

ALAMEDA GIRLS SOFTBALL ASSOCIATION LOCAL PLAYING RULES SPRING RECREATION LEAGUE

Amended/approved as of February 6, 2024

All Alameda Girls Softball Association ("AGSA") age divisions will follow the Junior Olympic, fastpitch softball rules set forth in the USA Softball Official Rules of Softball for the current season (the "USA Softball Rule Book"), which is the official rulebook for AGSA. When AGSA rules conflict with those in the USA Softball Rule Book, AGSA Local Playing Rules shall override. Except where indicated otherwise below, these AGSA Local Playing Rules apply to all divisions. In case of conflict or dispute, binding interpretation of these rules should be sought from the Umpire-in-Chief. Only a quorum of the AGSA Board of Directors ("Board") can overrule rules interpretations made by the Umpire-in-Chief.

CONTINUOUS BATTING

In all divisions, every player will have a permanent place (for that game) in the batting order, and all players continue to bat in their position in the lineup regardless of defensive changes or whether a player is in the defensive line-up or not. Designated hitters are not allowed in any AGSA division, since all players are to be in the batting order at all times.

There is no penalty of any kind (automatic out), if a player leaves the game for any reason. The spot in the batting order is skipped. If she is able to re-enter the game, she may return and bat in her original position in the batting order.

If a player arrives after a game starts, she must be placed at the bottom, i.e., last position, of the batting order. Players may be inserted in the line-up at any time AFTER they arrive, not beforehand in the original lineup submitted. The umpire and opposing coach should be notified if the player is expected and when they arrive and added to the lineup. No out will be counted for any player entering the game late for any reason.

A girl should not begin a game if she is unable to play (including batting, running, fielding and throwing). No courtesy runner will be allowed for a player who enters the game while injured. When a player becomes injured while running the bases, a substitute runner is allowed. The substitute must be the last player to have batted that is not occupying a base at the time of the injury.

MINIMUM PLAYING TIME AND SUBSTITUTIONS

For defensive play, all players must play at least one (1) inning of an infield position per game. No player may play more than two (2) of the first four (4) innings at any single position. No player may play more than one (1) inning more than any other player - i.e., all players on a team for any particular game must be "benched" once before any player is benched twice.

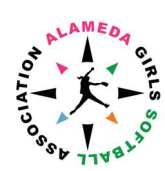
A player becomes a "defensive player" when she takes a defensive position on the field. This means specifically that a substitute does not begin to be a player at the time she is penciled into the line-up; she only begins to be a defensive player at the time she takes the field as a defensive player.

Defensive substitutions may, in general, be made at any time, and defensive re-entry is legal. However, once a defensive substitution is made, the new sub (with the exception of a pitcher) must remain in the defensive lineup at least until the current defensive half-inning is complete unless she becomes injured.

Team Head Coaches shall keep accurate and up-to-date records of the line-up for playing time of each player on their team. These records will be open to inspection by the Coach Director, Umpire in Chief, and/or President at any time.

Violations of minimum playing time and/or substitution rules are to be brought to the attention of the Coach Director. Such violations may be cause for forfeiture of the game after consideration by the Executive Board. Recurring violation of substitution, player-participation and/or minimum-playing-time rules shall be automatic cause for declaration of forfeit by the Executive Board for all affected games.

NOTE: While there is no official rule, Coaches are highly encouraged to allow players to play longer than the



minimum during the season and to rotate between infield and outfield so that the girls will learn through experience to play a variety of softball positions. Also, in order to allow for girls to develop and experience the position, Coaches are also encouraged to provide opportunity to at least three different pitchers per game during the regular season.

PITCHING RULES

Pitchers may start with one or two feet on the pitcher's plate. The pitcher shall bring their hands together for not less than one second and not more than 10 seconds before releasing the ball. A backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.

SLIDING

Sliding is allowed, but never required. No player may be called out at any base, including home plate, simply because she did not slide. There may be 'Obstruction and Interference Rules' that apply in the event of a collision or blocked bases (refer to the appropriate USA Softball Rules).

RESTATEMENT OF THE DROPPED THIRD STRIKE RULE

The following is a restatement of the Dropped Third Strike Rule. This restatement is meant to clarify the rule and is not meant in any way to modify the rule as it exists in the USA Softball Rule Book. The Dropped Third Strike Rule is only applicable to certain divisions. Please consult the rules for each division to see if it applies.

