



## **2023 General Local League Softball Playing Rules**

THE CAMDEN COUNTY PSA ATHLETIC DEPARTMENT HAS INSTITUTED A ZERO TOLERANCE POLICY ON PROFANITY, TOBACCO, DRUG AND/OR ALCOHOL USE, PHYSICAL OR VERBAL ALTERCATIONS DURING ANY EVENT SPONSORED BY THE PSA. ANYONE VIOLATING THAT POLICY IS IT A FAN, COACH, OFFICIAL, OR PLAYER CAN BE SUSPENDED FOR UP TO ONE YEAR FROM PARTICIPATING OR ATTENDING ANY ATHLETIC EVENT SPONSORED BY THE CCPSA LEISURE SERVICES. DANGEROUS PLAY MUST NOT BE TAUGHT OR ENCOURAGED. PROPER RESPECT FOR OPPOSING TEAMS, COACHES, AND SPECTATORS MUST BE EXHIBITED AT ALL TIMES BEFORE, DURING, AND AFTER EACH GAME. COACHES, PARENTS, PLAYERS AND/OR SPECTATORS CAN BE REMOVED FROM ANY GAME SITE FOR VIOLATION OF THE ABOVE MENTIONED POLICY.

Dennis Hickox Athletic Coordinator

### **GENERAL RULES FOR ALL AGES**

**UNSPORTSMANLIKE CONDUCT:** The National Federation of Youth Sports has expanded this rule to read as follows: "Use of profanity, intimidation tactics, and remarks reflecting unfavorably upon any other person or taunting or baiting. The National Federation disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin. The use of the word CHEATER is considered unsportsmanlike conduct. "Coaches are responsible for their spectators and their actions. Spectators will be held to the same standards of conduct as the players and coaches. Any player, coach, or spectator which advocates physical violence, physical or verbal abuse, profanity, unsportsmanlike conduct, or is under the influence of drugs or alcohol is subject to removal and possible banishment from future youth league games and Camden County PSA Leisure Services property.

### **ELIGIBILITY:**

#### Section A - Age Divisions

- 1) 7u Division.... Ages 7, 6, 5 : **a four year cannot waive up.**  
Division if their date of birth is within One (1) year of the Sept. 1<sup>st</sup> cutoff date.
- 2) 9u Division ....Ages (9, 8) a seven year old may waiver up to Mite  
Division if their date of birth is within One (1) year of the Sept. 1<sup>st</sup> cutoff date.
- 3) 11u Division.... Ages (11, 10) A nine year old may waiver up to the Midget Division if their date of birth is within One (1) year of the Sept. 1<sup>st</sup> cutoff date.
- 4) 14u Division .... Ages (12,13, 14) A eleven year old may waiver up to the Juniors Division if their date of birth is within One (1) year of the Sept. 1<sup>st</sup> cutoff date.

All youth coaches must be certified and approved by the Camden County PSA and must Heads Up Concussion training

**Rule Interpretation Order:** The order of precedence that the officials will use in rule interpretation will be: Local league, Georgia Recreation Parks Association, and USA/ASA SOFTBALL Rules.

**RAIN OUTS:** We will attempt to reschedule any rain outs during the regular season when time and weather permits until the end of a season.

**Number of players to play:** A team can start or continue with (8) players, unless the ninth player was ejected for unsportsmanlike conduct; then it is a forfeit. An 8U or 10U team with pitching machine can start or continue with nine (9) players, unless the tenth player was ejected for unsportsmanlike conduct; then it is a forfeit. A substitute removed may re-enter as a legal substitute for an injured player only if all other players have played when the team is reduced to less than 8 players (less than 9 players for pitching machine division). Note: If a team does not field the minimum number players and the game is forfeited the umpires do have to stay and call a scrimmage game (3 innings max.) if requested by the coaches and the PSA site supervisor.

**GAME TIMES:** The forfeit time of the first game of the day has a ten minute grace period. You must start with the players present and not wait on starters to show up. All other forfeit times will be the game times listed on the schedule. The official start of a game or inning will be the first pitch of said game or inning. Please have your players show up at least 20 minutes prior to the start of your game. Coaches should be at the field no later than 30 minutes prior to your game time. All pre-game warm ups must be conducted off the infield. Pitchers pre-game warm ups must be conducted on the side. Not From The Pitcher's Mound.

