced by another pitcher to obtain the out. This practice or any similar strategies would be considered illegal and an attempt to subvert the spirit of the Maximum pitching rules.

E. 14- under and Uppers division there are "NO" pitching out limitations.

F. If a pitcher has only one or two outs of eligibility left, and a double or triple play causes her to exceed her out limit, there shall be no penalty.

G. It is the Manager's responsibility to verify the number of outs recorded against their pitcher, in the official score book. It is also the responsibility of the home teams' Manager to report the number of outs recorded against all pitchers in the game that was played on the league website by midnight of game day.

H. In the event of a forfeit all pitching outs will revert back to the previous game's number of outs for both teams.

I. If the game is called while the home team is at bat and after the winning run comes in, then only the outs actually pitched for that inning are charged to the pitcher of record.

### ***Section 7 - Protests***

A. Intent to protest must be indicated to the plate umpire in accordance with USA Softball rules.

B. A written protest must be submitted to the league Umpire-In-Chief within twenty four (24) hours after scheduled time of the game being protested. If Umpire-In-Chief is not reachable, the written protest may also be given to the league President within the same twenty four (24) hours. If neither is reachable, the written protest may lastly be given to a league Vice-President within the same twenty four (24) hours. No other Board Member may accept a written protest.

C. Protests shall be recorded on a league protest form and contain all pertinent information relating to the protested situation.

D. Protests shall be accompanied by a \$100.00 protest fee which is refundable if upheld.

E. The League Umpire-In-Chief will convene with the Executive Board and handle the protest in accordance with league rules.

F. If the protest is not upheld, the protest fee will not be returned.

### ***Section 8 - Tie-Breakers***

A. Division tie-breakers will be determined by the following: (in order that they appear). Not applicable in the fall. Playoffs will be determined by a blind draw. Home team will be determined by a coin flip.

1. Head to head
2. Runs allowed
3. Runs scored
4. Coin toss

## **Article III**

### **Special Rules for 6-u Division**

A. All sections of Article I shall apply to the 6-u division.

B. All sections of Article II shall apply to the 6-u division except the following:

1. A 10" RIF ball will be supplied by the league
2. Pitching distance is a minimum of fifteen feet with bases set 60 feet.

3. There will be no stealing of bases allowed.
4. A Manager/Coach will pitch 3 pitches if the batter does not hit a ball in fair territory, a Tee will be placed at home plate and the batter will swing from the tee until a fair ball is hit.
5. All players will play a defensive position and may be positioned on the field (see Article IV, Section 2.A).
6. Coaches are allowed on the field during play, but may not physically interfere with play.
  1. Offensively: Coach pitcher, first base coach, third base coach, dugout parent
  2. Defensively: Up to 4 coaches positioned behind the infield, not to block the outfielders line of sight.
7. Modified Play (adopted 01/25/24):
  1. Weeks 1-3: all players will bat through the order, hit the ball to get on base, and score, before the teams switch. Each hit will be rewarded with one base, regardless of the defensive outcome (exception: a ball hit to the grass off of coach pitch will result in a double; a ball hit to the grass off of the tee will result in a single).
  2. Weeks 4-6: will be played with normal softball rules in regard to defensive outs. If a team achieves 3 outs, teams will switch offense/defense. The batting order will resume the next inning with the next batter in order (not start over from the top). The offensive team is responsible for calling outs for their own team. Each hit will be rewarded with one base, regardless of defensive error/overthrow (exception: a ball hit to the grass off of coach pitch will allow the player to take a second base AT THEIR OWN RISK- they may be played upon and tagged out; a ball hit to the grass off of the tee will result in a single). There will be a maximum of 4 runs per inning. Scores do not need to be reported to the league.
  3. SPRING ONLY: Playoffs will occur at the end of the regular season. Scores will be reported to the league and standings will be updated. More details to come.

## **Article IV**

### **Special Rules for 8-under Division Only**

#### ***Section 1 - Application of league rules and regulations***

- A. All sections of Article I shall apply to the 8-under division.
- B. All sections of Article II shall apply to the 8-under division except the following:

