

Coaches: Keep on hand at all times.

Newton Girls Softball Association “Local” Playing Rules

The following rules and regulations are additions or exceptions to ASA rules for league play only.

1. Ages divisions are determined by player’s age on January 1st of the present year. Players must be age five (5) through eighteen (18) to play. Players wanting to move up one age division are required to attend tryouts and show that they have the set skills to move up. A committee made of Board Members will make the final decision of whether the player can move up. Once a player has been approved and decides to move up, that player must remain in that age division for the entire season.
2. No one, other than players, coaches, managers or umpires are allowed on the playing field during games.
 - a. 6U, 8U: Defensively coaches will be allowed on the playing field to help in coaching.
 - b. 8U: Offensively coaches must remain near the dugout.
3. Players on the field:
 - a. 6U, 8U: All players play defensively
 - b. 10U: Ten players maximum defensively
 - c. 12U, 14U, 18U: Nine players defensively
4. Each player must be scheduled to play a minimum of two innings defensively prior to the end of the 4th inning of each game. A coach may “bench” a player for disciplinary reasons during a game but must notify the opposing team’s Coach when this occurs and why they are benching the player. Ignoring this rule will result in action taken by the NGSA. We highly recommend that each child have a chance to start defensively in at least every other game.
 - a. 6U, 8U, 10U: Defensively each player must have a chance to play positions in the infield and outfield during the course of the season. (Exception: the pitching and catching positions for 10U)
5. Re-entry. Once a player is removed from the game defensively, they may be re-entered anytime during the game (unlimited substitution). (see pitching substitution, rule #15)
6. Maximum pre-season practices per week:
 - a. 6U, 8U: Two (2) practices per week.
 - b. 10U, 12U, 14U, 18U: Three (3) practices per week.
7. Chatter is allowed on the field so long as it is positive and supportive of your team and not derogatory in nature. A catcher is not allowed to chatter once the ball has left the pitcher’s hand until it passes the batter. Derogatory statements and chants to intimidate the opposing players are not allowed. **PLEASE keep a positive attitude and display good sportsmanship!** Coaches and parents are encouraged to cheer for both teams. This rule will be enforced by umpire if older than 18 or NGSA if umpire is under 18. Penalty: 1 – warning to coach; 2 – forfeit game.
8. Smoking, alcoholic beverages and **profane language** are strictly prohibited in the dugouts and on fields at all times. This rule will be enforced by NGSA. Penalty: 1 – warning to coach; 2 – forfeit game.
9. Umpires will be provided for this league (except 6U and 8U). Many of these officials will be teenagers or young adults and **will be treated with respect at all times!** **Players, coaches and spectators will refrain from critical outbursts or be removed from the park.** Remember we are teaching sportsmanship above all other elements of the game. Children will follow an adult’s lead in most situations, so please make sure you are leading in a positive direction. If you have problems with an official in regards to rule interpretation or personal demeanor, contact your League Coordinator with your complaints.
 - a. 10U, 12U, 14U, 18U: Home Base Umpire – Adult Rev. 1/14/07
Base Umpire – Parent/Teenager/Coach (at coaches discretion of home team
(Exception: During tournaments a Teenager/Adult umpire will be provided by NGSA.)
10. Open Batting. All team members shall bat in a pre-established order with ALL players present on the batting order. All players will bat the entire game whether they are playing defense or not. Late players must be added to the bottom of the line-up. Injuries or illness constitute justification for dropping a player from the batting rotation pending her ability to continue to play.
 - a. 6U, 8U, 10U: It is highly recommended the batting order be rotated every game so that certain players are not always the last to bat.
11. Pitching Distances (recommended):
 - a. 6U: Coach pitch/T-ball
 - b. 8U: 30 feet (a shorter distance can be used in the “if needed” and at the discretion of the coach)
 - c. 10U: 35 feet
 - d. 12U, 14U, 18U: 40 feet
12. Base Distances (recommended):
 - a. 6U, 8U, 10U: 55 feet
 - b. 12U, 14U, 18U: 60 feet

