

PLAYING RULES
FOR THE
GREAT SOUTHWEST SOFTBALL LEAGUE

For
Ennis, Red Oak, Cedar Hill, DeSoto, and Ferris

GENERAL ADMINISTRATIVE POINTS

1. The Umpire shall wait 15 minutes past posted game start time before calling a forfeit if a team has less than 7 players. (If a team has 7 players, they can play, and will not have to take an out on the 8th and 9th batter – **Season only**)
2. All games can end in a tie (**NO TIE BREAKERS**).
3. Regulation game times (the umpire is official time keeper):
 - 6U – 60 minutes
 - All other divisions – 75 minutes

RULE 1 – DEFINITIONS

The Association adopts these definitions into all of its rules of play, with these added definitions:

1. Face Mask – A face mask, approved by the Association, when properly attached to an approve helmet must be worn by any offensive player while in the field of play. This will apply to all games and tournaments played within the confines of the Association.
2. Free Substitution – In league play in all age groups 6-Under through 18-Under will have free substitution. It is not necessary for players to report on and off the field except for their first time on defense.
3. Injured Players – Should a defensive player be injured and the ball continues in play, coaches may enter the field of play and tend to the injured player, while the ball is alive and play without penalty of interference, unless he/she directly interferes with the continuing play, in which case the ball is dead and all base runners and the batter will be awarded two bases from their position at the time of infraction.

RULE 2 – PLAYING FIELD

All bases and pitching distances will be set forth in the USA Rule Book for League Play for all divisions and classifications except:

Section 1: Playing field dimensions:

- 6U -- pitching distance 35 ft., base paths 60 ft.—11 inch
- 8U – pitching distance 35 ft., base paths 60 ft.—11 inch

- 10U – pitching distance 35 ft., base paths 60 ft.—11 inch
- 12U – pitching distance 40 ft., base paths 60 ft.—12 inch
- 14U, 16U & 18U – pitching distance 43 ft., base paths 60 ft.—12 inch

RULE 3 – EQUIPMENT

Section 1: The Official Bat:

- A. All age groups 8-Under through 18-Under must be stamped-USA approved bats.

Section 2. The Official Softball:

1. 6-Under, 8-Under and 10-Under will use a yellow 11” USA markings.
2. 12-18-Under will use a yellow, 12” USA marking

Section 3. Batting Helmets:

- A. Approved batting helmets, with face guard will be worn by all offensive players when exiting the dugout and they shall remain affixed on the head until the player has returned to the dugout. A batter may be issued a warning, called out or ejected from the game at the discretion of the umpire if the helmet is intentionally removed in the field of play.

Section 4. Catching Gear: (6u)

Each city is under agreement that it is highly recommended that each catcher wear catching gear while behind home plate. This shall include shin guards, chest protection and helmet. In lieu of a catching helmet, the catcher can wear her batting helmet.

RULE 4 – PLAYER AND SUBSTITUTES

All rules for players and substitutes as described in the USA Official Guide will be followed in League play as follows:

Section 1:

- A. League:

1. All league teams will submit a complete team line. The line-up will be shown in the batting order desired. Each team member must play 1 inning of defense.
2. All players will bat in order. (Note: This is for league play only, other rules may apply in any tournament or championship play).
3. No roster player may be added once the batting order has moved past their slotted position or unless the Team Manager or Head Coach has given notice that a player

will be late. This notice of intent must be given to the Official Scorekeeper prior to any vacant batting positions, on the team line-up, coming to bat. If the player shows by her second at bat, she will not be considered an out and can bat as normal. If she does not show by her second at-bat, the player will be removed from batting roster. **Season Only.**

4. Teams may borrow players from ANY registered Inter-City team in effort to prevent a team from forfeiting due to only having 7 players or less. **Borrowed players cannot cause the recruiting team to field more than 9 players at local facilities discretion.** There is NO restriction on where the borrowed players may play.
5. Designated “C” level select teams may play their true playing age level in the recreation league. Any designated “A” or “B” level select team must play in the next-up age level in the recreation league. A team is considered “select” if it has 5 or more “A” or “B” level players.
 - a. Individual select players may play on a recreation team, however, should they play the position of “pitcher/catcher” on their select team (“A” and “B” level only), they must play a different position on their recreation team.
- 6. End of Season Tournament Only:**
 1. During the End of Season Tournament, a team will provide their roster to their respective city board members.
 2. There will be no non-registered players allowed to play in the End of Season Tournament.
 3. Once the Tournament has begun, there will be no adding players to rosters from eliminated teams.
 4. In the event that you have only 8 players, it will be determined at the meeting at home plate on whether the other team will have to take the out at the 9th spot, or if the other team will play as normal with no out.
 5. If you wish to challenge the roster, this will need to take place before the game begins and at the coaches meeting at home plate. The game does not need to begin. The Tournament Director needs to be made aware of the challenge, provided the \$100 for the challenge and handled accordingly.
 6. Designated “C” level select teams may play their true playing age level in the recreation league. Any designated “A” or “B” level select team must play in the next-up age level in the recreation league. A team is considered “select” if it has 5 or more “A” or “B” level players.
 - a. Individual select players may play on a recreation team, however, should they play the position of “pitcher/catcher” on their select team (“A” and “B” level only), they must play a different position on their recreation team.

