



EASTVALE GIRLS SOFTBALL RULES & REGULATIONS

2024

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Article I - General Information

A copy of the EGSA rules, and the official USA Softball rulebook shall be given to all the Board of Directors and Team Managers before participating in league activities. Copies of these Rules and Regulations are available upon request. EGSA Rules and Regulations may also be obtained in an electronic format by visiting our website at www.eastvalegirlssoftball.org.

The Board of Directors has the authority to establish policy, or to rule on any point not specifically covered by current policy, rules, or Bylaws of the Eastvale Girls Softball Association.

Divisions: All ages are determined by the birth year of the player. The Teams shall be organized into the following divisions: T-Ball, 6U, 8U, 10U, 12U, 14U & 18U.

Article II - Rules of Conduct

A. Managers, Coaches, Players, and Spectators

1. Exemplary conduct by Managers, Coaches, Spectators, Board Members, and Players is always expected. Any charges of misconduct must be submitted in detailed writing on the website under Incident Report. Said charges will be acted upon within seven (7) days and may result in disciplinary action. If necessary, a Special Board Meeting will be held to review and investigate the alleged misconduct. The results of said investigation and review are final. Said results will remain confidential to the parties. Any individual who falsely accuses anyone of misconduct may face disciplinary action by the Board. The protection of all players is the responsibility of the Association.

2. Flagrant acts of misconduct will result in disciplinary action to be determined by the Board. No previous charges or offenses need to be considered to invoke said disciplinary action. Said determination is deemed final; it is not subject to appeal or protest, and it will remain confidential to the parties. Flagrant misconduct is defined as the action(s) by a person(s) deemed by the Board to be willful acts which bring or are intended to bring embarrassment, ridicule, or disruption to the Association or any of its functions. Flagrant misconduct also includes physical acts of violence of any kind.

3. **Profanity is prohibited:** Any Manager, Coach, Spectator or Team member guilty of using profanity could receive the following discipline:

a. **First Offense** – Ejection from the current game by the Umpire and a one game suspension.

b. **Second Offense** – Ejections from the current game by the Umpire and the matter will be brought before the Board for possible disciplinary action.

c. **Third Offense** – Ejection from the current game by the Umpire and suspension for the remainder of the current season.

4. **Discrimination:** Managers, Coaches, League Officials and Spectators shall at no time engage in the act of discrimination based upon age, race, or religion. Violation of this rule could

engage in the act of discrimination based upon age, race, or religion. Violation of this rule could be grounds for immediate ejection from the game and removal from the ball field. The game will be suspended until the problem is resolved. If the problem persists, the offending Team will forfeit the game. Also, the Manager, along with the offender will be ejected. Following the immediate resolution of the situation, the incident will be further and formally reviewed within 7 days by the Board for further evaluation and consideration of additional disciplinary action up to and including expulsion from the league.

5. Harassment/Bullying: Directed at any Player, Manager, Coach, Umpire or League Official by any Team member, or their Spectators (spectator is defined as Parents, Guardians, Grandparents, Aunts, Uncles, Siblings, friends of the Team member's family or persons directly or indirectly related to a Team member, etc.) will not be tolerated. The Manager is responsible for all Team members and their spectators. Penalty for infraction of this rule is as follows:

a. **First Offense** - Will result in a warning to the Manager of the offending Team. b.

Second Offense - Will result in the ejection of the Manager and the Offender of the offending Team.

c. **Third Offense** - Will result in the forfeiture of the game against the offending Team.

6. Smoking: is always prohibited at all EGSA games. NO TOBACCO OR VAPING PRODUCTS OF ANY KIND IS ALLOWED. All Tobacco Products, as well as Smoking of any tobacco or substances are also prohibited at all EGSA Fields and must be done beyond the Location sidewalks adjacent to the streets. EGSA respectfully requests that smoking be kept an appropriate distance from all Team and/or player functions.

7. Pets: EGSA requests that pets be kept on short leashes. Any pet owners whose pets are deemed to be a safety hazard will be asked to leave the area. EGSA reminds pet owners of both their full responsibility and liability regarding public and player safety.

8. Intoxicants: Possession and use of intoxicants and/or signs of intoxication, including but not limited to the smell of alcohol, will not be permitted on the premises at any time. Violation of this rule will result in immediate removal from the field.

