

# Northwest Georgia Softball League

## 7-8 Softball Rules

### 2026 Season

The Northwest Georgia Softball League for 7-8 girls will be played under GRPA rules. The following regulations will be in effect in all local league games. The 2026 GRPA athletic manual will govern anything not covered in the local league rules. The Age Control Date for 7-8 Girls softball is age as of June 30th of the current year.

#### Player Eligibility

All players must meet the following eligibility requirements:

1. Players may sign up and participate with any NWGA League member organization.
2. If a player signs up and participates on a department's team then they will be locked into that department until they advance in age group. **Example:** If you sign up and play in Summerville as a 7 year old then you will be required to play in Summerville as an 8 year old. Once the player enters their age 9 season, they will again have the choice to move within the county.

**Exception A:** If a department doesn't field a team in that particular age group then players will be free to move to a different department.

**Exception B:** If a player physically moves or changes schools then they will also be eligible to move.

3. All players must register with their member organizations and pay all associated registration fees to be eligible to participate in the league.
4. **Player Eligibility:** At least 50% of a team's roster shall include players that live in the zip code of the participating recreation department. **LaFayette 30728, Summerville 30747, Trion 30753, Menlo 30731, Lyerly 30730**

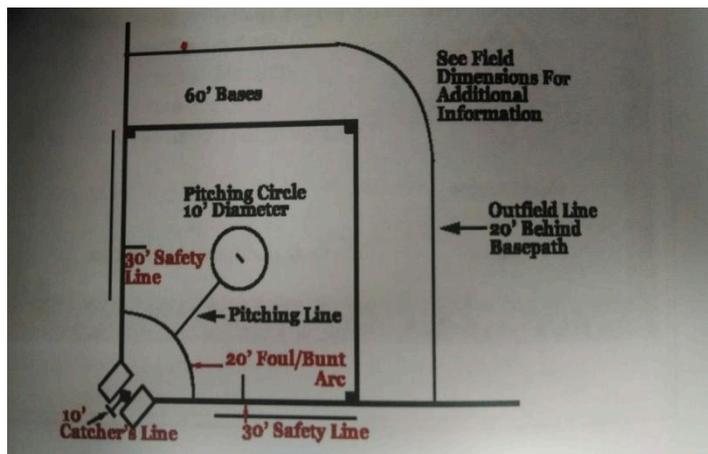
### **League/Department Requirements.**

1. Official team rosters must be added to the Tourney Machine team page prior to a team's first regular season game.
2. Team rosters **MUST** include a player's first and last name as well as their jersey number.
3. Each Department will be responsible for game administration at their home site. This includes having qualified scorekeepers and umpires.
4. Due to the number of teams in the league and the limited field space, every effort needs to be made to play all games on the schedule as they are scheduled. All scheduling requests must be communicated to the Summerville Recreation Department prior to the release of the schedule. Wednesdays may be used as make-up days.
5. Any coach that refuses to play or quits play before a game is complete will be subject to an automatic 1-year suspension from the league.
6. Scores will be submitted by site directors via the Tourney Machine App. Each department will be responsible for entering scores for the games played at their parks.
7. Awards for league champions such as trophies, medals, rings, plaques, etc. shall be the responsibility of the winning team's recreation department.
8. **Drafts:** Any department that has enough sign-ups for two (2) or more teams, must conduct a player draft that equally distributes the number of players available and the talent amongst the teams.
9. **Freezes:** The head coach may "freeze" up to three (3) players before the draft begins. If the same player is frozen by two (2) or more coaches, the parents / guardians of the player will make the decision which team to play for.

## Playing Field

1. Base Distance - 60 Feet in length
2. The pitching circle will be 10 feet in diameter and the center will be 46 feet from the back of home plate
3. There will be a twenty (20) foot chalked arc from the 1st base line to the 3rd base line in front of home plate. The ball must be on or past this line to be fair. If not, it is a foul ball.
4. Halfway/safety hash-mark (30) feet will be drawn on 1st baseline and 3rd baseline in front of home plate.
  - a. Infielders must stay behind this 30' hash mark until the ball is hit
  - b. PENALTY Offensive manager gets choice of result of the play or negate the last pitch thrown.
5. The pitching line shall be a straight line starting at the 20 foot arc and the pitching circle.

Diagram:



## Equipment

1. All Cleats shall be made of rubber only.
2. Batting helmets must be worn. A protective face mask is allowed (Optional)
3. Catchers must wear a full protective uniform including a throat protector
4. The pitcher **MUST** wear a facemask.
5. A regulation 11 inch softball will be used in all games
6. Bats: The bat shall be a regulation softball bat (not baseball) (unaltered) made of either wood or an approved alloy. No bat restrictions in league play.