1. A 10" ball will be supplied by the league.
2. Pitching distance is reduced to 30 feet.
3. Pitcher may not pitch more than 2 innings per game. If a pitcher makes one pitch within an inning, this will be counted as pitching one inning.
4. Post Season Tournament Exception: If a game ends in a tie, then all pitchers that have pitched the 2 inning limit can be brought back into the game to pitch during the "TB" up to 2 additional innings.
5. Runs / Innings: In any inning, if a team is trailing by more than four (4) runs that team may go ahead by one (1) run.
6. Post Season Tournament Exception: During a Tie Breaker the four (4) run rule is eliminated and there are no maximum number of runs that can be scored.
7. There will be no stealing of home plate.
8. There will be no stealing of any base when a coach is pitching.
9. There will be only one stolen base allowed per pitch. If the defensive team happens to overthrow the base that the base runner is attempting to steal, that runner may not advance to the next base.
10. A game in the 8-under division will be no more than six (6) innings. The game time limit is 1 hour and 20 minutes, drop dead. The Drop Deal rule: When game time expires: If the home team is at bat and ahead or tied, the score stands. If visiting team is at bat, score will revert back to the last completed inning. If there is a batter at bat when game time expires, the game time shall extend through the batter's at bat and any additional batters that have not had an at bat in that game.
11. No mercy rule shall apply in the 8-under division.
12. If hit by pitch in player/coach combo pitch, the coach receives 3 pitches to deliver to the batter, regardless of the count at the time the HBP occurred. If the 3<sup>rd</sup> pitch is a foul ball, the count will continue until a hit or strike out occurs.
13. Coaches will pitch a maximum of 3 pitches. Only a foul ball on strike number 3, will allow a 4<sup>th</sup> strike. The at bat will continue until a hit or strike out occurs. Exception: if coach is hit by a batted ball, dead ball is declared, and the batter may receive one additional pitch. Coach must make every effort to get out of the way.
14. Modified pitching rule: Coach only pitch for Week 1; a maximum of 3 pitches will be delivered, unless pitch is fouled off; at bat will result in a hit or strike out. Week 2 will be player/coach combo. Week 3-6 will be player pitch only. Playoffs will be player pitch only. During Player Pitch Weeks 3-6, if the bases are loaded and a batter is walked, the coach will assume the strike count to the batter. There will be no runs walked in, while bases are loaded, during regular season only. (Adopted 01/04/24)

## ***Section 2 - Defensive positioning***

A. A maximum of ten (10) players may play in defensive positions, A maximum of four (4) shall be in the outfield. Remaining players shall be positioned in the infield as designated below:

1. Pitcher

2. Catcher

3. First Baseman

4. Second Baseman

5. Third Baseman

6. Shortstop

7. Left Fielder

8. Right Fielder

9. Center Fielder

Alternate positions

9. Left Center Fielder (between left and right-center field)

10. Right Center Fielder (between right and left-center field)

## ***Section 3 - Pitching and batting***

A. Pitchers are allowed to pitch a maximum of 2 innings per game.

B. When the pitcher has possession of the ball within the pitching circle, the ball is dead and all play will cease.

C. If the pitcher fails to catch the ball while she is within the circle, she is considered to have possession if she has made an attempt to catch it.

D. A pitcher who has the ball outside the pitching circle is not considered to have possession to force stoppage of play. She must get into the circle with the ball to stop the play.

## ***Section 4 - Base running***

A. Base runners may not steal home plate.

B. Look back rule does not apply to base runners.

## **Article V**

### **Special Rules for 10-under Division Only**

#### ***Section 1 - Application of League Rules and Regulations***

- A. All sections of Article I shall apply to the 10-under division.
- B. All sections of Article II shall apply to the 10-under division except the following:
1. An 11"RIF Level 1 ball will be supplied by the league.
  2. Pitching distance is reduced to 35 feet.
  3. Pitcher may not pitch more than eighteen (18) outs during any two consecutive games.
  4. Any player may pitch six (6) outs in any game.
  5. Runs / Innings: No more than four (4) runs are allowed in one half inning. In any inning, if a team is trailing by more than four (4) runs that team may go ahead by one (1) run.
  6. Post Season Tournament exception: During a Tie Breaker (TB) the four (4) run rule is eliminated and there are no maximum number of runs that can be scored. All outs recorded during "TB" will count against pitching outs maximums.
  7. If a pitcher is replaced in the middle of an inning, the replacement pitcher must face a minimum of 3 batters or pitch to the end of the half-inning, as long as it does not exceed their maximum pitching outs.

## **Article VI**

### **Special Rules for 12-u Division**

- A. All sections of Article I shall apply to the 12-u division.
1. Runs / Innings: No more than six (6) runs are allowed in one half inning.
  2. In any inning, if a team is trailing by more than six (6) runs that team may go ahead by one (1) run.
  3. Post Season Tournament Exception: During a Tie Breaker the six (6) run rule is eliminated and there are no maximum number of runs that can be scored.
  4. No more than 24 outs in two consecutive games. Any player may pitch 6 outs in any game.
  5. If a pitcher is replaced in the middle of an inning, the replacement pitcher must face a minimum of 3 batters or pitch to the end of the half-inning, as long as it does not exceed their maximum pitching outs.



**END OF RULES**