

Hilliard Girls Softball Association



* Coaches Must Have a Copy of These Rules at Every Game *

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Intramural League Description Summary

ALL girls will play in their own age division – NO EXCEPTIONS!

* Age as of April 30 *

Minors: Ages 4-6

No new inning to be started after 3 innings or 70 min, whichever comes first; introduction to various fielding positions; no umpires; coach-pitch; no score or standings recorded; no bunting; no slapping; no stealing; every player bats every inning; no advancement on overthrows; coaching in the field; 11” softie ball; *emphasis on introducing the rules, fielding positions, and individual fundamentals*

U8: Ages 7-8

No new inning to be started after 95 minutes; instructional league with friendly competition encouraged; coaches will make calls on bases; coach pitch; no hit=1 out; no bunting; no slapping; no stealing; 3 outs retire the side; maximum of 6 runs scored per inning; coaching from the field with no more than 2 coaches on the field; no advancement on overthrows; continued focus on the rules, fielding positions, and individual fundamentals; 11” soft ball; *added emphasis on team fundamentals*

U10: Ages 9-10

No new inning to be started after 105 minutes (1h45m); instructional league with friendly competition encouraged; umpire provided *when available*; kid-pitch; no walks (coach-pitch after 4 balls); no slapping; stealing allowed w/restrictions; advance at-own-risk on overthrows (limited to a single base); dropped 3rd strike rule does NOT apply; maximum of 5 runs scored per inning, 10 batters or 3 outs; 11” softball; *added emphasis on individual fundamentals, team fundamentals, and game strategy*

U12: Ages 11-12

No new inning to be started after 105 (1h45m) minutes; instructional league with friendly competition encouraged (geared to prepare for school team play); umpires provided; kid-pitch; slapping is allowed; walks allowed, limited stealing (may steal home on a pick-off play only); dropped 3rd strike rule does NOT apply, infield fly rule does NOT apply; maximum of 5 runs scored per inning; 12” softball; *emphasis on individual fundamentals, knowledge of rules, and team strategy*

Majors: Ages 13-18

No new inning to be started after 105 (1h45m) minutes; maximum of 6 runs scored per inning; higher level of play with friendly competition; umpires provided, 12” softball; ASA rules apply with minimal exceptions

* Learning, improvement, good sportsmanship, and fun are MANDATORY!

HGSA RULES AND REGULATIONS

A. The Board of Directors wishes to remind all coaches, players, and spectators that the object of this association, as stated in Article II-Objective of the HGSA Constitution, reads as follows:

"The Hilliard Girls softball association is dedicated to recreation, good sportsmanship, physical development and community pride. This goal will be attained by recruitment and training of qualified adults at the community level. This building of character and molding of personality transcends the acquisition of athletic skill or winning of the game. The primary concern of the HGSA is to help prepare today's girls for active leadership roles as the citizens of tomorrow."

B. While the Board of Directors strongly urges parental and community support of the league, through attendance of the game, we just as strongly urge that the umpire and coaches have complete control of the game. Spectators shall confine their participation to that of a supportive nature. Umpires, coaches and Board Members shall share the responsibility of policing and discouraging against spectator abuse and interference.

C. Intramural League Divisions:

Minors:	Ages 4, 5 and 6	All Age Groups are based on players age as of April 30th
U8:	Ages 7 and 8	
U10:	Ages 9 and 10	
U12:	Ages 11 and 12	
Majors:	Ages 13-18	

1. Intramural team players will be selected based on a random drawing for each team. The only exception is that coaches may request his/her daughter(s) be assigned to his/her team. Coaches may request immediate family only. Additional requests can be made but does not guarantee placement.
2. All players must play in their own division/age group. Exceptions can be made if the following criteria is met:
 - a. Space is available in the desired division. Spots are filled first come first serve, based on your registration date.
 - b. A waiver is signed by a parent or legal guardian (proof may be requested) accepting full responsibility if injury occurs.
 - c. The player would naturally move up the next season. For example: a player is in U8 and the next year she would move up to U10. Or a player is in U12 and the next season she would move to Majors.

D. Any player exhibiting signs of a concussion shall seek medical attention. Said player will not be permitted to reenter play on the same day. Coaches, umpires, and board members will maintain current concussion awareness training as required by the State of Ohio.

II. GENERAL INTRAMURAL LEAGUE RULES

Rules governing HGSA play of softball shall be those of the ASA Official Rules of Softball. Exceptions, changes, and points of emphasis are approved by the HGSA Executive. Each division shall be furnished with its own set of rules (appropriate for their age group) which may include exceptions to these general intramural league rules. ALL rules will be adhered to or the violator will be subject to disciplinary action by the Executive Board.