A dropped third strike occurs when the catcher fails to catch the third strike (swung at or not swung at by the batter) before the ball touches the ground. The ball can be missed entirely, dropped, and/or the ball strikes the ground prior to being caught. Upon a dropped third strike the batter becomes a batter-runner and may attempt to reach first base. The batter-runner may be put out (force out) at first base or tagged. The Dropped Third Strike Rule only applies when:

1. There are fewer than two outs, i.e. zero or one out, and first base is unoccupied at the time of the pitch. First base is occupied even if a steal from first base is in progress at the time.
2. Anytime there are two outs (subject to any division-specific limitations stated below). Hence, on two outs, batters can always attempt to reach first base whether it is occupied or not.

MINIMUM PLAYERS

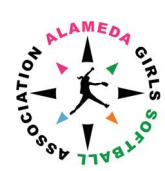
The minimum number of players to start a game is eight (8) (other than 6U Division). Teams playing with fewer than maximum number of defensive players, are NOT required to record an out for any missing players. In order to avoid the rescheduling or forfeit of a game, substitute players from other teams to meet the 8 player minimum is allowed (up to a maximum of nine (9) players) under the following options.

Option 1: Secure a player from another team ahead of scheduled game (from same or lower age division) – the following conditions must be met:

1. Manager of substitute player's team must be informed and agree to player substitution
2. Offense – player(s) must bat at the last position(s) of the batting order
3. No pitching allowed
4. Defense – player may only play outfield positions

Option 2: If a team does not have a minimum of 8 players needed for a game and is unable to secure substitutes under Option 1, subject to the approval of both coaches, players may be shared between teams so that the girls can still play a game. Players from the opposing team may play outfield positions only up to the maximum number of defensive players on field. The last batter(s) for the prior at bat should be used to cover the outfield positions. This will typically be used under last minute circumstances or if a team is unable to find substitute player(s).

A substitute player from another team may not pitch during the game for the team they are substituting for. If there are extenuating circumstances and beforehand it is agreed upon between the game's opposing coaches and the President and Coach Director are given final approval of a substitution as pitcher. In the spirit of fair play coaches of short-handed teams should notify the opposing coaches that they require borrowed players and



the skill of their borrowed players at some point in time before the start of the game in which the borrow players will play.

For playoffs, any player substitutions must first be reviewed by the Coach Director and President. If approval to move forward, the opposing coach has final agreement whether to allow substitute players which will be communicated through the Coach Director and President.

Failure of coaches to meet these guidelines may result in suspension or other disciplinary action. If during playoffs a team is short players, the Coach must consult with the Coach Director and President prior to the game if they wish to substitute a player from another team.

APPROACHING UMPIRES DURING A GAME

Only the Manager may approach an umpire during the game in order to question, protest, or otherwise discuss a call made during play. Should any individual other than the Manager attempt to question, protest, or discuss a call, that individual will receive one warning that all challenges and discussions must be made by the designated Manager. If, after the warning is given, that individual either (a) continues to attempt to speak with the umpire; or (b) attempts a second time during that game to question, protest, or discuss a call with the umpire, that individual will be subject to immediate ejection from the game. The umpire shall have the sole and absolute discretion to determine what constitutes “questioning, protesting, or discussing” a call.

In the event that the Manager cannot attend a game, an Assistant or Coach must be designated as the Manager, and that person shall notify both (a) the umpire; and (b) the Manager for the opposing team prior to the start of the game that they are acting in the capacity of a Manager for that game.

Notwithstanding any restrictions above, any member of the coaching staff (Manager, Assistant, or Coach) may request the umpire call time if the purpose is to protect the safety of any player or other person on the field (e.g., if an Assistant sees a player tying their shoes prior to a pitch, that Coach may, without penalty, alert the umpire to the situation and request time be granted).

DIVISION SPECIFIC RULES

6U (T-BALL) DIVISION

The basic philosophy of the 6U Division is to help the players develop their softball skills and learn the game. Although softball is by nature a competitive sport, keeping score and playing to win are de-emphasized in the 6U (T-Ball) Division. Win-loss records and League standings are not maintained. Umpires will not be provided for these games. Games will be managed through mutual agreement of each team’s Manager/Head Coach, and in accordance with rules found in this document.