## Length of Games

1. All games shall be five innings in local league play with a **one hour** time limit. No inning will be started after one hour of play. **New innings begin if time exists when the last out is made.** New innings must be completed once started. The official scorekeeper is in charge of keeping the time.
2. There will be a five (5) run limit per inning. After five (5) runs are scored the teams will switch sides.
3. Once a team has been mathematically eliminated then the game will be declared over.
4. A game which is tied at the end of regulation shall continue until a winner is determined unless the time limit has expired. If the time has expired and a new inning has not started, then the game will be recorded as a tie game. All new innings (once started) **MUST** be completed and finished before the game ends in a tie.
5. Any game stopped in the event of rain or darkness before 3 innings have been completed will resume from the point at which it was stopped.

## Game Format

1. Prior to the game each team must turn in a lineup consisting of its batting order. This list should include a player's first initial, last name and jersey number.
2. In the 7-8 softball division, ten (10) players will be used on defense at the following positions: pitcher, catcher, first base, second base, shortstop, third base, and four outfielders.
3. **Nine players are required to start the game. Any team that does not have nine players at game time will forfeit. There is no grace period. Teams are allowed to pick up players in order to have 9; however, those players must be age eligible for the division and must be registered through the short-handed team's rec department. Pick up players MUST bat last and play in the outfield.**
4. The second game will start 10 minutes after the first game or will start at the regularly scheduled time provided the first game ends early.

5. League Standings: The team with the best record at the end of the season wins the league championship. If two or more teams are tied at the end of the season then the tie breaker will be as follows:
  - a. Head-to-head record
  - b. Runs Allowed
  - c. Run Differential (Runs Scored minus Runs Allowed)

#### **Substitution Rule**

1. Teams will submit a lineup which includes all of their players that are present for the game. For example: if a team has 13 players, then all 13 players will be listed in the batting order.
2. Coaches may substitute freely on defense, but the batting order must remain the same.
3. Players not present at the start of the game will be listed at the bottom as substitutes.

#### **Pitching Rules**

1. An offensive coach will pitch to his own batters.
2. The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle.
  - a. He may not cross the foul arc or enter the pitching circle.
  - b. He must keep one foot on or straddle the pitching line.
  - c. The coach must pitch underhand in local league play.
3. Once the ball is put in play the pitching coach must pick up the bat and move it and him/herself into foul territory.
4. Any batted ball that hits the pitching coach will be a dead ball and a no pitch
  - a. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him, the batter will be out and no runner may advance.

#### **Offense**

1. After one warning per game, per player for slinging his bat, the batter will be out, a dead ball called, and no runners advance.
2. An offensive batter will receive five pitches before being declared out.
  - a. The batter will be called out on three swinging strikes
  - b. If fifth (5th) pitch is fouled, the batter may continue to bat

- c. If the fifth pitch is fouled and caught it is an out.
3. Any base runner leaving the base before the ball reaches home plate is out (umpire's judgment)
  - a. The ball is dead and all other runners must return to base occupied prior to pitch.
  - b. The pitch will not count.
4. Bunting is not allowed
  - a. Fake bunts are not allowed.
  - b. If a batter squares to bunt and then swings, the batter will be called out.

### **Defense**

1. Rolling the ball intentionally **will not** be allowed.
  - a. No outs will be recorded by the umpire if a player rolls the ball.
  - b. Runners will automatically be declared safe if the defensive team rolls the ball  
(Umpire's Judgment)
2. There is no Infield Fly rule in 7-8 Softball.
3. Play shall not be stopped by the defensive team heading off or stopping the lead runner.
  - a. All other runners may advance at their own risk.
  - b. Any play made on a runner other than the lead runner will release the lead runner.
  - c. Other runners may advance.
  - d. When all action has stopped, the umpire will declare the play over.
1. There will be no defensive coaches allowed on the field in 7-8 coach pitch.
2. The defensive catcher must be in a direct line, no more than 10 feet behind home plate, to make a play on a batted ball.

### **Special Rules**

1. No walks are allowed in 7-8 Softball.
2. Stealing is not allowed in 7-8 Softball.

## **Policy Related to Ejections - Coaches and Players**

### **Ejections**

**1st Ejection** - 1-game suspension defined for:

Coach - may attend game as a spectator ONLY. All coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility, the suspended coach shall report to the spectator seating. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a 2nd Ejection.

Player - may attend the next game but must remain on the team bench. The player cannot be dressed out in the team uniform. Violation of these provisions will result in a 2nd Ejection.

### **2nd Ejection**

If a player or a coach is ejected for the second time during the same season, then he or she will be required to meet with the governing body to determine if coaching privileges or playing status will be suspended indefinitely or reinstated.

### **Protests and Appeals**

Formal protests can only be made on a rule interpretation and not on a judgment call. For example a safe or out call is an umpire judgment call and can not be protested. If a team leaves the field before the game is complete, a protest will not be considered under any circumstance.

To protest an official game, the head coach must:

1. Communicate to the official(s) the desire to protest the game and the reason before the next pitch. The official(s) will then record in the official scorebook that a protest was requested.
2. The coach must submit in writing or email outlining the protest to the Summerville

Recreation Department along with a \$50.00 protest fee within 24 hours.

1. The governing body will then decide whether or not the protest is valid or not.