A. EXCEPTIONS, CHANGES, AND POINTS OF EMPHASIS TO ASA RULES

1. The home team shall occupy the first base side of the field.
 - a. The number of players necessary for an official game shall be six (6).
 - b. If a player becomes injured during the play of the game and in the judgment of the umpire cannot continue, a team may play with less than six (6) players if they so choose.
 - c. With the consent of both coaches prior to the start of the game, players can be shifted between teams to play an official game. Both coaches must agree and make the umpire aware of the decision before game play starts.
 - d. NO automatic outs will be taken in the event a team plays with fewer than 10 players.
 - e. Teams may utilize a 15 minute grace period if necessary. After 15 minutes a forfeit will be recorded in the event a team does not have at least 6 players. In the event a grace period is necessary, the allotted game time will be shorted by the same time.
2. Each girl must bat in rotation whether participating in the field during that inning or not. If a girl has to leave a game early for injury or personal reasons, the remaining offensive players continue to bat in order & the team is NOT given an out each time the player would have batted. However, when the umpire removes a player from the game for disciplinary reasons, their team is penalized by receiving an out each time the player would have batted. If a player accidentally bats out of order an out will **not** be recorded. Upon discovery the skipped player will bat next and then the original batting order will resume
3. Batters hit by a pitch will NOT necessarily be awarded first base. This varies by age group. See the specific age group for rule clarification. This does not apply to Minors or U-8. If possible, the batter will finish her at bat. HGSA is an instructional league and players shall be encouraged to bat. If the batter is truly injured, she must leave the game for a complete inning (i.e. including the defensive half). The injured batter will NOT be given a free base. If she chooses to leave the game, then the player making the last out will finish her at bat continuing with the current pitch count. In the event that the hit-by-pitch was the 4th "ball", it will be called a no-pitch and the replacement batter will begin with 3 balls and "#" strikes.
4. A game shall consist of six (6) complete innings.
 - a. A game called by the umpire shall be regulation if 4 or more innings have been completed.
 - b. A game called by the umpire shall be regulation if 65 minutes or more have been played.

- c. Games not considered regulation shall be resumed at the exact point they were suspended if possible. The same lineup will be used from the suspended game. If original players are not available when the suspended game is resumed, remove their names and insert any additional players at the bottom of the lineup.
 - d. Once a complete game of six innings is recorded and there is still time left, both teams may agree to continue to play as a scrimmage game, provided BOTH sides AND the umpire agree to it.
5. Pitchers not in Majors may only pitch a maximum of three (3) innings per game.
 - a. If a pitcher makes an official appearance in an inning, she is credited with one (1) inning regardless of the number of batters she retires or pitches she throws.
 - b. Umpires will submit the scores and innings pitched after each game, by midnight.
 - c. Violation of this rule will result in forfeiture of all games in which a pitcher has pitched an excess of three (3) innings.
 - d. Pitchers shall receive 5 warm-up pitches in their first inning of work and 3 warm-up pitches upon reentry, no exceptions. Majors are only permitted to have 1 warm-up pitch for returning pitchers.
 - e. Illegal pitching motions will be addressed with the coach and pitcher between innings, but not result in a delay of game. This is an instructional league and players will be given the opportunity to practice and improve.
 - f. Pitchers must start with one foot on the pitching rubber.
 - g. Continued disregard of rules governing the pitching motion will be addressed by the Board of Directors.
6. Games may be recorded as a tie. All regulation games ending in a tie score will be recorded as such. NO extra innings will be played. Games ending in a tie will be recorded as such, unless a championship game.
7. If a team leads the scoring by fifteen (15) runs or more after four (4) complete innings or by ten (10) runs or more after five (5) complete innings, the game shall be terminated and the win awarded to the team with the greater number of runs scored. This applies to U12 and Majors only. Official game play ends and the score shall be reported upon termination due to the "run rule." Teams shall continue to play as a practice scrimmage for the remaining game time. A team may opt out of scrimmage play only if they have another game following the same night (doubleheader).
8. Only three (3) defensive conferences are allowed per game. Changing pitchers is not considered a charged offense. Conferences will be limited to 20 seconds in length and no longer. This will be enforced by the plate umpire
9. There are free substitutions in all leagues.
10. There will be a fifteen (15) minute grace period if needed, but if the game starts late, the game time will be shortened by the same amount of time.
11. Each team will be warned on the first occurrence of throwing the bat. On any subsequent occurrence in a game, by the same team, the player throwing the bat will be called out and play is dead. This applies to all age groups. Umpires will be responsible for enforcing for U10, U12 and Majors. Coaches are responsible for

Minors and U8.

