GREATER ALTOONA GIRLS SOFTBALL ASSOCIATION
COACHES HANDBOOK & LEAGUE RULES
Revised October 2026

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PREFACE AND CODE OF CONDUCT

This handbook has been designed to provide coaches with an overview of policies and procedures followed by the Greater Altoona Girls Softball Association (GAGSA) as they pertain to the coaches and their teams.

The GAGSA has the following code of conduct for coaches registered in our league:

1. Coaches must treat all players with respect, fairness, and as equal members of the team.
2. Coaches shall try to give all players assigned to the team an equal opportunity to participate in games. However, the coach may adjust playing time due to tardiness, unexcused absences from practices or games or for behavioural problems.
3. Coaches are expected to follow the policies of the league as outlined in this manual and in the game rules.
4. Coaches must ensure that they, and their players, follow good sportsmanship.
5. Coaches are expected to cooperate with and assist league officials.
6. Coaches will submit to a background check.

USSSA MEMBERSHIP AND RULES

The GAGSA is a member of the USSSA. Rules of play may be found in the USSSA Fastpitch Rules & By-Laws located on the GAGSA website. Division specific rules included in this document serve as supplement to the USSSA rules. Any league specific rules included in this document will override USSSA rules during league play.

AWARDS CEREMONY

All players will receive either a participation award or a first, second or third place award depending on their team's standing in league play. The awards ceremony will be held as close to the end of the season as is feasible, dates of which will be determined on a year-to-year basis. Awards are subject to change based on board recommendations.

BATTING CAGES AND PITCHING LANES

The GAGSA batting cages and pitching lanes are located north of Field 2. The batting cages and pitching lanes must be reserved. Cages and lanes can be used on a first come first serve basis if they are not reserved. Check the GAGSA web site for the schedule. Use of the batting cages and pitching lanes is limited to one hour per team unless no one is waiting for a turn. It is the responsibility of coaches to ensure the following:

1. All players are wearing helmets when inside the cage.
2. Only one player is allowed inside the cage at any one time.
3. Only the registered coach or an assistant coach may operate the pitching machines.
4. Coaches are responsible for returning all equipment to their proper storage area.
5. Once a batter's turn has begun, no one else may be inside the cage.
6. Pitching machines are for use in the batting cages only. Pitching machines should never be used on a game field for live pitching.

The batting cages and pitching lanes are available from the first day of the practice season until the last day of the regular season. Any coach interested in using the pitching machine can be instructed on the operation of the machine before the first time it is used. Contact a Board member for a demonstration. Players that are not participating in the GAGSA programs are required to reserve the batting cages or pitching lanes before use. Please see the field rental agreement on the GAGSA web site for details and cost. GAGSA Board Members reserve the

right to remove anyone who is unauthorized to use the batting cages and/or pitching lanes or who is not using them for the intended use.

CONCESSION STAND POLICIES
The purpose of the concession stand is to provide refreshments for players, parents, and friends for a reasonable profit. The income from the concession stand is used to offset the cost of operating the concession stand, to pay for the cost of umpires and to offset other expenses the league incurs.

All volunteers must be at least 14 years of age. A minimum of one adult is required in the concession stand at all times. The Concessions Manager, Site Manager, or Board Member on duty will explain what is expected of each volunteer and show them how to operate the machines.

EQUIPMENT
Equipment such as practice softballs, catcher's gear, and a scorebook are provided to each team by the league. GAGSA will make the USSSA rules available to each coach on the GAGSA website. The Equipment Manager or League Director will notify teams of the equipment pickup date. Any problems with equipment should be directed to the Equipment Manager. Each coach is responsible for the safekeeping of the equipment and its prompt return upon completion of the season. All equipment must be turned in directly to the Equipment Manager or League Director for proper validation of their return.