9. Food in Dugout: No food, gum, or open drinks other than water or sports drinks will be allowed in the dugouts or the playing field at any time. The penalty for this rule will be the suspension of play until the problem is resolved.

10. Visits While in Dugout: Players, Managers and Coaches are asked to refrain from visiting the Snack Bar during their game. Emergency situations will be the only exception to this rule. Players shall remain in the dugout during their games. Parents, Siblings/Family Members are not permitted in the dugout during a game.

11. Misrepresentation: Association personnel are strictly forbidden to present themselves as an authorized representative in any matter pertaining to the Association's activities without the expressed authority delegated by the President of the Board.

12. Background Check: All individuals involved in any supervisory position such as

Managers, Coaches, Umpires, Team Parents, or any other person the Board deems necessary, shall be required to sign Code of Conduct agreement. Any false information given by a statement can be cause for suspension from EGSA.

13. Authorized Use: All persons are strictly forbidden from using the EGSA logo without the expressed written permission and authority of the Board. Unauthorized use of the EGSA logo will result in suspension from the league.

14. Concessions: No food or drinks may be sold at any EGSA event without the expressed written consent of the Board of Directors. No exceptions.

15. Requests: All requests must be submitted prior to the first day of assessments. Requests that are made prior to assessments will be considered but not guaranteed, requests made after assessments will not be considered.

B. Disciplinary Actions

1. Ejections

a. Only Umpires who are on the field, Board Members who are on field duty, and any Executive Board Member who may be on the field, are authorized to eject a Player, Manager, Coach or Spectator from the field or game.

b. The ejected person, regardless of who that may be, must leave the playing field immediately, stay completely clear from the field, dugouts, bleachers, or any other area where spectators could be in attendance, but no closer than the streets surrounding the field location and remain out of sight and sound for the remainder of the game. Failure to do so can result in an immediate ejection of the offending Team's Manager, forfeiture of the current game, and the possibility of disciplinary action from the Board of Directors. Ejected persons will automatically be suspended from his/her next scheduled game.

c. Ejections may be appealed to the Board of Directors under Article II, Section B, Item 3.

2. Suspensions Resulting from Ejections

a. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection must remain clear of the field, dugout, bleachers, and spectator areas in which their Team is playing for the duration of the game. Violation of this policy will result in the offending Team's Manager being ejected and immediate forfeiture of the current game and the suspended person or persons may be brought before the Board of Directors for further action, if necessary

b. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection may appeal said suspension to the Board of Directors under Article II, Section B, and Item 3.

3. Appeals

- a. All appeals must be submitted in writing and are to be delivered to the Player Agent Director within 24 hours of the ejection and/or suspension. In the case of an ejected Player, Manager, Coach or Spectator, the automatic one game suspension as noted in Article II, Section B-1(will be set aside while under appeal.)
- b. Written appeals will be acted upon immediately and a hearing will be scheduled within seven (7) days (excluding Sunday) to decide whether the ejection and suspension should be upheld or overturned.
- c. The Board of Directors will review the facts and form an opinion based on their investigation. The decision of the Board of Directors is final and may not be appealed again. All decisions will remain confidential.

Article III - Managers and Coaches

A. Managers

1. Selection Process

- a. All people interested in becoming a manager must have their application (all Managers) submitted to the Board of Directors no later than the date posted on the league website. All applicants must complete a USA and JCSD background check, and an EGSA Code of Conduct letter.
- b. Managers will be considered based on their experience, past performance, league involvement and the ideals of EGSA.

2. Duties and Responsibilities

- a. The Manager is the primary link between the Team and the league. The Manager is responsible for money collected by the Team, league equipment, Team/Parent discipline, and general support of the league.
- b. The Manager is fully responsible for all personnel under his/her jurisdiction in all matters pertaining to the Eastvale Girls Softball Association.
 1. Disciplinary action shall be taken by the Manager when deemed necessary and shall be immediately reported to the Player Agent in writing within twenty four (24) hours.
 - 2.If a player is benched during a game, for reasons other than general substitution, the opposing Manager and the Official Scorekeeper must be immediately notified. The Player Agent must then be immediately notified in writing after the game and within twenty-four (24) hours.