14. Offensive players must wear their batting helmet at all times while in the field of play. Each team will be warned on the first occurrence of a player removing her helmet before entering the dugout. On any subsequent occurrence in a game, by the same team, the player removing her helmet while still on the field will be called out.
15. No smoking is permitted on the field of play, in the bench/dugout, in the stands, nor in proximity to the playing area. This includes spectators. This included vapor and electronic cigarettes. This is a youth program and smoking is not permitted regardless of the outside venue. No exceptions. Upon discovery of a smoker, the game will be halted until the offender leaves the area of play
16. Possession AND/OR use of alcoholic beverages or of illegal drugs by any player, coach, or spectator in any HGSA sponsored activity is prohibited. Any player or coach suspected will be removed from the game for safety precautions and if proven will be suspended for the rest of the season and asked to turn in equipment. Parents and spectators will be removed from the field.
17. The batter-runner is out when using a safety/double 1st base if there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white. Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference. (ASA Rule 8, Sec 2N.)
18. The batter-runner is out when the batter-runner steps back toward home plate to avoid or delay a tag by a fielder. (ASA Rule 8, Sec 2H.)
19. The base path is three feet either side of a direct line from one base to another. The runner must be in the base path if a play is being made on her. The base path is determined by the umpire's discretion.
20. Blood rule – Players may not participate with an open and actively bleeding wound. Players must leave the field until the bleeding has been controlled and the wound covered. Grossly contaminated clothing and equipment must be replaced before reentering the game.
21. Thunder AND/OR Lightning Rule –It is up to the umpires/coaches' common sense and judgment to determine if play should be suspended due to impending weather. If play is suspended due to lightning OR thunder, play CANNOT be resumed until 30 minutes AFTER the last sighting of lightning or sound of thunder. During the suspension of play, ALL fields and bleachers must be vacated and NO activities are to occur. All participants must seek appropriate shelter. After an hour of suspension, the game is called and the complete game rule should be followed.

B. UNIFORMS AND EQUIPMENT

1. All players must be dressed in official uniforms as furnished by the league in order to participate in a game. Shirts may not be altered in any manner. Including, but not limited to cut-off sleeves or cut-out collars. Shirt tails may be shortened, but only with a finished seam.
2. Catchers must wear ALL provided catcher's equipment.
3. Bats must be official ASA softball bats only.
4. NO jewelry of any kind is permitted, including, but not limited to, hair barrettes, piercings of all kinds, necklaces and wristbands including silicone. New piercings must

also be removed. It is not permissible to cover them with a bandage.

5. Metal spikes are strictly prohibited.

6. It is highly recommended by HGSA that a base runner wear long pants and/or a sliding leg guard/pad if she chooses to slide. Players are not permitted to participate with open actively bleeding wounds.

7. Any offensive player in the field of play must wear a helmet (with facemask) at all times. This includes players on deck, at bat, or on base.

8. Players removing their helmet while still on the field will be called out.

C. COACHES AND ASSISTANT COACHES

1. ALL person(s) interested in coaching must register online which will be submitted to HGSA for review and approval. ALL applicants are subject to a background check.

2. Persons denied a coaching position are strictly prohibited from participating in all team field activities including, but not limited to the following: dugout coaching, base coaching, pitching, team line-ups, and/or player instruction. Violation of this rule will result in denial of future participation in all HGSA activities.

3. Coaches shall set an example by adhering to the rules and objectives of HGSA.

4. All coaches must be 18 years of age or older. Coaches age 18-20 may participate only as a coach in Minors, U8, and U10, at the Executive Board's discretion.

5. Generally speaking, each team is assigned at least two adult volunteer coaches.

a. Only coaches approved by HGSA shall be allowed in the field of play.

b. Parents or other volunteers are NOT permitted on the field without prior permission from the Board of Directors (only exception would be an emergency with their child).

c. Additional volunteers such as scorekeepers and helpers are permitted, but should not occupy the dugout, shall not be in control of the team or game, and shall not be permitted in the field of play.

d. No minors, other than team players, are permitted in the dugout or field of play. Only coaches and players are permitted to occupy the dugout/bench area.

6. Coaches shall have a copy of the HGSA league rules on hand at each game.

7. No HGSA team practices or games of any kind shall occur before the date specified by the HGSA Board.

8. No HGSA team practices or games of any kind may occur without an HGSA approved coach present.

9. In the event of a rain out, a coach must send an e-mail via the HGSA website the night of the scheduled game indicating that the game was not played or not completed.

a. Games that have been played for 65 minutes or more will not be rescheduled. If the game is interrupted by weather after 65 minutes, then the score at the end of the

previously completed inning will determine the outcome.

b. Incomplete games will be rescheduled for the following Saturday when possible and MUST be replayed when scheduled.

c. No scheduled games may be changed.