FIELD MAINTENANCE
It is the responsibility of all coaches to check the grounds before games to ensure that the playing surface is safe and playable. Necessary repairs should be reported to the GAGSA site manager or fields director before games are started. If repair is not possible, the coaches must contact the League Director for a ruling. **It is the visiting coaches' responsibility to rake fields after each practice.** This includes raking batter's box, pitching circle, around bases, and base paths. Surfaces not cared for in this manner may cause accidents that could have been avoided. Unraked fields will also collect water and prevent the fields from properly draining. Field Managers will take every precaution necessary to have the fields ready. If present, hitting and pitching mats should remain in place for all practices and should only be removed for games.

FUNDRAISER
In lieu of fundraising, GAGSA may charge a minimal fee at registration to cover administrative costs of running the league. This will be identified as the 'Capital Improvement Fee'. This charge is not eligible for a reduction and must be paid in full before participation.

GAME PREPARATION
The home team is the first team listed on the schedule. The home team is responsible for ensuring the field has been chalked by the GAGSA site manager prior to the start of the game. (baselines, batter's box, pitcher's circle, running lanes & coaches' box). A diagram of the chalking of fields can be found in the sheds. The home team should assist as needed with field preparation. The visiting team will be responsible for raking the batter's box, pitcher's circle, and baselines and around each base after the game. **At no time should the pitching plates be removed or relocated by anyone other than the field director, GAGSA site manager, or approved board member.**

INSURANCE COVERAGE
The league obtains supplemental insurance coverage for coaches and players using a portion of the registration fee charged. This is supplemental insurance coverage and serves as a

secondary policy to the player's parents'/guardians' own policy. The Association President must be notified in writing of accidents within 24 hours of the occurrence. For more details on the policy, contact the Association President.

PARKING
Parking is provided to the north of the softball complex. Reserved space is marked for handicap parking. Only authorized vehicles may enter the access road to the Concession Stand. Violation of this rule may result in a ticket from the Altoona Police Department. Visitors assume all risk and liability for damage to personal property from balls that leave the field of play and enter the parking lot.

PLAYER DEVELOPMENT
It is the goal of GAGSA to encourage development of players throughout the year(s), and team coaches are encouraged to work with players to develop skills and abilities. However, a player will not develop to their fullest potential without active and consistent involvement by a parent or guardian through time and practice spent *outside* of designated league team practice times and games.

PRACTICES
Practice is important for player and team development. Coaches should schedule regular practices with their teams in the weeks leading up to games and throughout the season when possible. Please also encourage your families to play catch at home and review the basic rules of the game with their daughters.

The softball game fields, softball practice fields, batting cages, and pitching lanes at Sam Wise Softball Complex must be reserved on the GAGSA website prior to use. Practices should not be held prior to the start date provided by the league director. **Teams may schedule one (1) 60-minute practice per week on the complex fields.** Field time will be blocked specifically for league and tournament use to provide equal access to the facilities. Teams are allowed to schedule practices four weeks in advance starting two weeks prior to the league practice start date provided by the league director. Teams are also encouraged to utilize green space at the complex or at one of several parks around Altoona for practice. Areas outside of Sam Wise Softball Complex can be used on a first come first serve basis. Southeast Polk may at times have scheduled events which will take priority at SEP facilities. Practices held outside of Sam Wise will not count towards a team's weekly allotted practice time. The league director and GAGSA scheduler can assist coaches in identifying blocks of time to best accommodate their players availability.

If a team is not present 15 minutes after the start of their scheduled practice time, their field/cage/lane reservation will be considered cancelled, and the field / cage / lane may be used by another team on a first come basis.

PROTEST, COMPLAINTS OR OTHER PROBLEMS
The umpire's decisions are final during the game. A game should not be stopped or otherwise delayed questioning or reviewing an umpire's call. The GAGSA Site Manager. Board Members may not attempt to influence an umpire's judgement during a game. Coaches should have access to the USSSA rules, and any other rules set by the league, during games.

The following rules apply to the filing of a protest during the regular season:

1. The umpire in charge of the game in question and the opposing coach must be notified at the time of the alleged action and prior to the next pitch following the alleged action.