Playing time and field:

Maximum Innings: 4

Time Limit: No new inning after 60 minutes - all teams must bat an equal amount of times.

Distances: 50’ bases / 30’pitching rubber

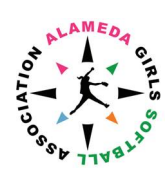
Half Innings End: After half of each team roster bats.

Offensive play:

Half the roster will bat in each inning. Coaches will throw no more than 4 pitches per batter in an at bat (not including fouls). Pitches will be delivered from the pitching circle. If the batter does not put a ball in play after 4 pitches, the batter will be given a tee to use (home team to provide the tee) with a total of 5 swings maximum for each batter before the batter returns to dugout – this maximum is in place in the spirit of keeping the game moving for all and to provide the same amount of opportunities for a hit to all players. Player may opt to move directly to the tee in lieu of coach pitch.

Stealing and Base Running:

- No lead offs.
- No stealing.



Defensive play:

No minimum players. All players will take the field.

Pitching:

Adults will be used only to pitch, but each team will have a player to serve as the "Fielding Pitcher". At the time each pitch is released, the Fielding Pitcher must have both feet within the pitcher's circle and must remain behind the pitcher's rubber until the pitch reaches home plate.

The adult pitcher may pitch from anywhere inside the pitcher's circle as long as they remain inside the pitching circle during their entire pitching motion. Depending upon the batter, the adult pitcher should be at a safe distance and over the course of the season try to move closer to the pitching rubber.

8U DIVISION

Playing time and field:

Max Innings: 5

Time Limit: 1 hour 30 minutes; no new inning after 80 minutes for regular season games - for playoffs will revert to 1 hour 45 minutes; no new inning after 90 minutes. If the game has not concluded by the end of the applicable time limit, the umpire will stop the game when the time limit is reached, and the score of the game will revert back to the score at the end of the immediately preceding inning.

Distances: 60' bases / 30' pitching rubber

Half Innings End: 3 outs or 4 runs maximum for the first 3 innings. After 3 outs or 9 batters for innings 4 and 5.

Offensive Play

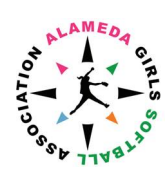
At Bats:

- Player pitchers will deliver pitches until such time as the batter 1) puts a ball in play 2) strikes out 3) the batter receives 4 balls.
- If a batter receives 4 balls a coach pitcher will enter the pitching circle and deliver legal pitches to complete the at bat.
- The coach will have 3 pitches maximum (not including fouls) to complete the at bat. The coach will inherit the strike count from the player pitcher. The at-bat is over upon the first of the following to occur:
 1. The batter puts the ball in play;
 2. The batter swings and misses at any pitch that results in a third strike (by way of example, if the player pitcher throws two strikes and then four balls, the batter's at-bat ends if they swing and miss at the first coach pitch); or
 3. The batter does not swing at the third pitch thrown by the coach.
- Batters hit by player pitch may choose to take first base or remain at bat.
- No bunting allowed.
- Infield fly rule is not in effect.

Stealing and Base Running:

- Players may lead off after the ball crosses the plate.
- Runners starting on second base may attempt to steal third base only when a player pitcher is pitching (i.e., a runner is not permitted to steal third once a coach comes in to pitch). No other steals are permitted (i.e., runners on first base are not permitted to steal second, and runners on third are not permitted to steal home).
- No Delayed Steals: Runners are not allowed to steal third base when the catcher (a) starts to return the ball back to the pitcher; or (b) is attempting to throw out any baserunner that is stealing.
- Where an umpire is positioned behind the pitcher, facing home plate, to call balls/strikes, it is the expectation that all managers and coaches will act with the highest level of integrity and voluntarily self-disclose when their runner has left early. No penalty will be assessed against a runner leaving 2nd base early in an attempt to steal, other than the requirement to return to 2nd base. In the event a runner leaves early and the batter puts the ball in play, the runner will not be required to return to 2nd base, but the runner will not be allowed to advance past 3rd base.

Overthrows: Runners are allowed to attempt to advance on an overthrow at their own peril.