10. Coaches are responsible for the inventory of equipment and uniforms assigned to them. Equipment must be turned in to the equipment shed on the scheduled date(s)
11. Coaches removing a player from the game roster for disciplinary reasons must notify the Executive Board immediately via the HGSA website. Permanent removal of a player from the team roster will be permitted only by a majority vote of the Executive Board.
12. Coaches shall exchange game lineups 15 minutes prior to the scheduled game start time.

E. PARENTS AND SPECTATORS

1. No parent or spectator is permitted on the playing field during the play of a game. In the case of an injury a parent or spectator is permitted on the playing field, but only after the umpire has called time out
2. No person(s) are permitted to congregate around the backstop during the course of game play. It is the responsibility of the board, coaches, and umpires to help enforce this rule.
3. Any parent or spectator may be removed from the playing area for unsportsmanlike conduct at the request of a board member, coach, or umpire.
 - a. Game play will be suspended until the said offender leaves.
 - b. Examples of such unsportsmanlike conduct include, but are not limited to the following: profanity, defamatory remarks, bullying of players, coaches, or umpires, etc.
4. Parents and spectators are not permitted to question the umpire regarding a call.
5. Any parent or spectator wishing to file a complaint must do so in writing.
 - a. The HGSA board may be contacted via the website or mail:

HGSA – Executive
Board P.O. Box 707,
Hilliard, OH 43026

- b. Complaints should identify the time/date of the occurrence, the offending party(s) and outline the nature of the offense.
- c. Complaints should be filed within one (1) week of the occurrence and will be handled confidentially.

F. UMPIRES

1. All umpires will be pre-approved by the HGSA Umpire Committee.

2. Umpires will have full and complete control over the play and discipline of the game.

3. Umpires shall be at the game site 15 minutes prior to the scheduled game start time.
4. Umpires must have a copy of both the HGSA league rules and the Official ASA Rule Book at each game, if possible.
 - a. If there is any question regarding a call, refer to the Official ASA Rule Book. These rules apply with the exceptions outlined in the HGSA League Rules.
5. The umpire's decision is final – NO EXCEPTIONS.
6. Coaches, players, and parents/spectators are specifically prohibited from taunting or questioning umpires in a confrontational manner either during or after the game.
7. No coach, player, or parent/spectator may make derogatory comments or threats directed toward the umpire.
 - a. Violations of this rule shall result in a warning against the offender.
 - b. A second violation in the same game shall result in ejection (see suspension rule in Section G.5. below).
 - c. An individual guilty of a flagrant violation WILL BE ejected without warning.
8. Coaches are NOT permitted to question or argue umpire judgment calls (balls & strikes, fair and foul balls, safe or out at a base, etc.).
 - a. Comments to the umpire should be limited to the head coach asking for a call clarification to facilitate the coaching of a player.
 - b. The head coach may ask for a rule interpretation; however, this should be done in a courteous, positive manner.
 - c. If there is a specific rule in dispute, coaches may ask to approach the umpire with a copy of the rule in question before the next pitch. The *discussion* shall include the umpire and head coach from BOTH teams.
 - d. If a coach is not satisfied with the umpire's answer, he/she should contact the Board of Directors.
 - e. Any violation of this rule may result in suspension and possible expulsion from the league.
9. Any warnings given to a coach will be recorded by the umpire and reported to the Executive Board.
 - a. Any coach that is ejected will be suspended for the next game as well.
 - b. If a coach is ejected a second time, he will be relieved permanently as coach for the remainder of the season and may lose the privilege to coach the following year.
 - c. Upon any third validated warning over the course of the season, a coach will be removed from the position of coach for the remainder of the season and may lose the privilege to coach the following year.
10. Any coach, player, or parent/spectator ejected from a game/facility will automatically be suspended for at least one additional game.
 - a. The suspension shall also apply to coaches, players, and parent/spectators guilty

of misconduct AFTER a game has concluded that would have resulted in an ejection had the incident occurred during play.

- b. The ejected/suspended individual is NOT permitted to attend/view a game from which he or she is ejected/suspended.
- c. Non-compliance within a one (1) minute period by an ejected individual will cause forfeiture of the game as well as possible additional penalties.
- d. Ejection of a coach, player, or parent/spectator must be reported by the coach of the offending team to the executive board within 24 hours of the incident via the HGSA website.
- e. The umpire who officiated the game shall provide a written account of the incident to the executive board within 48 hours of the incident via the HGSA website.
- f. The Executive Board and/or HGSA as an association may assess additional penalties following a review of the incident. Failure to report the incident to the Executive Board may result in additional penalties.