2. A protest form must be submitted to the League Director within 24 hours of the completion of the game in question. In the event the league director has a conflict of interest with the protest. The protest form should be submitted to the GAGSA president.
3. A fee of $20 must be submitted, in cash, along with the written protest.
4. The League Director will discuss the situation and recommend what action should be taken to the Executive Board Members that have no conflict of interest as to the protest (as determined by the League Director or GAGSA president).
5. The Executive Board Members will either vote to approve the recommendation or may agree upon an alternative course of action.
6. Agreement by the Executive Board Members will be by majority vote. Any ties in the voting (due to an abstention by any voting member) will be broken by the League Director.
7. Decisions will be made, and parties notified, no later than 24 hours after receipt of the protest by the League Director.
8. Decisions by the Executive Board are final and may not be appealed.
9. The $20 fee will be refunded if the protest is upheld.

Note: A legitimate protest should not question any judgement calls by the umpire. This would result in automatically disallowing the protest and the GAGSA would retain the $20 fee.

Any protest of decisions during the League Tournament will be decided at the time of the game. Decisions will be made by Umpire and Executive Board Member that is present. All decisions are final and may not be appealed. For the League Tournament, protest of calls must be made before the next play occurs. If the play in questions is the last play of the game, the protest must be made to the umpire immediately before leaving the field.

RULES

The GAGSA strives to abide by the USSSA "C" level rulebook. The USSSA rules will apply unless a specific rule is set forth in a division's rules in the Addendums below. No "coach agreed rules" are to be used during any game. Violation will result in a forfeit for both teams. This handbook and the USSSA rulebook will be used on all other disputed matters. Clarification and interpretation of the rules should be discussed by the coaches and umpire during the pre-game conference. The home plate umpire will announce the official start time of the game and is in control of the game after the official start. Failure to comply with any of the above rules, or being ejected from a game by an umpire, will be grounds for the GAGSA Board to remove a coach or other team representative from the team.

SCHEDULING

The League Director or Umpire/Field Scheduler develops the schedule of games. Game schedules will be made available on-line. **Only the League Director or Umpire Field Scheduler may cancel or change a scheduled game.** Rescheduling games is done by a cooperative effort between the League Director and Umpire/Field Scheduler. The league sanctions only games scheduled and rescheduled in this manner. Games will not be rescheduled to accommodate conflicts with other activities.

Cancellations:

The Umpire Field Scheduler will notify all parties regarding field conditions by use of the gagsa.org website, text messaging, social media, or email update. Decisions to cancel or delay games will be made at least one hour prior to the start of games, when possible. Remember that cancellations and delays may be due to existing or anticipated weather

patterns. Volunteers scheduled to work in the Concession Stand should also check for cancellations or delays.

Rescheduling:
The League Director may request input from the coaches involved. However, **final say on rescheduling rests with the League Director and Umpire Field Scheduler**. After the League Director and the Umpire Field Scheduler have agreed to a rescheduling date, the League Director will be responsible for notifying the coaches involved. The Umpire Field Scheduler will secure the necessary umpires. The League Director will also be responsible for updating the season schedule.

Weather related delays during regular season and tournament:
If a game stops due to weather conditions and the GAGSA Site Manager or GAGSA Board Member on Duty feels that the possibility of resuming the game is not likely, it is recorded as a regulation game provided:

1. Three full innings have been played; or if the home team has scored an equal or greater number of runs in two or two and a fraction turns at bat than the visiting team has scored in their three-inning turn.

2. Play has gone beyond three full innings and is called when the teams have not had an equal number of completed turns at bats. The score shall be the same as it was at the end of the last completed inning; unless the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded when the game is called.

If a game is suspended due to weather conditions and later resumed because it does not meet the above requirements, the game will be continued from the point of suspension, with the line-up, batting order and baserunners of each team exactly the same as at the point of suspension.

Umpires are allowed to stop a game due to weather conditions if they feel there is a valid safety concern. Players should immediately vacate the field and seek shelter. **The decision to cancel or suspend a game can only be made by the GAGSA Site Manager, GAGSA Board Member on Duty, or League Director**

SPORTSMANSHIP & EJECTIONS
All players, coaches, managers, and spectators are expected to always conduct themselves in a sportsmanlike manner. GAGSA reserves the authority to remove anyone from the Sam Wise Softball complex at any time for unsportsmanlike conduct. Any player, coach, manager, or spectator whose conduct is unbecoming or abusive will, at a minimum, be reprimanded with a warning. If warranted, the offending party will be ejected from the game and removed from the complex at the discretion of the umpires and/or GAGSA board member and/or GAGSA site manager.

