

AGFSA LEAGUE RULES

Game Forfeiture: An official forfeiture will take place if a team has less than 8 players at game time. However, the league encourages a practice game to take place.

Early Departure: All early departures by players before the game is officially over must be brought to the attention of the opposing coach and the official scorekeeper. No out will take place for the player leaving if due to injury.

Substitution/Batting: All players must bat in the batting order. Free substitution may be made in the field only.

Equipment:

- Gloves/Mitts:** All players must have a glove. Mitts may only be used by the catcher and first baseman. Pitcher shall only use a solid colored glove while pitching, (does not include eyelets, lacing or patch on the back of the glove.)
- Helmets:** All helmets must have a chin strap and face mask.
- Playing Field:** All team members, including coaches, team representatives, and players will remain inside the playing field during the course of the game. (Exceptions: warming up and restroom breaks with the permissions of the coach.)
- Softball Type:** See USSSA rule book.

6U T-BALL DIVISION

1. **Ball:** 11 inch ball will be used. League will provide game balls.

2. Distances:

- a. The pitching rubber shall be set at 35 feet for T-ball.
- b. A restraining arc is 35 feet from the point of home plate.
- c. The catcher's arc is 10 feet from the point of home plate.
- d. The base length is 60 feet.

3. **Innings/Time Limits:** There will be a 55 minute time limit with no new inning beginning after 50 minutes.

4. **Runs per inning:** a maximum of 5 runs can be scored per inning for each team.

5. **Offensive Line-up:** The batting lineup needs to consist of all players on the roster. If a player is removed for any reason other than ejection, the spot in the batting order will be skipped with no out recorded.

6. **Defense:** You must stop the lead runner or get the ball back to the pitcher in the pitching circle (The ump will call time). Coaches must coach their girls to throw the ball not run it everywhere. 1st two games they will be reminded, and after that, the base will be awarded to the runner if the ball is ran and not thrown. (we want to encourage teamwork)

6. **Defensive Positions:** The defensive team must have a minimum of 8 players and maximum of 10 players in the field.

a. Defensive players must remain behind the pitchers plate line extended until the batter has hit the ball.

b. One player shall be in the pitcher's position on the pitching mound with at least one foot in contact with the pitcher's plate at the start of each play. The pitcher cannot leave its position until the ball is hit off the "T".

c. 6 fielders including the catcher must be in the infield. The rest must be in the outfield. The outfield is defined as at least 10 feet outside of the baseline in fair territory.

d. Catcher must wear a helmet with a face mask while catching.

7. **Offensive:** The batter will be allowed 5 swings. If the batter misses the ball it will be counted as a swing. If the ball goes foul, or the ball does not go over the 10 foot Tee Arc, this will be considered a swing.

a. Bunting is NOT allowed.

b. All batters must wear a helmet with a facemask and chin strap.

8. There is NO infield fly rule.

9. A runner may not leave a base until the ball is hit off the “T”

10. On a hit ball there is no limit on bases allowed, but a runner can only advance one base on a over thrown ball.

11. NO stealing allowed.

12. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least one foot inside the pitcher’s circle.

If a runner is more than half way to the next base when time is called, the runner is awarded the next base.

a. There is NO look back rule.

b. This rule does not preclude the Umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player.

13. **Additional Coaches:** In addition to base coaches, other coaches are allowed on the field of play.

a. The “Tee Coach” may provide assistance to the batter prior to the Umpire placing the ball on the “T”. Thereafter the coach must not assist the batter/runners vocally or with hand gestures. The “Tee Coach” will then be responsible for removing the tee and bat from the baseline.

b. One coach will be allowed to stand in the on-deck circle while on defense. No other defensive coach will be allowed on the field.

8U COACH PITCH /10U MACHINE PITCH

1. **Ball:** 11 inch USSSA approved ball. League will provide game balls.

2. **Innings/Time Limits:** Games will be 55 minutes with no new inning starting after 50 minutes.