Section 2: Starters:

- A. For all league play within the Association:
 - 1. Ages 18-10-Under will bat the roster and play 9 in the field and will be allowed to start the game 7 players with the short-handed rule in effect-
 - 2. Age 8-Under will bat the roster and play 10 girls in the field. This age group will be allowed to start 7 players adding all late arrivals without penalty. Two defensive coaches will be allowed in the outfield, along the foul lines only.
 - 3. Age 6-Under will bat the roster and play all girls on the field. **Only 6 players may play the infield.** The remaining girls will play in the outfield in the grass area. Two defensive coaches will be allowed in the infield/outfield area.

RULE 5 – THE GAME

Section 1: Regulation Game:

- A. All league games will be seventy-five minutes or seven complete innings whichever arrives first (6-Under will play a sixty-minute time limit). Upon time expiration, teams will finish the inning IF home team can catch up or go ahead. If there are 5 minutes or less left in the game and the visitors cannot catch up with the home team a new inning will not be started.
- B. Games tied at the end of regulation play, will remain tied.
- C. The game can be called official by the umpire after half of the game has been played (i.e., 38 minutes), provided the game is called for any reason of safety or weather.
- D. Mercy Rule: if a team falls behind more than 15 runs after 3 innings; 10 runs after 4 innings, the game will be considered complete.
- E. Upon game completion should any player not have had an at-bat opportunity, that player will be given immediate opportunity to bat. Any runs scored by that player will not count towards the game score.
- F. Each team member will be played on offense and defense during each league games, however, the coach may place a member on the bench for disciplinary reasons.
- G. For 6-Under, a defensive coach may stand behind the umpire to retrieve balls missed by the catcher. The coach cannot interfere with the umpire nor can he coach from that position.

- H. All Age Groups – Offensive coaches are NOT ALLOWED to touch the runners at any point. This will be called an interference. 1st offense will be a warning. Any additional will cause that runner to be called out.

Section 2: Scoring of Runs:

- A. Ages 10U – 18U will be allowed 5 runs per ½ inning or three defensive outs, whichever comes first before changing sides.
- B. Ages 6U – 8U will be allowed 5 runs per ½ inning or three defensive outs, whichever comes first before changing sides.

RULE 6 – BATTING

Section 1:

- A. 6 Under, will be modified coach pitch/tee:
1. There will be a maximum of THREE pitches by the coach per batter. In the event the batter does not put the ball into play, she will receive TWO attempts from the Batting-T. If the last attempt from the Batting-T goes foul, the batter will receive another attempt. Contacting the Batting-T is NOT considered a foul ball.
- B. 8 Under, will be modified girl/coach pitch
1. There will be a maximum of FIVE pitches per batter, but only three strikes. The girl pitcher will pitch THREE pitches per batter. If the batter does not put the ball into play or strikes out, the coach may enter the game to deliver TWO pitches no matter what count the girl pitcher delivered. If the last pitch is foul, the coach may pitch another until the batter strikes out or puts the ball into play.
 2. There will be no walks.
 3. If the girl pitcher hits the batter during her series of pitching, the batter will be allowed to advance to first.
 4. 8U – Bunting is allowed during girl pitcher only.
- C. 10 under – Dropped third strike, This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can attempt to run to first base.

RULE 7 – BASE RUNNING

- A. 6 Under. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- B. 8 Under. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- C. 8- Under, stealing is permitted when the girl pitcher is in the game. No stealing will be permitted once the coach enters the game to pitch. Stealing Home Plate is NOT permitted at any time.

Miscellaneous

1. All Ages – The only approved personnel allowed in the dugout during the game are those that have been approved by their league. Unauthorized personnel, including cameramen, are to be outside the field during the official game time.
2. In the event that a parent/coach is ejected from the game, it is the responsibility of the hosting city to let that city board member know for that parent/coach will not be allowed to attend the following game, no matter of location.