**LINEUPS:** Lineup cards are to be turned into the scorekeeper Fifteen minutes prior to game time. Lineup cards should contain player's number, position, first initial or name, and full last name.

**COMPLETED GAME:** A Game called by the umpire due to weather or darkness shall be considered a completed game if after 3 and ½ innings are complete and the home team is ahead.

**TIE GAMES :** (After the regulation game or time limit has expired each team will have one opportunity to break the tie. **The international tie-breaker will be used.** The last scheduled batter will be placed on second base. The next batter in the lineup will bat. Whichever comes first one out or a run. If the game is still in a tie after both teams have had their opportunity, the game will end as a tie. The game will go down as a ½ game won and ½ game lost in the standings.

**ON DECK CIRCLE:** For Safety reasons the on deck batter will be allowed to warm up in the on deck circle facing the batter's back in all age divisions. No one is allowed in the on deck batter's circle facing the front side of a batter. The umpire shall not require the on deck circle to be occupied.

**BATTER'S BOX:** A batter need not keep one foot in the batter's box throughout his or her time at bat; however, if the batter is delaying the game then a strike can be assessed by the home plate umpire against the batter.

**PITCHER WARM UP:** Adult coaches are allowed to warm up pitchers. Warm up pitches thrown to a coach will count toward the maximum warm up pitches allowed by rule (7). For your own safety it is STRONGLY recommended that all adult coaches use a catchers mask and cup while warming up their pitchers.

### **Charged Conferences:**

**A. Offensive Conference:** There shall be only one charged conference between team representatives and the batter, another team representative, and/or runners in an inning. The umpire shall not permit any such conferences in excess of one in an inning. Effect: Ejection of the manager or team representative who insists on another charged conference.

**B. Defensive Conference:** There shall be only three charged conferences without penalty between the manager or other team representative from the dugout with any defensive players in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning without penalty between the manager or other team representative from the dugout with any defensive players.

**Effect:** The fourth and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again

**UNIFORMS:** A uniform shall include a softball visor, a jersey numbered on the back with a six inch (6") factory type non-duplicated number, softball pants or shorts, socks, and shoes. All shirts tails will be tucked in. Hats may be worn under batting helmets during at bats and running the bases. Tennis shoes and rubber spiked cleats are permitted. Steel spikes are prohibited except in the Junior's (14u) age group. No jewelry allowed.

**BAT SIZES for Local League: NEW IN 2018:**

**CERTIFIED/APPROVED:** The official bat for USA Softball Championship Play must meet all the USA Softball specifications and the requirements of Rule 3, Section 1, and:

- The official bat made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear the appropriate certification mark as shown below and must not be listed on the USA Softball Non-Approved Bat List with Certification Marks.
- must be included on a list of approved bat models published by USA Softball
- In the 8U, 10U, 12U, and 14u Divisions, bats must meet USA softball or ASA bat standards.

Approved Bat List: <https://usasoftball.com/>

Tee Ball Info: <https://usabat.com/approved-tee-balls/>

Softball Info: Check [www.usasoftball.com](http://www.usasoftball.com) for complete and up-to-date list of legal bats.

Visit <https://USABat.com> for detailed information.

**COURTESY RUNNERS:**

**A.** At any time the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

**B.** The courtesy runner must be anyone not currently in the batting order. It cannot be the same person for both. If no subs are available then the last batted out is to be utilized as the courtesy runner.

**C.** A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning. (Penalty: out if discovered prior to next pitch).

**D.** In 8 & under and 10 & under with machine, no courtesy runner for the pitcher is allowed.

**e.** Extra Players (EP) – A maximum of 2 EP's can be used at all levels of GRPA softball. No flex allowed.

**DROPPED THIRD STRIKE INTERPRETATION** : Three strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike in the 6-7, 8-9 age groups. In the 9 & under and 11 & under Divisions Other runners may advance at their own risk of being thrown out.