3. **Runs per inning:** A maximum of 6 runs can be scores each inning by each team.

4. **Offensive Lineup:** The batting line up will be all players present. An automatic out will be taken if only 8 batters (unless agreed upon between coaches). If a player cannot continue due to injury or illness, that player will be skipped and no out will be counted, just be sure that both books are aware.

5. **Defensive Positions:** The defensive team will consist of 9 players in the field with a minimum of 8, 6 infielders including the catcher and 3 outfielders.

NOTE: the use of a DP/FLEX is not allowed. All players on the lineup card will hit.

COACH PITCH ONLY: The player pitcher must have at least one foot in the pitcher’s circle when the batter’s coach is pitching. No other defensive players may be positioned inside the pitcher’s circle at the same time. The outfield is defined as the grass area on a regulation sized youth field or at least 10 feet beyond the baselines for other playing surfaces.

MACHINE PITCH ONLY: At the start of the pitch, one player shall be in the pitcher's circle position on either side of the pitching machine with one foot on the side line of the 6 foot diameter circle. The pitcher cannot leave their position until the ball comes out of the machine.

6. **Batting:** The batter will receive 5 pitches or 3 swinging strikes, whichever occurs first. Each pitch will count as one of the 5 even if the batter does not swing. If the 5th pitch is hit foul the batter is out.

a. Bunting is allowed but they will not be allowed to slap bunt. A bunt that is fouled on the 3rd strike or 5th pitch results in the batter being out.

b. the batter is out on the 3rd strike whether caught or uncaught.

c. There shall be no Base on Balls (walk) awarded.

d. Batters hit by a pitch will not be awarded 1st base.

7. The infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.

8. A runner may not leave a base until the ball leaves the pitcher's hand/pitching machine. Penalty for leaving early; runner will be called out, no pitch is called.

9. Only 1 base allowed on overthrow.

10. **Stealing:**

COACH PITCH: NO stealing allowed.

MACHINE PITCH: Only one base allowed on a pitched ball. There is NO stealing home allowed. There is stealing allowed on all other bases. The runner may not leave the base until the ball crosses home plate.

11. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the pitcher with at least one foot on the side line of the pitcher's circle.

If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely.

12. **Additional Coaches:** In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play.

The pitching coach/machine pitch coach may not coach the batter-runner at ANY time. This will result as a strike against batter

MACHINE PITCH ONLY: After a batter hits the ball, the pitching coach shall make an attempt to duck or crouch behind the pitching machine and should stay inside the circle away from the play. Not doing so will result in runner being out.

COACH PITCH ONLY: The pitching coach must make an effort to avoid interfering with the play.

If the Umpire's judgment, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If in the umpire's judgment, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.

MACHINE PITCH RULES ONLY:

14. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base.

15. No defensive player may reach into or enter the pitcher's circle. If a player reaches into or enters the pitcher's circle a dead ball will be called and the batter is awarded 1st base.

16. **Pitching Machine** – the pitching machine shall be set as follows:

a. Distance for center of the machine shall be 35 feet. Speed for the machine shall be set between 37-40.

b. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly. The **umpire** may adjust the machine only at the **top of the inning** if he/she believes it is needed **unless** the machine has been hit and is not set correctly.

12U/14U DIVISION

1. **Ball:** 12 inch USSSA approved ball will be used. The League will provide the game balls.
2. **Game Length:** 55 minutes and no new inning after 50 minutes.
3. **Playing Time:** All players must play at least every other inning per game. There will be 9 defensive players on the field. Three of the players must play in the outfield. Outfielders must remain at least 10 feet behind the base-lines. There are free substitutions in the field only.
4. **The batting line up** will be all players present. An automatic out will be taken if only 8 batters (unless agreed upon between coaches). If a player cannot continue due to injury or illness, that player will be skipped and no out will be counted, just be sure that both books are aware.

****REFER TO USSSA RULE BOOK FOR ALL RULES NOT LISTED ABOVE.**