Any coach, manager, or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field / complex for the remainder of the game. Failure of a coach, manager, or spectator to remove themselves from the complex may result in a forfeit for the related team. Additional penalties may be assessed at the discretion of the league director and GAGSA executive board. Penalties may include, but are not limited to, suspension of participation in upcoming games, trespassed from complex property, denial of participation in future GAGSA programs.

TEAM RESPONSIBILITIES
Both teams may have four (4) adults in the dugout during a game: (1) the coach, (2) the assistant coach, and (3/4) the team parents. No non-players will be allowed in the dugout. All trash must be removed from the dugout prior to leaving.

THREE INNING RULE
Girls should play 3 innings of each game (but see Preface and Code of Conduct, number 2). If this is not possible due to shortness of a game, that girl should start and play 3 innings of the next game (but see Preface and Code of Conduct, number 2). This system ensures that every player will be given an opportunity to field every game. Coaches should strive to give every girl a fair and equitable percentage of playing time. However, a situation may arise when the Three Inning Rule may not be applied. (See Preface and Code of Conduct, number 2). Coaches are encouraged to rotate the batting order throughout the season to ensure players receive an equal number of plate appearances.

TOBACCO
The use of tobacco or electronic cigarette is always prohibited by anyone on the fields, in the dugouts or in attendance at Sam Wise Complex, including the parking lots.

TOURNAMENT / LEAGUE EVENT PRIORITY
Players should consider their availability and non-softball commitments prior to participating in both SEP RAMS Softball Club and League softball during the same season.

Players participating in both SEP RAMS Softball Club and GAGSA League softball with conflicting events should follow the event priority guidelines listed below:

1. Tournament Games
2. League Games
3. Tournament Practice / Tournament Scrimmage
4. League Practice

UNIFORMS
The League Director will distribute uniforms at the start of the season. Shirts will be purchased each year per sizes listed on the registration forms. Any problems with uniforms should be directed to the League Director. Shirts will be kept by players each year and do not need to be returned.

Players are responsible for providing their own pants. Team members should be in the same uniforms, pants, OR shorts, as set forth above. Uniform shirts are to be tucked in during games. T-Ball players do not have requirements as to what type of pants are worn. Catchers must always wear full protective gear, including a mask. No metal cleats will be allowed. All batters and base runners must wear a helmet in warm-ups, practices and during games. GAGSA provides softball helmets and bats to the players that do not have their own.

STARTING A GAME
Teams may start a game with minimum of eight (8) players. There will **NOT BE AN AUTOMATIC OUT** for a team playing with only eight players as this team is already penalized by only having eight players on defense.

FIFTEEN MINUTE WAITING PERIOD TO START A GAME:
If a team does not have enough players (at least 8) at the start of a game, the team has 15 minutes to obtain enough players for a regulation game. Guest player rules must be followed. If a team does not obtain the required number of players, that team forfeits. GAGSA recommends both teams play the game as a scrimmage with an umpire.
A forfeit will be recorded as a loss with a score of 7-0 for seeding purposes.

GUEST PLAYERS:
Guest players (call up players) may only be utilized to fill a roster to 10 total players. Guest players are limited to registered league players in the same division or immediately preceding divisions only, regardless of their age. A player may not guest play in a game which interferes with a game for the players regular team. You may not call a player "down" from an older division. The GAGSA league director can assist coaches in finding an eligible guest player. Guest player pitchers must be approved by the GAGSA league director. A guest pitcher should be utilized only as a last option. Guest player pitchers may not start ahead of an available rostered pitcher, unless the rostered pitcher is unable to pitch due to injury. GAGSA strongly urges coaches to develop more than one pitcher to avoid dependency on guest pitchers. **Guest players for the end of season tournament should be used only in extraordinary situations where a team is unable to field the minimum number of required defensive players. ALL guest players used during the end of season tournament must be approved by the GAGSA executive board.** The use of a non-approved guest player may disqualify your team from the end of season tournament.