H. GROUND RULES

1. If a batted ball is hit past an outfielder and the ball hits no obstruction, nor does the fielder encounter an obstruction in fielding the ball, runners may advance at their own risk.
2. When a batted ball enters another playing area, should the ball be interfered with or obstructed by a person/object (spectator, player bench, backstop, playground equipment, etc.) or if the fielder encounters an obstruction in fielding the ball, it shall be ruled a ground rule double.
3. Concerning Beacon Field #1: if a batted ball hits the asphalt or mulched playground area *on the fly*, it shall be ruled a home run.
4. Concerning Beacon Field #1: if the batted ball *bounces and rolls* into the asphalt or mulched playground area, it shall be ruled a ground rule double.
5. Concerning Beacon Field #1: if a batted ball hits the tree in the right field area, it shall be ruled a ground rule double.
6. Concerning Beacon Field #1: spectators are not permitted to sit in the field of play (i.e. under the right field tree).
7. Concerning Beacon Fields #2 and #3: if the ball enters the ditch at the east end of the field on the fly it shall be ruled a home run.
8. Concerning Beacon Fields #2 and #3: if the batted ball *bounces and rolls* into the ditch at the east end of the field, it shall be ruled a ground rule double.

I. PLAYER SELECTION

1. Intramural team players will be selected based on a random drawing for each team. The only exception is that coaches and/or sponsors may request his/her daughters and immediate family (limited to siblings and 1st cousins) be assigned to his/her team.
2. All players must play in their own division/age group. Exceptions can be made at the discretion of the Executive Board.

3. Each team roster will have a maximum of 14 players, but often less to maximize playing time.
4. Once a player is assigned to a team, there will be no switching or trades.
5. Coaches are not permitted to recruit players for their team(s).
 - a. If a coach or assistant coach is approached regarding a girl who wants to participate in the association, the prospective players name and sign-up form must be forwarded to the Executive Board for assignment to an available team.

J. TEAM STANDINGS

1. In the event of a tie between two or more teams for league standings, the following criteria will be followed in the order listed below:
 - a. Overall record.
 - b. Head to head competition.
 - c. Record against common opponents.
 - d. Least runs given up.
 - e. Coin toss.
2. If three or more teams are tied, when one team is eliminated the remaining teams are compared starting with the criteria defined in Section J.1. above.

K. AWARD SELECTION

1. Team awards may be supplied at the discretion of the Board of Directors.
2. The coach and assistant coach(es) have the discretion to determine the mechanism for selecting team award recipients (i.e. Most Improved, Most Hustle, Most Spirit, etc)
3. The coach and assistant coach have the discretion to determine the mechanism for ALL STAR player selection.
 - a. Each team will select at least 2 ALL STAR players and possibly 1 ALTERNATE ALL STAR player.
 - i. The 2 ALL STAR players selected by each team will represent that team at the league ALL STAR game.
 - ii. The number of All Star players selected may be altered by the HGSA Board if warranted based on the number of teams in the league.
4. The Board of Directors shall appoint All Star coaches.

III MINOR LEAGUE RULES

These rules apply specifically to the Minors Division of HGSA. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 6 0 minutes or 3 innings of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. An 11-inch “softie” softball will be used.

C. Dimensions of the playing diamond size will be as

follows: Pitcher’s Mound: 35’ from home plate

Bases: 50’ from base to base

D. The coach or board approved representative of the offensive team will pitch to their players.

E. Dimensions of the batter’s box are as

follows: Distance off the home plate: 6”

Width: 3’

Depth: 4’ from the middle of home plate
forward 3’ from the middle of home
plate back

F. Each batter will receive 4 pitches/chances to hit the ball.

1. If the ball is not hit by the 4th pitch, the batter will be given 3 swings/chances to hit off the tee.
 - a. If the batter fails to successfully hit from the tee the batter is retired, but an out is not recorded.
 - b. Players do NOT strike out after three swings and misses.
2. If the 4th pitch is hit foul an additional pitch is awarded.
 - a. No batter will be retired on a foul ball. If she continues to hit the last pitch another will be awarded.

G. On defense, players shall have the option to play different positions.

1. There will be no set positions and each player shall get equal opportunity to play infield and outfield positions.
2. ALL players play the field every inning.
 - a. Once the infield is positioned, all remaining players will be spread evenly among the outfield.
3. At the start of a play, all infielders must be positioned a minimum of 15 feet from the base path.