For ages 10 and up :Become batter/runner, when the catcher fails to catch the third strike before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch, or any time there are two outs. USA/ASA Rule 8; Section 18

**PROTECTIVE EQUIPMENT:**

- Rubber-molded, cleated shoes are approved for use in 7U, 9U, and 11U divisions. **Steel spikes are EXPRESSLY PROHIBITED and shall be treated as illegal equipment in the 7U, 9U and 11U divisions.** Steel cleats are allowed in the 14U and 17U divisions of fast-pitch softball. All other shoes must meet USA Softball Rule Book Standards. Smooth and soft-soled athletic shoes including tennis or basketball shoes are acceptable.

- Regulation home plate, pitcher's plate, and bases shall be used for all girls' divisions.

- Gloves or mitts may be worn by any player as long as the glove or mitt meets National Federation Standards.

- Helmets with face mask must be worn by batters, base-runners, and on deck participants in youth softball. No player can play without a face mask. The penalty will be treated as illegal equipment. Chinstraps are recommended.
- No head first sliding is allowed. A dive back to a base is not considered a slide.
- Youth catchers must wear mask with throat protectors and a catcher's helmet with ear flaps or a batting helmet with a wire face guard and throat protector. (The helmets must cover the ears and back of the head. (Wearing a chest protector and shin guards is MANDATORY.)

**CPSA Issued Equipment:** All CPSA issued equipment must be returned to the CPSA Athletic Department immediately after the season is over.

**FIELD PREPARATION/SETUP:** If at any time you go to a softball field and there are white lines on the field that means it is prepared for those nights or the next morning's games. When a field is prepared for a game. **DO NOT GET ON THAT FIELD FOR ANY REASON.**

**PLAYER/COACH EJECTIONS:** (First time) If a coach or player is ejected from a game they must sit out the remainder of that game and the next scheduled game for that team and the coach loses his chance at being considered as a coach for the all-star team.

(Second time) When a coach receives a second ejection, during the season, they must step down from their coaching position. He will not be allowed to continue coaching that season. He must be evaluated by the athletic department before he will be allowed to coach again in any youth program.

\*Any player who is ejected the second time must sit out the remainder of that game and the remainder of the season for that sport and the player loses his chance at being considered as an all-star player.

Serving an ejection: If the games are rained out or reschedule for any reason, the result will be the ejected player serving the suspension the very next game. The ejected player not being present for the game does not serve the suspension/punishment. It must be served at the next game the player is in attendance to play.

Any type of violent altercation with other coaches, officials, parents, etc... will result in a one year suspension from coaching and the coach must be evaluated by the athletic staff before being permitted to represent leisure services as a coach again.

**COACHES:** Any Coaches on the field or in the dugout must fill out proper paperwork with the Rec Center and have ID badges visible on their person during games. If you have lost, misplaced, or forgot your ID badge you must first check with the PSA site supervisor and he/she must confirm your name on an official PSA coaches list before you are allowed to enter the field area. All coaches must remain inside the dugout area while your team is on defense unless otherwise specified by the rules for your age group. Both offensive coaches must remain in their respective coaches boxes during your teams at bat.

**BAT BOY/ BASE COACHES:** Coaches you may use a bat boy during your games but if said person is under 18 years of age they must wear a batting helmet while on the playing field. All base coaches must be certified adult coaches when possible.

**SOFTBALL MANDATORY PLAY RULE:** A player must play 12 outs and have an at bat to meet mandatory play requirements. All substitutions must be made in the top of the 2nd inning. **NO EXCEPTIONS.** BELOW IS THE FORMAT FOR SUBSTITUTIONS FOR ALL AGE GROUPS BELOW:

- **Substitutions will happen in the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> inning.**
  - **Players that don't play in the first inning must be sub in the top of the of the 2<sup>nd</sup> inning, taken out in the top 3<sup>rd</sup> inning and sub back in the game in the top of the 4<sup>th</sup> inning.** *Ex. If Sally is subbed in the top of the 2<sup>nd</sup> inning for Sue, in the top of the 3<sup>rd</sup> inning Sue must be subbed back in for Sally and in the 4<sup>th</sup> inning, Sally must sub for Sue. If EP's are used, subbing can be done for any player. The substitution rule is to guarantee everyone plays in the field.*
  - **For Batting, if you have one or two extra players use your EP's in your batting order.** *Using EP's will help every player get an a bat.*
  - The scorekeeper will make sure coaches sub during the 2<sup>nd</sup>,3<sup>rd</sup>, and 4<sup>th</sup> inning.