13. Balls:
- a. 6U 11" incrediball
 - b. 8U, 10U: 11" softball (game balls = yellow)
 - c. 12U, 14U, 18U: 12" softball (game balls = yellow)
14. Pitching Limits. One pitch is considered an inning's worth of action.
- a. 6U: Coach pitch and use of tee.
 - b. 8U: A pitcher may pitch no more than one inning in a game. Each batter receives a maximum of 7 pitches. The pitcher throws the first 4 pitches; the batter's coach throws the last 3 pitches, if necessary. It's a "HIT OR SIT" situation as no balls or strikes are called. The batter's coach must remain nearby the pitcher's mound the entire inning.
 - c. 10U: A pitcher may pitch no more than three innings in a game.
 - d. 12U, 14U, 18U: A pitcher may pitch no more than five innings in a game.
15. Pitching Substitution
- a. U10, 12U, 14U, 18U Open substitution. A pitcher may be allowed to re-enter the game and pitch at any time assuming she has not exceeded the number of innings allowed for the week/game. One pitch in an inning is considered an inning. (see Rule #14 for clarification on pitching limits).
16. No rescheduled games allowed, unless rescheduled due to weather (lightening or high winds).
17. Standings:
- a. 6U, 8U: No standings are kept.
 - b. 10U, 12U, 14U, 18U: Standings are kept.
18. Score:
- a. 6U, 8U: No scores are kept.
 - b. 10U, 12U, 14U, 18U: Scores are kept – The umpire is to record the score of the game at the concession stand.
19. Innings. A complete game will consist of the designated number of innings or the 10, 12 or 15 run rule (see rule #22). When an inning is started, it *must* be completed no matter the score. The last inning is determined based on when the 3rd out occurs in the current inning. The umpire calls the game or the new inning. A new inning will begin even if there is under 1 minute of game time left. Players have approximately 1 minute to get on or off the field before the first pitch is called.
- a. U-6: 45 minutes
 - b. U-8: 75 minutes
 - c. U-10: 90 minutes*
 - d. 12U, 14U, 18: 90 minutes*
- *Plus extra innings due to a tie score. No game will be rescheduled due to a tie score – will be recorded as a tie game if called due to darkness or weather.
20. Allowed Runs Per Inning:
- a. 6U: Bat entire line-up each inning. No outs are made.
 - b. 8U: Bat entire line-up each inning. Outs are outs if they are made, but there is no limit on the number of outs in an inning.
 - c. 10U, 12U, 14U, 18U: Score 6 runs or play 3 outs, whichever comes first
21. Open inning. The 4th inning and any additional inning(s) are designated as an "Open Inning" allowing unlimited scoring for both teams.
- a. Exception: The Open Inning will not be used for the 6U & 8U divisions because no score is being kept.
22. 10, 12 or 15 Run Rule:
- a. 6U, 8U: No 10, 12 or 15 run rule.
 - b. 10U, 12U, 14U, 18U: If a team is 15 or more runs ahead at the end of three (3) innings of play, 12 runs ahead at the end of four (4) innings or a team is ten (10) or more runs ahead at the end of five (5) or more innings of play, the game is ended and the score will stand at that point as the official score.
23. Start of Game
- Game starts on time even if ALL players are not present. A ten (10) minute grace period from the scheduled game will be allowed before determining that a team needs to forfeit due to lack of players. Rev. 1/21/07
- a. 6U, 8U: Exception: No forfeit – teams divide players and play a game.
 - b. 10U: Forfeit will be called after the ten (10) minute grace period if team has less than 7 players. Automatic outs rule does not apply. Once forfeit is called, the game becomes a scrimmage. (See rule #25 for substitutions.) Rev. 1/21/07
 - c. 12U, 14U, 18U: Forfeit will be called after the ten (10) minute grace period if team has less than 7 players. Team can play with less than 9 players; however, the team will take an out when the missing 8th or 9th player's slot comes up to bat. (See rule #25 for substitutions.) Rev. 1/21/07
24. Substitutions
- a. 10U, 12U, 14U, 18U:
 - Must have at least 6 original team members playing or a forfeit will take place.
 - Can only bring over enough players so team roster is at nine (9). Exception: 10U can bring over ten (10) players.