RECREATIONAL LEAGUE STANDINGS
8U League and above will have wins and losses tracked for league standings. The league standings will determine the League placing and the tournament seedings at the end of the season. In the event a team is tied in the league standing, the following steps will take place:

1. Head-to-head match ups during league season between tied teams
2. Runs allowed during the season.
3. Runs scored during the season.
4. Coin Flip

RECREATION LEAGUE END OF SEASON TOURNAMENT
Recreation League tournament may be held at the end of the season. 6U teams may play an additional game during the league tournament week. 8U League and above, league standings will determine the tournament seedings and bracket at the end of the season. Specific tournament information may be found on the GAGSA web site and is subject to change.

SIX AND UNDER RULES

Regulation Game

1. A regulation game is the completion of 3 full innings.

Pitching

1. An 11-inch "safe-t-soft" softball will be used.
2. The pitching distance is 35 feet from pitching rubber to back point of home plate.
3. The pitcher must stay on the pitching rubber until the batter hits the ball off the tee.
4. When the team coach is pitching, the pitcher/player must stay in the circle until the ball is hit.

Fielding

1. Every player will play a defensive position each inning.
2. Each team should position one (1) catcher, one (1) pitcher [who must be in the pitcher's circle], one (1) first baseman, one (1) second baseman, one (1) third baseman and one (1) shortstop. The remaining players may be spread throughout the outer edge of the infield. **Coaches are encouraged to rotate players around the field**.
3. Up to 2 adult coaches may be on the field - preferably the outfield fringe - to help position players, with an adult in the dugout at all times.
4. No stealing allowed. The runners may leave when the batter hits a fair ball.
5. Runners may advance only one base at a time, encouraging defensive players to attempt a play at the closest base. Only the last batter will be allowed to run around all the bases on their hit.
6. Once the defensive play is attempted (i.e.: ball thrown to first base to attempt an out), the play will end, and the defensive player will throw the ball back to the pitcher, catcher, or home plate coach.
7. If the defense is successful making the out, the runner will be called out and will return to the dugout. Outs will not be kept track of during the inning.

Batting

1. A tee will be used for hitting for two innings. After two innings, a designated coach will pitch to his or her own team. All players will be included in the batting order at all times.
2. Each player will bat once each inning.
3. In the third inning, batters will be allowed six (6) pitches to hit the ball. If they do not hit it, they will have to hit the ball from the tee.
4. No balls or strikes will be called.
5. A side will not be retired by three (3) outs, but by the last batter of each inning.
6. NO SCORE SHALL BE KEPT.

EIGHT AND UNDER RULES

Regulation Game (during regular season and tournament)

1. Time limit for all games is 70 minutes. Time begins after the pre-game conference. The umpire will be the official timekeeper.
2. No inning may start after 70 minutes has elapsed. An inning in progress should be completed unless the losing team is trailing by more than the number of runs allows per half inning.
3. A half inning ends, and new inning starts immediately following the third out or 5th run scored. (Ex. Last Pitch Thrown, Third Strike called, Runner put out, 5th run scored)
4. A regulation game is:
    a. A game played a minimum of 70 minutes; or
    b. 7 innings; or
    c. A minimum of 3 innings; or
    d. Has met the margin of run rules as stated in the USSSA Rule Book (6 runs after 5 innings).
5. Regular season league games may end in a tie. No new inning may start after 70 minutes has elapsed during the regular season. **For end of season tournament games only:** If a game is tied after the 70-minute rule or is tied after completing the allowable innings, then the USSSA Tie Breaker Rule will be in effect. The tie breaker will continue to be used until a winner is declared.
6. If you do not have enough players to play, you will forfeit. However, if both coaches agree, the game may be played for “practice”.
7. Home team will be the official scorekeeper, however both teams should keep score. The scorekeeper should inform the umpire when 5 runs have been scored.