**Violations of the Mandatory Play rule will be handled in the following manner:t**

- A. First time a coach is found guilty of violating this rule he must forfeit the game he just played if he won and he will be charged with an ejection.
- B. Second time a coach is found guilty of violating this rule he must forfeit the game he just played if he won and sit out his next scheduled game to be played. He will be charged with a second ejection. Any coach with two ejections for mandatory play violations will be suspended from coaching for the remainder of the season and removed from any All Star consideration.⌋
- C. The official score keepers scorebook will be the official record during any protest.

**Mandatory Play Rule Exceptions:**

- A. All discipline problems must be entered in the score book before the game begins. A player who is being disciplined by a coach will not have to meet the mandatory play rule. This includes bad attitude, sickness, bad grades, tardiness or unexcused missed practices or games etc. Any player who is listed as being injured at the start of the game cannot be entered at any time during the game.
- B. All no show players must be marked in the rule book as no shows. When they show up you may let the scorekeeper know. (This will not waive the automatic out rule). Players who are late will not have to meet the mandatory play rule.
- C. Games that are shortened (less than 4 complete innings) due to weather, run rule, or time limits will not have to meet mandatory play rule.

**SUSPENSION FROM SCHOOL:** Any player suspended from school may not participate in league activities during his or her suspension. Example: If a player is suspended from school for 3 days starting on Tuesday and his/her return date to school is Friday they are ineligible for play on Tues., Wed., and Thurs. games. **SCHOOL AGE CHILDREN CURFEW:** We have a 10:00pm curfew for all school age children. No games will be allowed to continue after this time. No games in any age group will begin on or after 9:30pm.

**EXTRA PLAYER**

This year GRPA has modified softball rules to include the use of (2) extra players in any age group. A maximum of 2 EP's (Extra Players) can be used at all levels of GRPA softball. These players are an extra batter and can be substituted freely in the field. The extra players stay in the batting order in the same place the whole game. They are able to substitute freely in the field for any player (example: He/She can sub at 1<sup>st</sup> base one inning and move to 2<sup>nd</sup> base the next inning, and play the outfield the next). The extra players cannot increase your number of players on defense but can freely substitute for any defensive player during the game. Your batting order will remain the same unless you substitute for a player in the batting order.