- Runners may take no more than one base on an overthrow if the ball is then attempted thrown in under Runner Advancement Restriction – if the ball continues to be overthrown in error in an attempt to get another runner out it is considered a live ball and runners may advance one additional base.
- A runner may not advance on an overthrow to first base.
- A runner may not advance to home on an overthrow.

Defensive Play:

Each team may field up to ten (10) defensive players. Only those players playing in the traditional positions of Pitcher, Catcher, 1st base, 2nd base, 3rd base, and Shortstop may start the play by being positioned on the infield dirt. All other defensive players must start the play with their feet on the outfield grass. If a game is played on a field other than Krusi #2 or #4, the outfield shall start at an arc that is no closer than 10 feet behind any base.

Dead Ball Rule

The ball is considered dead when the pitcher has control of the ball in the pitching circle or if the umpire calls time.

Runner Advancement Restriction:

Runners are prohibited from advancing to the next base when either of the following occur:

- 1) An infielder makes an attempt to deliver the ball either back to the pitcher or to first base.
- 2) An outfielder releases the ball in an attempt to deliver the ball back to the infield.

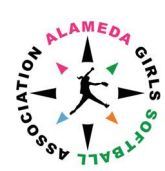
Any runner that, in the sole and absolute discretion of the umpire, is at least half-way to the next base at the time either of the events above occurs, is entitled to continue to that next base if it is unoccupied. Note that, when either of the two events above are triggered, runners are stopped from advancing, but the ball remains live and runners attempting to advance at their own risk (even if not entitled to the next base) can be legally tagged out. Any runner that is not entitled to advance to the next base may still attempt to advance and cannot be tagged out if standing on an unoccupied base (but standing on a base legally occupied by another player is still not permitted). The umpire will then return the runner to the prior base. As soon as either of the Runner Advancement Restriction triggers referenced above occurs, the Umpire has full discretion to call time, stop play, and return the runners to their proper bases.

Example

By way of example, if a runner starting on first base advances to second, and immediately starts turning to third base just as an infielder throws the ball towards the pitcher, that runner can be tagged out while they are in between second and third. If the runner makes it to third base without being tagged, they cannot be tagged out while standing on third base. The umpire should call time and return that runner to 2nd base as they were not half-way to third base at the time the throw was made by the infielder.

Teams should limit the number of coaches on the field during live play.

- On Offense, coaches can pitch and coach first and third base.
- On Defense, if necessary, one coach can back up the catcher to speed up the game and one coach (**at least 15 feet behind baseline**) can stand in the outfield grass to help position players in between plays. All other coaches should remain in the dugout.
 - **Note:** The catcher must make an attempt to catch/field the ball and must throw the ball back to the pitcher. The defensive coach behind the catcher is there to help shag balls only to keep motion of game going, not to field the ball or provide any coaching to players.
- During playoffs, no Coaches are allowed on field either outfield or behind plate – 1st and 3rd base coaches only.



Pitching:

- Player pitchers may pitch 2 of the first 4 innings with one pitch constituting an inning. Pitchers may return for the 5th inning.
- Player pitchers hitting 3rd batter of the inning must leave for the remainder of the inning (limit remains in effect).
- Pitchers are allowed two minute warm up between innings or one minute if switched during the middle of inning.
- During Coach pitch:
 - The Coach pitcher must begin each pitch with both feet on the rubber and remain inside the pitching circle during his/her entire pitching motion.
 - The player Pitcher must have one foot in and one foot out of the circle
 - If the Coach is hit by a ball when put into play by a batter, the batter is out.

10U DIVISION

Playing time and field:

Max Innings: 6

Time Limit: 1 hour 45 minutes; no new inning after 90 minutes. If the game has not concluded by the end of the applicable time limit, the umpire will stop the game when the time limit is reached, and the score of the game will revert back to the score at the end of the immediately preceding inning.

Distances: 60' Bases / 35' pitching rubber

Half Innings End: 3 outs or 4 runs maximum for the first 3 innings. After 3 outs or 9 batters for innings 4, 5, and 6.

Offensive play:

General:

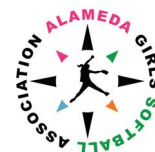
- Infield fly rule is never in effect.