Pitching

1. An 11-inch "safe-t-soft" softball will be used.
2. The pitching distance is 35 feet from pitching rubber to back point of home plate.
3. The entire game will be coach pitch. The coach must pitch the ball from within the pitching circle. The coach is not required to have contact with the pitching plate.
4. When the team coach is pitching, the pitcher/player must stay in the circle until the ball is hit.

Fielding

1. Teams allowed to have a maximum of 11 defensive players on the field at a time.
2. All players will play a defensive position every inning but no more than 6 players, including the catcher, can be positioned inside the infield baselines. All other defensive players are required to be in the grass at the time of the pitch. **Coaches are encouraged to rotate players around the field**. The player pitcher must have at least one foot inside the pitcher’s circle when the batter’s coach is pitching.
3. Players (both infield and outfield) are encouraged to make a play. Once the *attempt has been made **or** the ball is in control by the pitcher with one foot in contact with the 8ft pitching circle, the play has ended, and runners may not advance unless they are

halfway to the next base. A runner may continue to round the bases until an *attempt has been made.

a. **Attempt** is defined as making an effort to make an out. Once the ball reaches the *intended infield location. It does not matter if the runner is safe, out. The play stops and the ball is returned to the pitcher.
    i. **Example 1:** Bases are empty. A ball is hit to centerfield. The centerfielder throws the ball to second base. The runner has not advanced more than halfway to second base. The play has ended. The ball should be returned to the pitcher. The runner should remain at first base.
    ii. **Example 2:** Bases are empty. A ball is hit to centerfield. The centerfielder picks up the ball and holds it. The runner advances more than halfway to third base. The centerfielder throws the ball to shortstop. The play has ended. The ball should be returned to the pitcher. The runner may advance to third base as she was more than halfway to third base before the throw from centerfield was made.
    iii. **Example 3:** Bases are empty. A ball is hit to third base. Third base fields the ball and throws it to the pitcher before the runner reaches first base. The play has ended. The runner should remain at first base.

b. **Intended Location** is defined as the position where the defensive player is attempting to make the throw. The intended infield location must be one that is reasonably considered part of the play.
    iv. Example 1: Bases are empty. A ball is hit to shortstop. The shortstop throws the ball to third base. In this situation third base is not reasonably considered part of the play. If the ball was overthrown, they may advance only one base. If the ball was fielded by third base, the play will continue until an attempt is made or the ball is returned to the pitcher in the circle.

4. **A runner may advance one base on an overthrow. A runner cannot score on an overthrow.**
5. A runner may not be tagged out after a play has ended.
6. Only two defensive coaches may be in the outfield in the grass; no contact with a live ball is allowed. Contact with a live ball will results in a dead ball and an automatic double. A coach behind the catcher or in the infield is not allowed.

Batting

1. **All players will be included in the batting line-up at all times**. Coaches will provide the opposing team a line-up, no substitutions or pinch batters or runners are allowed. No positions will be skipped. In the event a batter is absent, that position will simply be skipped with no penalty assuming the team has a minimum number of players.
2. A runner may continue to round the bases until an *attempted has been made. ***(See Defence Rule 3)***
3. The batter's coach will make a maximum of 5 pitches to a batter. **No balls or strikes will be called.**
    a. The adult pitcher is required to pitch from inside the pitching circle but is not required to make contact with the pitching plate.
    b. If a batter has not hit a fair ball, struck out (3 swinging strikes) or been put out after receiving the maximum number of pitches without completing any of these situations they will be called out. However, an at bat may not end on a (uncaught) foul ball and a batter will remain at bat as long as they continue to foul off pitches.
    c. No dropped third strike. The catcher does not have to catch the third strike.

    d. There shall be no walk or hit by pitch awarded.
    e. Batters may not bunt.
    f. If the pitching coach is hit with a batted ball, it is an immediate dead ball and does not count as a pitch, the batter continues to bat.
4. The infield fly rule is not in effect.
5. No stealing is allowed.
6. A runner must remain in contact with the base until the ball leaves the pitcher's hand on the delivery of a pitch.
7. No more than three offensive coaches are allowed on the field including the pitching coach, 1st and 3rd base coaches.
8. Runs per inning: a maximum of 5 runs can be scored each inning for each team. There is no run rule to end the game.