# AGE DIVISIONS LOCAL LEAGUE RULES

## 7u Girls Coach Pitch 2023

1. Ages 5-7 Girls
2. **Drop dead time:** A completed game will consist of five (5) innings or one hour time limit, whichever comes first. No new inning may start if 5 minutes are left in the 60-minute time limit. The official game timekeeper will be the home plate umpire and scorekeeper.
3. **The Run Rule** will only apply in games in which the score is kept. **20 after 2 innings, 15 after 3 innings, 12 after 4 innings, or 8 after 5 innings or more.**
4. One (1) umpire and one (1) score keeper per game.
5. An offensive coach will pitch to his/her own team.
6. The coach may only coach the batter until he/she reaches first base or after he/she leaves third base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game)
7. **The pitcher may pitch anywhere from outside of the 20' foul arc and the pitching circle.**
8. **Pitcher may not cross the foul arc or enter the pitching circle (while pitching)**
9. **Pitcher must keep one foot on or straddle the pitching line.**
10. **Pitcher must pitch underhanded. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch).**
11. If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
12. The offensive coach (pitcher) must attempt to avoid interference and try to pick-up the batter's bat provided he/she does not interfere with the play.
13. If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will result in the batter being called out. No runner will advance.
14. **Batters will get five (5) pitches or three (3) swings unless the third swing is a foul ball.**
  - a. If fifth pitch is fouled, he may continue to bat.
  - b. If fifth pitch is fouled and caught, it is an out.
15. **A team may not score more than (6) runs per inning. Play will stop after the sixth run scores then the teams will swap from offense to defense.**
  - a. **Note: If five runs have been score, there are two runners on base and next batter hits a homerun, all three runners scores will count. At this point, if it is in the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> inning you will swap the teams over.**
16. There will be no walks or advancement by the batter on a third strike pass ball.
17. **It is mandatory that the pitcher wears a face mask.** It is recommended all infield wears face mask.
18. **Bunting is not allowed in the 7U coach pitch division.** Fake bunts are not allowed. If a batter shows bunt, an out will be called. A fake bunt is when you pretend to bunt the ball and you get in bunting position, once the ball is released you pull the bat back and attempt to hit the ball.
19. **Infield fly rule will NOT be in effect.**
20. **On Defense** no rolling the ball intentionally will be allowed.
21. The defensive player listed as a pitcher will stay in the ten foot circle until the ball is hit. The player/pitcher may have one foot outside the circle. (Penalty: Offense gets choice of the play or no pitch).
22. Play shall not be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk.
23. To stop play, the defensive team must stop the play themselves **OR** timeout may be called on any part of the infield grass. When timeout is granted, the baserunners will move on to the next base if they are past the half-way point in the base path. This will always be up to the discretion of the umpire.
24. In the event of an overthrow at **first base only**, each runner on base can advance one base. This only applies on a forced out play (ie: meaning a one plus one). Any other overthrow is regular play and baserunners may continue at their own risk.
25. Mandatory Play rule is in effect. (See General Rules)
26. Bat boys/girls will not be allowed in this Division

27. A dead ball/stop play occurs when in the opinion of the home plate umpire the ball breaks the plane of the pitchers circle (in the air or on the ground).
28. Players advancing past the halfway point between two bases in the judgment of the umpire will be allowed to advance to the next base at the time a dead ball/stop play is called. **There will be a line to determine the halfway point.**
29. Players must remain on the base until the ball is hit. No stealing or playing off the base is permitted. Any base runner leaving the base before the ball reaches home plate is out. (Penalty: The ball is dead and all other runners return to base occupied prior to pitch – Umpire’s judgment.) The pitch will not count.
30. (10) players constitute a team. Players must play in their designated position with one pitcher and one catcher. All outfielders must be on the outfield grass. The pitcher must have one foot on the clay area behind the pitching coach prior to the pitch. The batting order will consist of these ten players. Additionally, one or two EP’s can be utilized but not both. **In coach-pitch Baseball and Softball, there must always be players in the pitcher and catcher roles. If playing shorthand, the player must come from the in-field or outfield. The team must have a battery.**
31. A courtesy runner may be used for the catcher only. A courtesy runner must be anyone not in the current batting order or the last batted out if no substitutions are available
32. Your batting line-up will consist of players from your complete team roster that are present, listed as you choose and no changes in the batting lineup may be made after the game has started. Both teams must bat an equal number of players. Example: If Team A has 12 players and Team B has 10 players Team B will bat around until 12 players have batted in their at bat. If 3 outs occur before you go through your complete batting order you must start from that spot in your lineup the next inning. You do not go back to the top of the order.
33. After one warning per game, per player for slinging her/his bat, the batter will be out, a dead ball called, and no runner advance.
34. Tie Breaker: International Tie breaker:
  - One extra inning (inning will consist of one out only)
  - Runner on second. ( This runner will be the last out of the previous inning)
  - The next batter in the lineup will bat.
  - Team can either get one out or score one run. Whichever comes first.
  - Note: You will play this as an extra inning, if the batter hits a home run then you will have two runs. Then we will swap over to the next team. Play will continue until you score or get one out.
  - Swap over for the other team to get their chance.
  - If at the end of the one inning overtime, the game is still tied. Then the game will end as at tie.