H. Coaches will serve as the umpire.

I. Coaches are encouraged to be in the field of play to instruct their players.

J. ALL players bat once every inning.

1. The half inning is complete when the ball is returned to the pitcher's mound upon termination of the play from the last batter in the line-up. If the coaches agree, players may bat twice each inning.
2. To complete an inning all players (both teams) must bat at least once.
3. If an out is made by the defense, the batter-runner is out and will be retired, and the next batter will bat until the entire side has batted.

K. Stealing, bunting, and slapping are prohibited.

L. Each time 3 outs are recorded during an inning, the bases will be cleared of all runners and batting will continue.

M. Score will NOT be kept and standings will NOT be maintained.

N. There will be NO advancement on an overthrown/mishandled ball.

O. While the ball is in play, runners may advance at their own risk. Max of 2 bases.

1. Once the ball is in control of a defensive player, runners must be held.
2. On balls hit into the outfield: once the ball is in control of a defensive player, the ball shall be declared dead and runners held.

P. It is the philosophy of HGSA that players in this league are to play at least one infield position and one outfield position per game (catching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of HGSA that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

* Good sportsmanship and fun are MANDATORY. Emphasis is on introducing the rules, fielding positions, and individual fundamentals.

IV U8 LEAGUE RULES

These rules apply specifically to the U8 Division of HGSA. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 95 minutes of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. An 11-inch hard softball will be used.

C. Dimensions of the playing diamond size will be as follows:
Pitcher's Mound: 35' from home plate
Bases: 50' from base to base

D. Dimensions of the batter's box are as follows:
Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back

E. The coach, assistant coach, or volunteer from the offensive team will pitch to the player.

1. The coach or the assistant coach will be no further than 3ft from the pitching rubber during the pitch.
 - a. The pitching circle will be a 16' diameter circle with the pitching rubber at the center.

F. Each batter will receive 5 pitches to hit the ball.

1. If the ball is not hit by the 5th pitch, the batter is retired (returns to the dugout), but an out IS recorded.
2. If the 5th pitch is hit foul an additional pitch is awarded.
 - a. No batter will be retired on a foul ball. If she continues to hit the last pitch another will be awarded.

G. On defense, no more than 10 players will be fielded.

1. At the start of a play, the 4 outfielders must be positioned a minimum of 15 feet from the base path.
2. All players will be given equal playing time.

H. Coaches will serve as the umpire.

I. A maximum of 2 coaches are permitted to be in the field of play to instruct. They must be behind the outfield positions.

1. All other coaching must be done from the following locations: the bench, dugout, 1st and 3rd base coaching boxes, or foul territory behind 1st and 3rd base.
- J. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
1. Players are removed from play in the usual ways and can only progress as they are safe.
 2. The half inning is completed upon recording a 3rd out.
- K. Stealing and bunting are prohibited.
- L. If a total of 6 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.
- M. There will be NO advancement on an overthrow/mishandled ball.
- N. While the ball is in play, runners may advance at their own risk. There is no base maximum.
1. Once the ball is in control of a player inside the base path, runners must be held. If the runner is over halfway to the next base then that base is awarded. If the runner is less than halfway to the next base then she must return to the last touched base.
 2. On balls hit into the outfield: the ball shall be declared dead and runners held, once the ball is in control of a defensive player within the base path.
- O. The infield fly rule does NOT apply.
- P. It is the philosophy of HGSA that players in this league are to play at least one infield position and one outfield position per game (catching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of HGSA that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

* Learning, improvement, good sportsmanship, and fun are MANDATORY. Continued focus on the rules, fielding positions, and individual fundamentals. Added emphasis on team fundamentals.

V U10 LEAGUE RULES

These rules apply specifically to the U10 Division of HGSA. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 105 (1h45m) minutes of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. An 11-inch hard softball will be used.

C. Dimensions of the playing diamond size will be as follows:
Pitcher's Mound: 35' from home plate
Bases: 60' from base to base

D. Dimensions of the batter's box are as follows:
Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back

E. The strike zone shall consist of the area directly over home plate with the following boundaries:

Height: Area from the batter's chin to the batter's shins
Width: From 1" beyond the outside edge of home plate to the inside edge of home plate
Depth: The surface area of home plate

1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.