TEN AND UNDER RULES

Regulation Game (during regular season and tournament)

1. Time limit for all games is 70 minutes. Time begins after the pre-game conference. The umpire will be the official timekeeper.
2. No inning may start after 70 minutes has elapsed. Once time has expired, the game will end if the losing team is trailing by more than the number of runs allows per half inning.
3. A half inning has ended, and new inning has started immediately following the third out or 5th run scored. (Ex. Last Pitch Thrown, Third Strike called, Runner put out, 5th run scored)
4. A regulation game is:
    a. A game played a minimum of 70 minutes; or
    b. 7 innings; or
    c. A minimum of 3 innings; or
    d. Has met the margin of run rules as stated in the USSSA Rule Book (6 runs after 5 innings).

4. **Regular season league games may end in a tie**. No new inning may start after 70 minutes has elapsed during the regular season. **For end of season tournament games only:** If a game is tied after the 70-minute rule or is tied after completing the allowable innings, then the USSSA Tie Breaker Rule will be in effect. The tie breaker will continue to be used until a winner is declared.
5. If you do not have enough players to play, you will forfeit. However, if both coaches agree, the game may be played as a scrimmage for "practice".
6. Home team will be the official scorekeeper, however both teams should keep score. The scorekeeper should inform the umpire when 5 runs have been scored.

Pitching

1. An 11-inch softball will be used.
2. The pitching distance is 35 feet from pitching rubber to back point of home plate.
3. **Per the USSSA Rule Book. Umpires may enforce an expanded strike zone.**
4. Pitchers are limited to five (5) warm-up pitches at the start of each half inning.
5. Pitchers are limited to three (3) innings per game. The innings are not required to be consecutive.
6. Pitching will alternate between player pitch / coach pitch every other inning with the first inning being player pitch. See batting rules below.
7. During a coach pitch inning the hitting team will supply a coach to pitch their batters. The pitch will be delivered from the pitching rubber, and the coach will pitch a maximum of 5 pitches. See batting rules below.

Fielding

1. Up to ten (10) players will be used on the field but no more than 6 players, including the catcher, can be positioned inside the infield. All other defensive players are required to be in the grass at the time of the pitch.
2. USSSA rules will be followed as to base stealing, wherein players may steal one base at a time (even on an overthrow). A player will advance at their own risk and may be put out on their attempt. **Players may not steal home or score on an overthrow.**
3. The infield fly rule will not apply, per the USSSA Rule Book. **Umpires should not enforce the infield fly rule.**

4. A runner may advance one base on an overthrow. A runner cannot score on an overthrow.

Batting

1. **All players will be included in the batting order.**
2. Each team is limited to scoring 5 runs or three outs in one half inning, whichever happens first.
3. A batter will be out after 3 strikes, regardless of whether the ball is caught or dropped by the catcher on the third strike.
4. The batter may **not** run on the dropped third strike.
5. A runner must remain in contact with the base until the ball leaves the pitcher's hand on the delivery of a pitch.
6. All other USSSA rules will apply.
7. A courtesy runner can be used for your current pitcher and catcher. Any player on your line-up can be used, as the courtesy runner. It does not need to be the last available player.
8. **Player Pitch Innings Only:** A batter hit by pitch will be awarded first base
9. **Player Pitch Innings Only:** A batter will be awarded first base "walked" after the fourth ball is called. A batter must be pitched to and may not be intentionally walked.
10. **Player Pitch Innings Only:** The umpire may utilize an expanded strike zone for calling strikes and balls.
11. **Coach Pitch Innings Only:** The batter's coach will make a maximum of 5 pitches to a batter. Only swinging strikes will be called.
    a. The adult pitcher is required to pitch from the 35' pitching rubber
    b. If a batter has not hit a fair ball, struck out (3 swinging strikes) or been put out after receiving the maximum number of pitches without completing any of these situations they will be called out. However, an at bat may not end on a (uncaught) foul ball and a batter will remain at bat as long as they continue to foul off pitches.
    c. No dropped third strike. The catcher does not have to catch the third strike.
    d. There shall be no walk or hit by pitch awarded.
    e. Batters may not bunt.
    f. If the pitching coach is hit with a batted ball, it is an immediate dead ball and does not count as a pitch, the batter continues to bat.