- Original team members must play entire game.
 - Coach needs to inform umpire and opposing coach of substitutes.
 - Substitutes can be drawn within the same age division or from the next lower age division.
 - Substitutes must play outfield and bat last. Substitutes may switch outfield fielding positions with other substitutes.
 - ♦ 1st substitute: Plays right field; bats 9th
 - ♦ 2nd substitute: Plays center field; bats 8th
 - ♦ 3rd substitute: Plays left field; bats 7th
 - Substitutes must be NGSAs registered player due to legalities.
 - Substitutes must be NGSAs registered player due to legalities.
25. Rainout. A game that cancelled due to weather while in progress prior to completion of the 5th inning shall be continued at a later date. Coaches are to contact the President to schedule the continuation. Possible make up dates are listed on the game schedule. The game will continue exactly where it was left off.
26. Equipment
- a. Metal cleats or spikes are NOT to be worn for practices or games.
 - b. Batting helmets with face mask must be worn properly by all batters and players running the bases. The offensive player must not remove their helmet until they reach the safe zone (inside their dugout). If a chin strap is not worn and the helmet should come off or be thrown off, the play stops.
 - c. Catchers are required to wear helmet and mask, with throat protector or approved mask extension and chest and leg protectors. This gear must be worn by all catchers both during the game and while warming up pitchers.
27. Bunting
- a. 6U, 8U, 10U: Will not be allowed.
 - b. 12U, 14U, 18U: Will be allowed.
28. The infield fly rule (see definition):
- a. 6U, 8U, 10U: No infield fly will be called.
 - b. 12U, 14U, 18U: Infield fly will be called – refer to ASA rule book.
29. The dropped third strike rule (see definition).
- a. 6U, 8U, 10U: Will not be in effect.
 - b. 12U, 14U, 18U: Will be in effect.
30. Strike Zone. The umpire will inform coaches of the strike zone prior to the beginning of the game.
31. Lead Offs. A base runner will be allowed to lead off when the ball leaves the pitcher’s hand.
- a. 6U: Will not be allowed. Baserunners can leave the base when the bat makes contact with the ball.
 - b. 8U, 10U, 12U, 14U, 18U: Will be allowed.
32. Stealing. The runner is out when the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher’s hand. (Rule 8, Section 7S)
- a. 6U: Stealing will not be allowed. Can not advance on a passed ball.
 - b. 8U, 10U: Stealing will be allowed. **NO STEALING HOME ALLOWED.** Base runners may steal one base per pitch, i.e. on a wild pitch or passed ball. See ASA rule book (Rule 8, Section 4H).
 - c. 12U, 14U, 18U: Stealing is allowed per the ASA rule book (Rule 8, Section 4).
33. Sliding
- a. 6U, 8U: At the discretion of the runner.
 - b. 10U, 12U, 14U, 18U: It is the responsibility of the runner to avoid collisions or interference with fielders in the event of a close play at any base. Runners must slide during a close play at any base (especially home plate) with the exception of initial force plays at first. If a runner does not slide, and causes contact with a fielder that impedes her ability to make a play, it is the umpire’s discretion to call the runner out.
34. Walking. Player walks even if pitched ball hits the ground first. Exception: 6U.
- a. 6U: No walks will be allowed. Batters struck by a coach-pitched ball shall not be awarded first base. If, after unsuccessfully trying to hit several pitched balls during their turn at bat, the coach may allow a batter to hit off a batting tee. This is at the coach’s discretion and should consider both the “confidence” impact on the player as well as the need to “keep the game moving.”
 - b. 8U: No walks will be allowed. “HIT OR SIT”
 - c. 10U: Walking will be allowed. Exception: If a pitcher pitches four balls to a batter and has already walked (or hit) the two preceding batters, (A) an adult pitcher (coach or parent) from the offensive team will enter the game and pitch to that batter, who will then have a 0-0 count and will have to hit or strike out (umpires will not call balls but will be responsible for upholding all other rules). No bunts or walks are permitted off of the adult pitcher (even if hit by adult pitcher). An adult pitcher will be allowed up to a maximum of 6 pitches to the batter before they are called out (strikes are not counted). (B) Then the youth pitcher will return to pitch to

the subsequent batter, and if that batter reaches four balls, (C) the adult pitcher will come back in to pitch to that batter, who will also have to hit or strike out. Any batter hit by a ball pitched by a youth pitcher will take her base. Once a batter gets a hit or is struck out by the youth pitcher, the three consecutive walks starts over. This process will start over each inning. The youth pitcher performs all fielding responsibilities regardless of who is pitching. *Clarifications: a) If a new pitcher enters the game in the middle of an inning, the walk rule does not start over. The new pitcher inherits the previously walked batter and b) A girl that draws a walk may not advance to second base until the next pitcher is thrown.*

d. 12U, 14U, 18U:

Walking is allowed per the ASA rule book.

35. Forfeit. If a game is forfeited based on rules listed in the ASA rule book (Rule 5, Section 4) or otherwise stated in this document, the score of a forfeited game shall be seven to zero in favor of the team not at fault.

Rule Definitions

Dropped Third Strike Rule – per ASA rule book (Rule 8, Section 1B)

When the catcher fails to catch the third strike before the ball touches the ground when;

1. With fewer than two outs and first base is unoccupied at the time of the pitch, or
2. There are two outs and first base is occupied. This is called the third strike rule.

(Note: The batter may run to first anytime before she enters the dugout. She is not out simply because she walks off toward the dugout. If the bases are loaded with 2 outs and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.)

Infield Fly Rule – per ASA rule book (Rule 1—The Definitions)

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 first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: “Infield Fly.” The ball is live and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

Look Back Rule – per ASA rule book (Rule 8, Section 7T)

The “Look Back” rule will be in effect when the ball is live for all runners, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher’s circle. The pitcher is considered to be in the pitcher’s circle when both feet are on or within the lines.

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within an eight foot radius of the pitcher’s plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
 2. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
 3. Responsibilities of batter-runner after touching first base, and while the pitcher has control of the ball within an eight foot radius of the pitcher’s plate. This include a base on balls or a dropped third strike (Exception: 10-U)
 - a. A batter-runner who rounds first base toward second base may stop, but then must immediately without stopping return to first or attempt to advance non-stop to second base.
 - b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.
 - c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
 - d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
 - e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return to first base.
- EFFECT – Section 7-T (1-3): The ball is dead. “No pitch” is declared when applicable, and the runner is out. If two runners or more runners are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out. EXCEPTION: The runner will not be declared out if a play is made on another runner, (a fake throw is considered a play), the pitcher no longer has position of the ball within the eight foot radius, or the pitcher releases the ball on a pitch to the batter.

Switch Hitter Changing Boxes

A batter may switch to the other box after every pitch if she so desires. She may do it on any ball strike count. One of the oldest myths in baseball (softball) is the one that says you can’t switch boxes when you have two strikes on you. The only restriction on the batter is that she may not step into the other box after the pitcher is in position ready to pitch.