

**SGAA GIRLS SOFTBALL GAME RULES  
MINOR LEAGUE (Ages 6-8 or 6-9)**

With exception of the following SGAA rules listed below, all games shall be played in accordance with the Statewide Athletics Committee (SWAC) Rule Guide.

League	Pitching Distance	Base Distance	Pitcher	Ball Size
6/9 Machine Pitch	35 Feet-35 MPH	60 Feet	Machine	11"

To be eligible for Minor League softball, a player must be 6, 7, or 8 years old by January 1<sup>st</sup> of the current year. **If there are not enough players for 3 SGAA softball leagues, 9-year-old players may have the option of playing in one of two leagues – ages 6-9 or ages 9-12.** In rare situations, a player may be advanced into the league above her age bracket. The SGAA Board must approve these exceptions before draft day. The goal for the maximum number of players per team will be 12.

1. A game will consist of six innings or will last one hour and fifteen minutes, whichever comes first. The League Commissioner will begin a stopwatch at the first pitch of each game. At one hour and ten minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. If there is a tie at the bottom of the inning and the entire one hour and fifteen minutes have not been exhausted, one additional inning will be played. At one hour and ten minutes, if the winning team is definite, the batter in the on-deck circle will be the last batter of the game. No new inning can start after one hour and fifteen minutes, no matter what the score.
2. During tournament play, 15 minutes is added to game times. At 1 hour and 25 minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. A tournament tie game will be played until there is a winner.
3. A maximum of 5 runs or 3 outs, whichever comes first, constitutes an inning.
4. A game will be concluded if after the fourth inning, either team is ahead by 11 or more runs. In the event of a tie, it will result in a ½ win and a ½ loss.
5. A Louisville Slugger Spring Loaded (Blue Flame) pitching machine will be used for pitching. The machine will be manned by an umpire at each game. Each batter is given five pitches or three swinging strikes, whichever comes first, to hit a fair ball. The umpire will remind the batter when the fifth pitch is coming. If a batter fouls off the fifth pitch or any thereafter, they will get another pitch. The batter may not hit a pitch that bounces on the ground before reaching the plate or that bounces off of the plate. That pitch will be considered a “no-pitch” and the machine adjusted accordingly.
6. No game will start after 8:30 on a school night.
7. In the event that only one umpire is present, the game will proceed, but a call should be made to the booking agent to report the situation. Either the Commissioner or their designee should call bases until the second official arrives.
8. In the event of rain or other inclement weather, the field Commissioner or his designee will make the determination of whether or not to begin the game. After the start of the game, the umpire will determine whether or not to stop play. If at least four innings have been played and a game is concluded due to inclement weather, the score at the bottom of the last completed inning will determine the game winner. At any time, if the home team is at bat and is ahead after at least 3 ½ complete innings, the game is concluded with the home team being the winner. If at least four innings have been played and the game was tied at the bottom of the previous inning, but the visiting has gone ahead in the current inning, the remaining time will be noted and the game will be resumed when appropriate. This rule applies in season and tournament play.
9. A ten-minute grace period is allowed for the first game of the day only, in the event a team does not have enough players. If a team cannot field at least eight players that team must forfeit the game or a coach may

pull up a player from the SGAA league directly below his/her league to make no more than 11 players for that team. The player pulled up must be in their last year of eligibility for that league and must not have a scheduled game to be played in their home league at a later time that day, unless that player's coach gives permission. Pull-ups may not play the catcher or pitcher positions and if there are ten regular season players, the pull up will play a minimum of two innings defensively. Pull-ups must be last in the batting order. It is recommended that the drafted player wear a numbered shirt from their home team or from the drafting team. The field commissioner must approve all pull-ups.

