



## Sanger Softball Association Girls Softball Rules

*Agreed upon January 2025*

These rules govern SSA Interlock Girls Softball registered and held in Argyle, Decatur, Justin, Krum, Ponder, and Sanger. In addition to the current year USSSA Girls Fast Pitch Softball Rules and Regulations, teams will abide by the following:

### 6U Tee-Ball

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#### Playing Field:

- The base path will be 60 feet.
- The pitching mound distance is 35 feet.
- A line will be dashed at 30' for infield players between bases.

#### Equipment:

- The home team will provide the batting tee.
- The official ball will be an 11" safety ball with Level 1 core.
- Players must wear batting helmets with face guards when batting, running bases offensively, or in the on-deck circle. Do not remove helmets until inside the dugout.
- Catchers are required to wear full protective headgear, mask, chest protector and shin guards.

#### Game Play:

- T-Ball games are 60 minutes long. No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning. Game will be called when time expires if the home team cannot come back and tie or win due to inning run limit. Score will be kept, but the focus should be on skill development.
- Only one (1) coach and three (3) assistant coaches will be allowed in the dugout during the game. The defense will be allowed to have two (2) coaches positioned in the outfield to help instruct the outfielders, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.
- All players will play the field. The pitcher must play somewhere in the back half of the pitching circle. The 4 infielders must be at least 45 feet from home plate. Teams must field the catcher's position. All remaining players must be in the outfield somewhere behind the baselines. Seven (7) players is the minimum, any less is a forfeit.
- If a pitcher fields the ball and makes a play on a runner, the pitcher must throw the ball to a baseman or the catcher, if applicable, in an attempt to make an out. The pitcher cannot tag a player running to first, or home, or run home and touch the plate. She must throw the ball. No rolling balls to the bases. The ball must be thrown overhand. These rules help ensure fundamentals are taught.
- Each coach must bat his/her complete roster.
- Batters will receive four (4) pitches from a coach pitcher first; if batter does not hit any pitches, she will receive three (3) swings off the tee. If the batter is not ready to hit pitches from a coach, then they will receive four (4) swings off the tee. At midseason every batter will receive four (4) pitches from the coach pitcher.
- No bunting allowed.
- Slinging the bat is a strike. The batter will receive one warning. The second offense is an out.
- No base stealing allowed, tight base running. Base runners may not lead off before the batter hits the ball. In the event of an infraction, the runner will be called out.
- A ball thrown over the fence or in the dugout will entitle the runner to advance one (1) base. If a ball is overthrown at 1<sup>st</sup> base, the batter/runner may advance (1) base at her own risk.
- Play will stop when the pitcher has possession of the ball inside the pitcher's circle. Time will be called once the runner stops on a base. Once the ball is in the pitcher's circle, the base runner must have one (1) foot across the halfway line between bases in order to advance to the next base.
- An offensive team will be allowed to score a maximum of five (5) runs per inning.
- A maximum of two (2) timeouts per inning per team will be allowed. Calling "time" to prolong a game will not be allowed.
- In the event of an injury, play stops immediately.
- Sliding headfirst is allowed on 1st, 2nd, and 3rd base, however, sliding headfirst will remain banned at home plate and will result in an OUT at home plate, if attempted.

#### Participation:

- **All coaches must abide by the player participation rule:** All players must play every inning, unless injured.
- Coaches should ensure a different child is in the last batting position each game.
- Players at 1<sup>st</sup> base and pitcher can only play 1 inning in each position per game.

#### Coaches Etiquette:

- Protested games will not be allowed. All disagreements shall be resolved at the time of the dispute.
- Coaches and players must pick up and properly dispose of paper and trash after each game.



- Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.

#### **Guest Players:**

- Guest players are allowed, under the guidelines below, for purposes of avoiding forfeits and allowing kids to play ball.
- The spirit of the guest player rule is intended to allow shorthanded teams the temporary use of other league players rather than forfeit the game. This rule is not, intended to be used as a tool to exclude regular members in favor of a more highly skilled player.
- Guidelines: A coach is authorized to add up to two guest players per game, provided that:
  1. The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations, they must have individual insurance vs. team insurance
  2. The guest player has the permission of her parent(s)
  3. The guest player must wear her own team's uniform
  4. The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
  5. Guest players can play up one age division
  6. Guest players must play outfield positions only
  7. Guest players must bat last in the batting order
  8. The guest player cannot be on the field if there is a regular roster player present and available to play

#### **Standing General Rules:**

1. All games will be played by the voted-on rules and regulations set forth per age group by the SSAI, and surrounding cities involved in softball unless amended by Sanger Softball Association rules. Rules not covered will follow USSSA rules.
2. Game will be forfeited if team has less than 7 players. No out penalty if the team has less than nine (9) players, during regular season play.
3. All teams will bat the entire roster.
4. There will be a 10 minute grace period if a team is short, or not present at the scheduled start of the game.
5. Time limits include finishing the inning. No new innings will be started if a game has less than 5 minutes to game time expired. If a game is tied when time has expired, and the inning is finished, leave at a tie.
6. Courtesy runners will not be used.
7. Base path will be 60' feet.
8. Rubber Cleats Only.
9. All age groups, all catchers positions will be required to wear full protective headgear with mask, chest protector and shin guards.
10. All age groups, players must wear batting helmets when batting, running bases offensively, or in the on deck circle. Helmets are not to be removed until inside the dugout.
11. No jewelry.
12. Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.
13. Sliding headfirst is allowed on 1st, 2nd, and 3rd base, however, sliding headfirst will remain banned at home plate and will result in an OUT at home plate, if attempted.
14. All Code of Conducts will be followed and adhered to.