## **9u Girls Live Pitch 2023**

1. Ages 8-9 Girls
2. **Drop dead time** : Game time is 1:15 minutes or six (6) innings. No new inning may start if 5 minutes is left in the 75 minutes time limit. The official timekeeper will be the home plate umpire. The Clock will start when the pitcher throws the first live pitch. Once the time is up the game is over.
3. **The Run Rule** will only apply in games in which the score is kept. **20 after 2 innings, 15 after 3 innings, 12 after 4 innings, or 8 after 5 innings or more.**
4. One (1) umpire and one (1) score keeper per game.
5. An offensive coach will pitch to his/her own team.
6. **The pitching rubber will be placed 35 feet from home plate.**
7. **A player may pitch using a modified underhand pitch with or without the windmill, if needed. Contact must be kept with the pitching rubber at time of release.**
8. **A team may not score more than (6) runs per inning. Play will stop after the sixth run scores then the teams will swap from offense to defense.**
  - a. **Note: If five runs have been score, there are two runners on base and next batter hits a homerun, all three runners scores will count. At this point, if it is in the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> inning you will swap the teams over.**

9. The batters/runners or base runners may advance as much as they can with the possibility of being thrown out on any overthrown ball.
10. There is NO automatic stop play rule. The defensive team must stop play themselves.
11. Bunting is allowed in this age group. Fake bunts are not allowed. Any batter that shows bunt and then swings away will be declared out.
12. In the 10U Live Division, it is illegal for a batter to square to bunt and then draw back his bat and swing away at pitch (contact with ball not required), commonly known as Butcher Rule-Penalty Out and all runners must return to base occupied at time of pitch.
13. **Pitching rule for walks. NO WALKS.**
  - A. **When the pitcher the 4<sup>th</sup> ball to the batter, the coach will pitch the remaining strikes to the player.**
    1. **The coach must pitch to their team at 30 feet. The pitch must be an underhand pitch. Pitcher may not cross the 30 ft line or enter the pitching circle (while pitching)**
    2. **Pitcher must pitch under-handed.**
    3. **If a batted ball hits the coach who is in the field, it will be declared a dead ball single and all runners will advance, if forced.**
    4. **(Any batted ball that hits the pitching coach will be a dead ball and called no pitch). If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.**
  - B. ***Ex. 4 balls and 1 strike. The coach will pitch two pitches only to put the ball in play.***
  - C. ***The batter must swing on the coach's pitches. If the batter does not swing, the batter is out after the third strike is called. If the batter fouls the ball on the third strike, she gets another pitch.***
  - D. **No intentional walks for any players are allowed. (Local level only)**
14. **Stealing is allowed with the following limitations:**
  - i. A player cannot steal home.
  - ii. A base runner can steal when the ball **reaches** home plate, and then only one base advance is allowed.
    - A. If a throw becomes an overthrow during a stolen base attempt, the one-base restriction will apply for stolen bases only (ball is dead, no advance).
    - B. If the machine throws a ball that is uncatchable (to wide or too high), it will be called no pitch and runners cannot advance.
  - iii. Runners must maintain contact with the base until the ball crosses the plate. The penalty is an out.
8. In the 10u Division, Four (4) outfielders shall be used. Ten players will be used on defense at the following positions: Catcher, Pitcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, 3<sup>rd</sup> baseman, shortstop, and four (4) outfielders. There must always be players in the pitcher and catcher roles. If playing shorthand, the player must come from the in-field or outfield. The team must have a battery. The batting order will consist of these nine players. Additionally, one or two EP's can be utilized. You can bat around. An inning does not end with nine players batting.
9. The infield fly rule is in effect.
10. Courtesy runners may be used for pitcher and catcher and must be anyone not in the current batting order or the last batted out if no substitutions are available. It cannot be the same person for both positions.
11. Mandatory play is in effect. (See General Rules)
12. Helmets with attached face masks are mandatory.
  - Sliding to first base is PROHIBITED.
  - All head first sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
  - A dive back to a base on a pick off or base overrun is not considered a head first slide.
  - Runners in rundown situation may not slide headfirst.



- Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (**give up, get down, go around**). NOTE: For any clarifications, see NFHS rules.
13. There will be no walks or advancement by the batter on a third strike pass ball.
  14. The first offense for a slung bat will result in a warning for that player. Second offense the player will be called out.
  15. Tie Breaker: International Tie breaker:
    - One extra inning (inning will consist of one out only)
    - Runner on second. ( This runner will be the last out of the previous inning)
    - The next batter in the lineup will bat.
    - Team can either get one out or score one run. Whichever comes first.
    - Note: You will play this as an extra inning, if the batter hits a home run then you will have two runs. Then we will swap over to the next team. Play will continue until you score or get one out.
    - Swap over for the other team to get their chance.
    - If at the end of the one inning overtime, the game is still tied. Then the game will end as at tie.overtime, the game is still tied. Then the game will end as at tie

## U11 girls Softball                      **2023**

1. Ages 11 and under.
2. Order of Rules Interpretation is as follows: Local League , GRPA, USA
3. **Drop dead time :Game time is 1:15 minutes or six (6) innings. No new inning may start if 5 minutes is left in the 75 minutes time limit. The official timekeeper will be the home plate umpire. The Clock will start when the pitcher throws the first live pitch. Once the time is up the game is over.**
4. Two (2) umpires and one (1) scorekeeper per game.
5. Run Rule: 20 after 2, 15 after 3, 12 after 4, and 8 after 5 or more innings.
  - a. **Only 6 runs will be allowed in an inning. Once 6 runs have been scored the team will swap over so the other team can bat. This rule only applies to the 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> inning only.**
    - **Note: If five runs have been score, there are two runners on base and next batter hits a homerun, all three runners scores will count. At this point, if it is in the 1<sup>st</sup> ,2<sup>nd</sup> and 3<sup>rd</sup> inning you will swap the teams over.**
6. **Mandatory Play Rule:** (See General rules).
7. Stealing: When ball is release a player can steal.
8. **A player may pitch using a modified underhand pitch with or without the windmill, if needed. Contact must be kept with the pitching rubber at time of release.**

## 9. Pitching rule for walks.

A. When the pitcher walks a batter, for the next batter after the 4<sup>th</sup> ball, the coach will pitch the remaining strikes to the player.

1. The coach must pitch to their team at 30 feet. The pitch must be an underhand pitch. Pitcher may not cross the 30 ft line or enter the pitching circle (while pitching)
2. Pitcher must pitch under-handed.
3. If a batted ball hits the coach who is in the field, it will be declared a dead ball single and all runners will advance, if forced.
4. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch). If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.

B. *Ex. 4 balls and 1 strike. The coach will pitch two pitches only to put the ball in play.*

C. *The batter must swing on the coach's pitches.* If the batter does not swing, the batter is out after the third strike is called. If the batter fouls the ball on the third strike, she gets another pitch.

D. No intentional walks for any players are allowed. (Local level only)

## 9. Bunting is allowed in this age group.

A. A batter cannot square to bunt and then draw back his bat and swing away at pitch, commonly known as Butcher Rule – Penalty: Out and all runners must return to base occupied at time of pitch.

B. If you foul your third strike bunt, you are out.

10. The pitching mound distance will be 40 feet for 11u age group Base distance will be 60 feet. A total of (2) Extra Players will be permitted in league play. The EP's must be announced before the game starts at the coaches meeting at home plate.

11. Mandatory Play Rule is in effect. (See General Rules)

12. **Once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of pitches thrown.**

13. Courtesy runner may be used for the pitcher or catcher. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both positions. This has no effect on Mandatory play rules.

14. **DROPPED THIRD STRIKE INTERPRETATION: Become batter/runner, when the catcher fails to catch the third strike before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch, or any time there are two outs. USA/ASA Rule 8; Section 18.**

15. Helmets with face masks are mandatory in district play

- Sliding to first base is PROHIBITED.
- All head first sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
- A dive back to a base on a pick off or base overrun is not considered a head first slide.
- Runners in rundown situation may not slide headfirst.
- Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (**give up, get down, go around**). NOTE: For any clarifications, see NFHS rules.

16. The first offense for a slung bat will result in a warning for that player. Second offense the player will be called out.

17. This age group will use 12 in softball Optic yellow with raised seam .47 cor. (375 maximum) and can have a synthetic cover.