F. Pitching will be done by the players and will be done from the pitching rubber.

1. To encourage hitting and fielding opportunities and eliminate walks, the following rules for the U10 league has been adopted:

- a. When a batter receives a count of four (4) balls, the batter will NOT proceed to first base.
 - i. Instead, the coach or assistant coach from the offensive team will pitch to their player, and the batter (by taking a regular swing) will attempt to put the ball in play with the **remaining strike(s) still available** or until the coach or representative has reached the maximum number of pitches allowed.
 - ii. Should the player not swing and the ball is within the strike zone, hit a foul ball, or miss the ball, a strike will be called.
 - iii. Any batted ball hit in fair territory shall be in play.

- iv. A missed third strike will be ruled an out, but a foul third strike will not.

To keep play moving, the maximum number of pitches permitted to be thrown by a coach will be 3. If the player fouls off the third strike or the last pitch, the coach will continue to pitch until the player does not swing at the pitch, swings and misses the pitch, or puts the ball in play

- v. ALL pitches from a coach should be flat pitches. The umpire has the option to call a dead ball illegal pitch on any pitch from the coaches that are arcing. If this occurs, the coach does NOT get an additional pitch. The illegal pitch will be counted as one of the three.
 - vi. The coaches must pitch no more than 3ft from the pitching rubber.
 - d. The player playing the pitching position must remain within the pitching circle until the ball is released.
 - e. If catcher interference is called the batter will be awarded first base.
 - f. If the batter is hit by a pitch, it is up to the coach to award first base or continue the at bat as long as the umpire deems the batter made an attempt to avoid the ball.
2. Coaches are to encourage girls to hit off the pitcher. This rule change is in response to the inexperience in the U10 Division where pitching has yet to be developed.

G. There will be one umpire when available. If an umpire is not available, the coaches will umpire the game. Each coach will call the balls and strikes for their pitcher. This is an instructional league with the emphasis on learning fundamentals and understanding the purpose of an umpire.

H. A courtesy runner is to be used for the catcher when there are two outs. The courtesy runner must be the player who recorded the last out.

I. On defense, up to 10 players can be fielded.

- 1. At the start of a play, the outfielders must be positioned a minimum of 15 feet from the base path.
- 2. All players will be given equal playing time.

J. Coaches are NOT permitted to be in the field of play to instruct.

- 1. All coaching must be done from the following locations: the bench, dugout, or 1st and 3rd base coaching boxes.

K. The entire roster will be given the opportunity to bat during the game in the order they are placed

L. If a total of 5 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.

M. Stealing is permitted only if the pitched ball reaches the backstop.

- 1. Runners may only steal 2nd base.
- 2. A runner may NOT steal 3rd base or home under any circumstances. Runners may

only advance to those bases on a batted ball.

3. If a runner leaves the base before the ball leaves the pitcher's hand, the umpire will notify both teams of the infraction, and the runner must return.
 - a. Each team is allowed one infraction.
 - b. The next offense and all subsequent offenses will be automatic outs.
4. If the play ends with the runner being thrown out while stealing, the out stands.
5. Runners may advance one base on an overthrown/misplayed ball. If runners are advancing aggressively, the umpires will have the prerogative to send players back.
6. Runners may not steal any base while a coach is pitching

N. Score WILL be kept but standings not recorded.

O. All innings must be completed; coaches do not have the option to NOT play because they can't win. Winning is not the goal here, playing and learning is and the more time that is played the more learning will be done.

P. The infield fly rule does NOT apply.

Q. The dropped 3rd strike rule does not apply.

R. It is the philosophy of HGSA that players in this league are to play at least one infield position and one outfield position per game (catching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of HGSA that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

* Learning, improvement, good sportsmanship, and fun are MANDATORY. Emphasis is on individual fundamentals, team fundamentals, and game strategy.

VI U12 LEAGUE RULES

These rules apply specifically to the U12 Division of HGSA. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 105 (1hr45m) minutes of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. Dimensions of the playing diamond size will be as follows:

Pitcher's Mound: 40' from home plate
Bases: 60' from base to base

D. Dimensions of the batter's box are as follows:

Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate
forward 3' from the middle of home
plate back

E. The strike zone shall consist of the area directly over home plate with the following boundaries:

Height: Area from the batter's chin to the batter's shins
Width: From 1" beyond the outside edge of home plate to the inside edge of home plate
Depth: The surface area of home plate

1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.

F. If a batter is hit by a pitch, she will be automatically awarded 1st base, unless she states she wants to continue the at bat.

1. The coach is not to be given the opportunity to select for the batter.
2. If the umpire deems the batter did not make an attempt to get out of the way of the pitch the batter must continue the at bat.
3. If a pitcher hits 3 batters in one inning they are to be removed from the pitching position, but can return in a later inning.
4. If a pitcher hits same batter more than twice the batter automatically takes their base and pitcher receives a warning from umpire.