Dropped third strike rule is in effect with the following modifications:

- Runners should be able to advance (at their own risk) only one base.
- No runner on 3rd base can advance home on a dropped third strike – they must hold at 3rd base.
- When there are two outs, the dropped third strike remains in effect as long as the bases are **not** loaded. Hence, where there are two outs and the bases are not loaded, batters can attempt to reach first base whether it is occupied or not. For the avoidance of doubt, the Dropped Third Strike Rule **never** applies if the bases are loaded.
- The primary play of the catcher throwing to a base after a dropped third strike in an attempt to put a runner out will not trigger the Overthrow rule. Any secondary play by a fielder, where the fielder is not attempting to return the ball to the pitcher, will put the Overthrow rule back in effect.

Stealing and Base Running:

- Runners may steal one base at their own peril.
- No Delayed Steals: Runners are not allowed to steal a base (including home) when the catcher (a) starts to return the ball back to the pitcher; (b) attempts to throw out a batter advancing to first on a dropped third strike; or (b) is attempting to throw out any baserunner that is stealing. Any runner attempting a delayed steal advances at their own risk, but will be returned to their base of origin even if they safely arrive at the next base. For the avoidance of doubt, if the catcher is attempting to pick off a runner that started on third, that runner must return to third base if the catcher attempts to throw her out and no other baserunners may advance during that pickoff attempt.
- The primary play of the catcher throwing to a base during an attempted steal will not trigger the Overthrow rule. Any secondary play, where a player is not attempting to return the ball to the pitcher after the primary play, will put the Overthrow rule back into effect.
- Steals are not allowed if the runner's team is ahead by more than 7 runs.
- Runners are allowed to lead off the base when the ball leaves the pitcher's hand.



Overthrow Rule:

- Runners are allowed to attempt to advance one base on an overthrow at their own peril.
- Overthrows by the catcher in dropped-third-strike or stealing situations do not directly allow runners to attempt to advance – see Dropped Third Strike and Stealing and Base Running rules.

Defensive play:

Each team may field up to ten (10) defensive players.

Dead Ball rule:

The ball is considered dead when the pitcher has control of the ball in the pitching circle or if the umpire calls time.

Pitching:

- Pitchers may pitch two of the first four innings and one pitch constitutes an inning pitched. Pitchers may return for the 5th inning.
- Pitcher's hitting the 3rd batter of the inning must leave for the remainder of the inning (limit remains in effect).
- Pitchers are allowed two minute warm up between innings or one minute if switched during the middle of inning.

Teams should make an attempt to limit the number of coaches on the field during live play.

- On Offense, coaches can coach first and third base.
- Defense, if necessary, one coach can be on the field by the dugout to call pitches.
- All other coaches should remain in the dugout.

12U/14U (MIDDLE SCHOOL) DIVISION

Max Innings: 7

Time Limit: 2 hours – no new inning after 1 hour and 45 minutes. If the game has not concluded by the end of the applicable time limit, the umpire will stop the game when the time limit is reached, and the score of the game will revert back to the score at the end of the immediately preceding inning.

Distances: 60' bases / 40' pitching rubber

Half Innings End: After 3 outs or 5 runs maximum for the first 3 innings. After the 3rd inning, upon 3 outs or 9 batters.

Offensive Play:

Dropped third strike rule is in effect and the infield fly rule is in effect.

Steals and Base Running:

- Runners may steal.
- Runners are allowed to lead off the base when the ball leaves the pitcher's hand.

Overthrows:

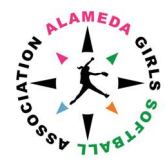
Runners are allowed to attempt to advance on an overthrow at their own peril.

Defensive play:

Each team may field up to nine (9) defensive players.

Dead Ball rule:

The ball is considered dead when the pitcher has control of the ball in the pitching circle or if the umpire calls time.



Pitching:

- Pitcher's may pitch 2 of the first 4 innings and one pitch constitutes an inning. Pitchers may return in the 5th inning.
- Player pitchers hitting 3rd batter of the inning must leave for the remainder of the inning (limit remains in effect).
- Pitchers are allowed two minute warm up between innings or one minute if switched during the middle of inning.

Teams should make an attempt to limit the number of coaches on the field during live play.

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