10. All players (not just the ten who are in the game defensively) shall bat every rotation in the order of their line up. All players shall field at least two of the first four innings defensively per game.
11. Defensively, ten players shall be used in the following positions: 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base, pitcher, catcher and 4 outfielders. Outfielders must play behind the infield circle. The pitcher will stand within the 6 foot circle of the pitching machine. When strong batters are hitting, the offensive coach will warn the opposing team and the pitcher will be allowed to back up further. If there are less than 10 players, all players must be in position with the exception of outfielders.
12. Each team will give the opposing team their batting order at least 5 minutes before the start of the game. If a player is not present when the defensive team takes the field, her name will be removed from the line up and will be entered in the bottom of the lineup if she arrives.
13. Teams may use as many as five coaches, who will include the head coach and 4 assistant coaches. Two of those coaches may help on each side of the outfield, but must stand outside the foul line. At the BAP field only – The defensive coach may stand in his/her on-deck circle so that infielders can hear instructions.
14. Any player who continuously misses practice does not have to be entered in the next game by the coach. The Commissioner must approve this before game day.
15. All players must wear current year shirts and hats supplied by SGAA. Shoes with metal spikes are not permitted. Jewelry is not permitted. Hard, nonpliable hair accessories are not permitted.
16. A courtesy runner is mandatory for the upcoming catcher if that catcher is on base and there are two outs. The courtesy runner will be the last batter not on base. Courtesy runners will be allowed if a player becomes ill or injured during her turn at bat. Any time a player is permanently removed from the game, it will not be considered an out in her position in the batting order. Under these circumstances, she is not eligible to reenter the game. Any time a player is temporarily removed from the batting order, that player will receive an out when it is her turn to bat. When she reenters the game, she must keep her original position in the batting order.
17. The first player who throws a bat is warned, along with the coaches from each team. Afterwards, any player from either team who throws the bat is automatically called out.
18. If a batter goes to home plate out of order and is thrown at least one pitch, the batter that should have been at the plate shall replace the incorrect batter and will take the current count. If the batter that was out of order completes batting and the opposing coach brings it to the umpire's attention, that batter is called "out". This appeal must be made before the first pitch to the next batter. The batter will assume her correct position in the batting order when it is her turn to bat.
19. If a batted ball hits the pitching machine, the batter will advance to 1<sup>st</sup> base and all base runners will advance one base if it is a force; no base runner will advance in non-force running positions. If an adult interferes with the defensive throw of a fielder attempting to field a batted ball, the batter is called out. In all instances, the ball is dead. If he/she intentionally interferes with a thrown ball or fakes catching a thrown ball to deceive the defense while a play is being made on the runner, the ball is dead and the player on whom the play is being made shall be called out.
20. A base runner may not leave base until her teammate hits the ball. If the runner leaves the base before the ball is hit, the runner is removed from the base with no out being called. Base stealing is not permitted.
21. Players will not be allowed to advance from an overthrow made from an infield position. Note: An infielder that moves to an outfield position becomes an outfielder. If the ball is thrown from an outfield position, runners are permitted to advance. If a ball is secured inside the outfield line, whether by an infielder or an outfielder, the

ball is dead. A ball thrown to a base to throw out a runner is a live ball until the play is complete (“complete” meaning until the player is tagged out or until the runner runs past the base he is going to).

22. Bunting is permitted. If a player squares around to bunt and pulls back and swings at the ball, the umpire will call her out.
23. An offensive player, who misses a base during the course of a game or who leaves early on a fly ball, will be called “out” if a coach or fielder appeals it to the umpire and the play was seen by an umpire.
24. At the conclusion of each game, players and coaches will shake hands as a gesture of good sportsmanship.
25. A coach protesting a game must notify the field commissioner before leaving the field, submit the protest in writing within 24 hours and must pay a must pay a \$10 fee. The protest must state the rule or condition that was in violation during that game. Protests cannot involve judgment calls against officials. Protests will be heard at the next regularly scheduled SGAA board meeting or at a special meeting of the Board. Protested games are only played if they affect the standings of the first place team.
26. At the season’s end, if two teams have the same number of losses and are tied for first place, if one of them has defeated the other team more times, first place is awarded to that team. For example, if teams A and B each have two losses and team A has defeated team B twice, team A is the season champion. If both teams have defeated each other an equal number of times, the tie will be broken by a playoff. Ties for other positions will be determined by a coin toss.
27. Regular season standings dictate seeding throughout the tournament.

*Recent changes/additions are noted in red. Yellow highlighted items are slated for discussion and possible changes.*