G. Pitching will be done by players only.

1. Intentional walks are NOT permitted.

- H. The dropped 3rd strike DOES NOT apply.
- I. There will be two umpires (when available).
- J. On defense, 9 or 10 players will be fielded.
1. At the start of a play, the outfielders must be positioned a minimum of 15 feet from the base path.
 2. All players will be given the opportunity to play the field at least 2 innings each game.
 3. Outfielders cannot cover bases on an infield play.
- K. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
- L. If a total of 5 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.
- M. Stealing is permitted only after the ball leaves the pitcher's hand.
1. A runner may NOT steal home under any circumstances, unless a pick-off play is attempted.
 - a. A pick off play is defined as such – The catcher throwing a pitched ball to a base where the runner is already established.
 2. During a steal attempt, a runner may advance only ONE base regardless of where the ball ends up (i.e. one steal attempt per pitch).
 3. If a batter is walked, she must stop at first base. Immediately stealing second is prohibited. She may steal second on the next pitch.
 4. If a runner leaves the base before the ball leaves the pitchers hand, the umpire will notify both teams of the infraction, and the runner must return.
 - a. Each team is allowed one infraction.
 - b. The next offense and all subsequent offenses will be automatic outs.
 5. If the play ends with the runner being thrown out while stealing, the out stands.
- N. Bunting and Slapping are permitted.
- O. The infield fly rule does NOT apply.
- P. If either team leads by 12 or more runs after four innings the game will be considered a complete game. All innings must be completed; coaches do not have the option to NOT play because they can't win. Winning is not the goal here, playing and learning is and the more time that is played the more learning will be done.

Q.

It is the philosophy of HGSA that players in this league are to play at least one infield position and one outfield position per game (catching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.

R. Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of HGSA that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

* Learning, improvement, good sportsmanship, and fun are MANDATORY. Emphasis on individual fundamentals, knowledge of rules, and team strategy.

VII MAJOR LEAGUE RULES

These rules apply specifically to the Major Division of HGSA. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 105 (1hr45m) minutes of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. Dimensions of the playing diamond size will be as follows:

Pitcher's Mound: 40' from home plate
Bases: 60' from base to base

C. Dimensions of the batter's box are as

follows: Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate
forward 3' from the middle of home
plate back

D. The strike zone shall consist of the area over home plate with the following

boundaries: Height: Area from the batter's armpits to the bottom of the batter's
knees
Width: The surface area of home plate
Depth: The surface area of home plate

1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.

E. If a batter is hit by a pitch, she will be automatically awarded 1st base, unless she states she wants to continue the at bat.

1. The coach is not to be given the opportunity to select for the batter.
2. If the umpire deems the batter did not make an attempt to get out of the way of the pitch the batter must continue the at bat.

3. If a pitcher hits 3 batters in one inning they are to be removed from the pitching position, but can return in a later inning.
4. If a pitcher hits same batter more than twice the batter automatically takes their base and pitcher receives a warning from umpire.

F. Intentional walks are NOT permitted.

1. If a batter is walked, she may advance to 1st only.

G. Pitchers may only throw one warm up pitch between innings.

H. The dropped 3rd strike is in effect.

1. ASA Definition (Rule 8 Batter Runner and Runner):

- a. Section 1. The batter becomes a Batter-Runner when the catcher fails to catch the third 3rd strike before the ball touches the ground when;
 - i. With fewer than 2 outs and 1st base is unoccupied at the time of the pitch or,
 - ii. Anytime there are two outs.

I. There will be two umpires when available.

J. On defense, 9 players will be fielded.

1. At the start of a play, the 3 outfielders must be positioned a minimum of 15 feet from the base path.
2. Outfielders cannot cover bases on an infield play.
3. All players will be given the opportunity to play the infield at least 2 innings each game.

K. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.

L. If a total of 6 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.

M. Stealing is permitted after the ball leaves the pitcher's hand.

1. Delayed steal is not allowed.

N. The infield fly rule DOES apply.

1. Infield Fly = 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 1st and 2nd or 1st, 2nd, and 3rd bases are occupied with less than 2 outs.

O. If either team leads by 10 or more runs after four or more completed innings, game will be considered a complete game. All innings must be completed; coaches do not have the option to NOT play because they can't win. Winning is not the goal here, playing and learning is and the more time that is played the more learning will be done.

P. It is the philosophy of HGSA that players in this league are to play at least one infield position and one outfield position per game (catching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of HGSA that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

* Learning, improvement, good sportsmanship, and fun are MANDATORY. ASA rules apply without exception. Emphasis is on friendly competition.