TWELVE AND UNDER RULES

Regulation Game (during regular season and tournament)

1. Time limit for all games is 70 minutes. Time begins after the pre-game conference. The umpire will be the official timekeeper.
2. No inning may start after 70 minutes has elapsed. Once time has expired, the game will end if the losing team is trailing by more than the number of runs allowed per half inning.
3. A half inning has ended, and new inning has started immediately following the third out or 5th run scored. (Ex. Last Pitch Thrown, Third Strike Called, Runner Put Out, 5th Run Scored)
4. A regulation game is:
    a. A game played a minimum of 70 minutes; or
    b. 7 innings; or
    c. A minimum of 3 innings; or
    d. Has met the margin of run rules as stated in the USSSA Rule Book (6 runs after 5 innings).
5. Regular season league games may end in a tie. No new inning may start after 70 minutes has elapsed during the regular season. **For end of season tournament games only:** If a game is tied after the 70-minute rule or is tied after completing the allowable innings, the USSSA Tie Breaker Rule will be in effect. The tie breaker will continue to be used until a winner is declared.
6. If you do not have enough players to play, you will forfeit. However, if both coaches agree, the game may be played for "practice".
7. Home team will be the official scorekeeper, however both teams should keep score. The scorekeeper should inform the umpire when 5 runs have been scored.

Pitching

1. A 12-inch softball will be used.
2. The pitching distance is 40 feet from pitching rubber to back point of home plate.
3. Pitchers will be limited to four (4) innings per game. The innings are not required to be consecutive.

Fielding

1. A maximum of nine (9) defensive players will be used on the field.
2. The USSSA rulebook will be followed.
3. The infield fly rule applies, per the USSSA book.

Batting

1. All players will be included in the batting order.
2. Each team is limited to 5 runs or three outs in one inning.
3. Batters **may** run on a dropped third strike.
4. A runner must remain in contact with the base until the ball leaves the pitcher's hand on the delivery of a pitch.
5. Runners may advance to home on an overthrow or passed ball/wild pitch.
6. Runners are allowed to steal home.
7. All other USSSA rules will apply.

SIXTEEN AND UNDER RULES

Regulation Game (during regular season and tournament)

1. Time limit for all games is 70 minutes. Time begins after the pre-game conference. The umpire will be the official timekeeper.
2. No inning may start after 70 minutes has elapsed. Once time has expired, the game will end if the losing team is trailing by more than the number of runs allowed per half inning.
3. A half inning has ended, and new inning has started immediately following the third out or 5th run scored.
4. A regulation game is:
   a. A game played a minimum of 70 minutes; or
   b. 7 innings; or
   c. A minimum of 3 innings; or
   d. has met the margin of run rules as stated in the USSSA rulebook (6 runs after 5 innings).
5. Regular season league games may end in a tie. No new inning may start after 70 minutes has elapsed during the regular season. For end of season tournament games only: If a game is tied after the 70-mkinute rule or is tied after completing the allowable innings, the USSSA Tie Breaker Rule will be in effect. The tie breaker will continue to be used until a winner is declared.
6. If you do not have enough players to play, you will forfeit. However, if both coaches agree, the game may be played for “practice”.
7. A forfeit will be recorded as a loss (7-0 for seeing purposes)
8. Home team will be the official scorekeeper, however both teams should keep score. The scorekeeper should inform the umpire when 5 runs have been scored.

Pitching

1. The front of the pitching rubber to the back of home plate will be 43 feet.

Fielding

1. USSSA rules will be followed.

Batting

1. All players will be in the batting order.
2. Each team is limited to five runs or three outs in an inning, whichever happens first.
3. All other USSSA rules will be followed.