



# Sanger Softball Association Girls Softball Rules

*Agreed upon July 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 **USA** Girls Fast Pitch Softball Rules and Regulations, teams will abide by the following:

## Modified Coach Pitch – 8u

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### Playing Field:

- Bases will be 60' apart and the official pitching rubber will be 35'.
- Coaches must pitch from the 35' rubber. The “floating rubber” is not allowed. Coaches are encouraged to pitch as flat a pitch as possible.
- Kid pitchers have the option of pitching from the 35' rubber, or a chalked line that will be placed at 30', but the kid pitcher must finish inside the circle.
- **A line will be dashed at 30' for infield players between bases.**

### Equipment:

- The official ball shall be an 11” hard ball with a .47 core.
- There will be only one ball allowed on the field at a time.
- 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.
- No jewelry.
- Sanger Softball Association registered teams, must wear face masks when playing defense on the infield. Outfielders do not need to wear such masks.

### Game Play:

- Games will be 60 minutes. **No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning, even if time has expired, the 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.**
- An offensive team will be allowed to score a maximum of five (5) runs per inning.
- 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.
- The offense is allowed two (2) base coaches and (1) pitcher. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to plate and give instructions to the batter. This causes delays in the game.
- Teams playing with only (7) seven players shall NOT incur an automatic out when the 8th batting position arises. A team must have at least (7) seven players to start a game. Any less than 7 is an automatic forfeit.
- Ten (10) players should assume defensive positions on the field. Each team is allowed: (1) pitcher, (1) catcher, (4) infielders and (4) outfielders.
- Infielders must make an attempt to make the play at a base, rather than outfielders making the initial play. For example, the 1<sup>st</sup> baseman should not field the ball, then turn around and throw the ball to the right fielder who has run to 1<sup>st</sup> base to make the play.
- The umpire will declare the play over when the pitcher has possession of the ball within the pitcher's circle, and a play is not being made. If the pitcher makes a motion to continue play, the umpire shall allow the play continued. Base runners will advance to the next base if over halfway to that base or return to the previous base touched if less than halfway.
- The umpire will not call a play dead just because a defensive player returns the ball to the coach pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coach pitchers should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair territory. If a defensive player gives the ball to the coach pitcher during a live play, the play will be called dead and each base runner will be awarded an additional base.
- **Overthrows, whether in foul or fair territory, will be considered live, unless the ball enters the dugout or any other area deemed out of play, in which case, each runner will automatically receive (2) two bases from the time of the throw (the base you are going to, plus 1 more). Overthrows remaining in play will be considered live, and runners may advance at their own risk of being put out.**
- A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.
- No Bunting Allowed.
- No stealing. Runners may not lead off the base, regardless of whether the pitcher is a kid or coach pitcher.
- The lookback rule will not be in effect for either Kid or Coach pitcher.
- Infield fly rule will not be use.



- Dropped 3<sup>rd</sup> strike not in effect.
- In an effort to keep the pace of the game moving, the kid pitcher may throw 3 warm up pitches before the next inning.
- 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.
- No walks.
- No Hit By Pitch. Batter should try to avoid being hit by pitch, as no base is granted.
- The child pitcher must be positioned on either the right or left side of the pitching rubber and be no more 3' from the rubber when a coach pitcher is pitching. Infielders must remain at least 45' from home plate when the ball is pitched.

### **Pitching**

- Kid pitchers can pitch from 30' chalked line, or the 35' permanent rubber, but must finish inside the circle.
- Kid pitchers will pitch a total of 4 pitches to each batter, balls and strikes will be called by the umpire. The batter can strike out from 3 strikes called by the umpire, while the kid is pitching.
- Kid pitchers will pitch every inning.
- Coach pitchers enters the game when the kid pitcher has pitched four (4) pitches, and will take over the count from the pitcher.
- Coach pitchers have 3 pitches max to use for a base hit, or strike out from their batter.
- Coach pitchers receive no "warm-up" pitches.
- There will be a maximum of 7 pitches regardless of whether it is a Coach or Kid pitching. After 7 pitches the batter will be called out unless she fouls on the 7<sup>th</sup> pitch. There will be **NO** Foul Outs. For example, on pitch 7 if the batter fouls, she is allowed to try again.
- No penalties shall occur for pitching form, kid pitchers can perform windmill or slingshot style pitching.
- If the kid pitcher hits the batter by a pitch in the air. The coach pitcher will inherit the count from the kid pitcher. No "warmup" pitches will be allowed. For example, the kid pitcher has a 1-1 count the coach pitcher will be given up to 5 pitches, unless the batter swings and misses the first two pitches, then the batter is out. Pitches from the coach are only strikes if the batter swings at them. However, after 7 pitches the batter will be called out unless she fouls on the 7<sup>th</sup> pitch.
- If the kid pitcher hits the batter by a pitch that hits the ground first, it is considered a ball, and the kid pitcher continues to pitch, until her four (4) pitch count, or (3) strikes are reached.

### **Coaching Etiquette:**

- Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a Board Member of the ejection.
- 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.
- Coaches and players must pick up and properly dispose of paper and trash after each game.

### **Participation:**

- **All coaches must abide by the player participation rule:** Every girl plays a minimum of 2 innings or 30 minutes each game.
- Teams will bat their entire roster.

### **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 USA 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. A score of 7-0 will be issued to a forfeited game, with the winner receiving 7 points, and the forfeiting team 0. If a game is forfeited, umpires will not officiate, even if team wants to play for fun.
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.