18. Steel cleats are **PROHIBITED** for the local league season, if age groups are combined.

**17. Tie Breaker: International Tie breaker:**

- This age group will play up to one extra innings (inning will consist of one out only or one score whichever comes first.)
- Runner on second. ( This runner will be the last out of the previous inning)
- The next batter in the lineup will bat.
- Team can either get one out or score one run. Whichever comes first.
- Note: If the batter hits a home run then you will have two runs. Then we will swap over to the next team. Swap over for the other team to get their chance.
- After one extra innings have been played in the overtime period, if the game is still tied, then the game will end as a tie.

## U14 girls Softball                      **2023**

Ages 14 and under.

1. Order of Rules Interpretation is as follows: Local League , GRPA, USA
2. **Drop dead time: Game time is 1:15 minutes or six (6) innings. No new inning may start if 5 minutes is left in the 75 minutes time limit. The official timekeeper will be the home plate umpire. The Clock will start when the pitcher throws the first live pitch. Once the time is up the game is over.**
3. Two (2) umpires and one (1) scorekeeper per game.
4. Run Rule: 20 after 2, 15 after 3, 12 after 4, and 8 after 5 or more innings.
  - a. **Only 6 runs will be allowed in an inning. Once 6 runs have been scored the team will swap over so the other team can bat. This rule only applies to the 1<sup>st</sup> and 2<sup>nd</sup> inning only.**
    - **Note: If five runs have been score, there are two runners on base and next batter hits a homerun, all three runners scores will count. At this point, if it is in the 1<sup>st</sup> and 2<sup>nd</sup> inning you will swap the teams over.**
5. **Mandatory Play Rule:.**
6. Stealing: When ball is release a player can steal.
7. **Bunting is allowed in this age group.**
  - C. **A batter cannot square to bunt and then draw back his bat and swing away at pitch, commonly known as Butcher Rule – Penalty: Out and all runners must return to base occupied at time of pitch.**
  - D. **If you foul your third strike bunt, you are out.**
8. The pitching mound distance will be 43 feet for 14u age group Base distance will be 60 feet. A total of (2) Extra Players will be permitted in league play. The EP's must be announced before the game starts at the coaches meeting at home plate.
9. Mandatory Play Rule is in effect. (See General Rules)
10. **Once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of pitches thrown.**
11. Courtesy runner may be used for the pitcher or catcher. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both positions. This has no effect on Mandatory play rules.
12. **DROPPED THIRD STRIKE INTERPRETATION: Become batter/runner, when the catcher fails to catch the third strike before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch, or any time there are two outs. USA/ASA Rule 8; Section 18.**
13. Helmets with face masks are mandatory.
  - Sliding to first base is PROHIBITED.
  - All head first sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
  - A dive back to a base on a pick off or base overrun is not considered a head first slide.
  - Runners in rundown situation may not slide headfirst.

- Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (**give up, get down, go around**). NOTE: For any clarifications, see NFHS rules.

14. The first offense for a slung bat will result in a warning for that player. Second offense the player will be called out.

15. This age group will use 12 in softball Optic yellow with raised seam .47 cor. (375 maximum) and can have a synthetic cover

16. Steel cleats are **allowed**.

**17. Tie Breaker: International Tie breaker:**

- This age group will play up to one extra innings (inning will consist of one out only or one score whichever comes first.)
- Runner on second. ( This runner will be the last out of the previous inning)
- The next batter in the lineup will bat.
- Team can either get one out or score one run. Whichever comes first.
- Note: If the batter hits a home run then you will have two runs. Then we will swap over to the next team. Swap over for the other team to get their chance.
- After one extra innings have been played in the overtime period, if the game is still tied, then the game will end as a tie.

Check [www.usasoftball.com](http://www.usasoftball.com) for complete and up-to-date list of legal bats and rules.

Website: [www.camdencountypsa.info](http://www.camdencountypsa.info)

Email: [kkwilliams@camdenpsa.com](mailto:kkwilliams@camdenpsa.com)

Email [dehickox@camdenpsa.com](mailto:dehickox@camdenpsa.com)

Email [zrbrown@camdenpsa.com](mailto:zrbrown@camdenpsa.com)