3. Deals

No deals are allowed between parties of any Team. This includes Managers and Coaches of opposing Teams, regarding the rules, eligibility, field conditions, or any other matter relating to a game. Penalty is forfeiture of the current game by both Teams.

4. Pre-Game Field Preparation

Both Managers (Home and Visiting) are responsible for preparing and breaking down the fields. Fields must be ready by game time, or the time used to finish the preparation of the field will be subtracted from the scheduled game time. All rules pertaining to the starts of games are in full effect and are not subject to field preparation or the lack thereof.

- a. EGSA will provide a batter's box template, chalk, string, marker, infield sweeper, and water to assist in preparing fields prior to game start times.
- b. Volunteers are always needed to assist the Managers during field preparation.
- c. Dugouts must be left clean by both Teams. Managers must make sure that all trash in the dugouts, field areas and bleachers is collected. The penalty for failing to follow this rule is suspension of the Manager for the next scheduled game.

B. Coaches, Team Parents, Volunteers

1. EGSA is always looking for Coaches, Team parents and general volunteers; all are encouraged and welcome to apply.
2. All Coaches, Team parents and any other volunteers having direct interaction with the players of EGSA will need to apply for their desired position. All applicants must complete USA and JCSD background checks, and an EGSA Code of Conduct letter. This is required annually.

C. Player Evaluation

1. In January for Spring and August for Fall, all players in all divisions (except in T-Ball & 6U) must participate in a player evaluation. The specific dates for the evaluation will be posted on the League website at the start of the registration process.
2. Participants will be assigned an evaluation number for tracking purposes.
3. Players must attend one evaluation. The Managers, within their respective divisions, will evaluate all the players on their fielding, hitting, throwing, running, and pitching skills. Pitcher and Catcher Assessments will also be included during the assessments to identify Impact Players.
4. Players not able to attend the evaluation date(s) will be drafted as a "hat pick."
5. The Board of Directors will supervise the evaluations.

D. Team Formation

1. The Board of Directors will determine how many Teams to form. Their decision will be based on the total number of players registered in the respective divisions, and the number of Impact Pitchers they anticipate being in the respective divisions.

2. Pitcher Evaluations

All players who wish to be pitchers must participate in the pitching evaluation. The player will throw several pitches, as requested by the Managers. Impact Pitchers are defined as those players who demonstrate exceptional pitching skills and depth of experience who can make a difference in the outcome of a game. Impact Pitchers (#1 and #2, if available) will be determined by the Managers at the end of the pitcher evaluation process. Only players who participate in the pitching evaluation will be allowed to pitch during the season, including frozen players with exception 1:

Exception 1. Managers that have received a “hat pick” or have developed pitchers during the season to pitch must contact their Division Player Agent for an evaluation for the player to be considered eligible to pitch.

If the Player Agent feels that the pitcher could have been considered an Impact Pitcher, they will not be able to pitch for the season.

If the Player Agent feels that the player has been “developed” into a pitcher, the player will be considered eligible to pitch. This rule is to prevent any player from “Sandbagging” and disrupting the parity of the league.

Evaluations will be held up to 2 times during a season on dates specified by the Umpire in Chief (UIC).

3. Catcher Evaluations

Catchers will be asked to catch the pitchers that are assessing, and they will be asked to make throws down to second base. Impact catchers will be determined by the managers at the end of the catcher evaluation process. Catchers must be assessed as a catcher to be drafted in the catcher round.

E. The Draft

- a. The Managers will meet and draft players until each player is selected, which will be determined on draft day. The Player Agent (for each respective division) will oversee the draft and record the results.
- b. The drafting order will be based on a blind draw held prior to the start of the Draft. In the odd number rounds, Managers will draft from first to last. In the even number rounds, Managers will draft from last to first.
- c. Manager will “freeze” their own daughter(s), one Coach’s daughter on their own Team. The Player must be their own daughter, relative, or legal guardian of that player or the player shares the same household address. An assistant coach will need to be at 80% of practices and games throughout the season. If they fail to adhere to this requirement, the manager will assume the fault and not be allowed to “freeze” an assistant coach or player the next season. In addition, the assistant coach’s player will not be allowed to be a “freeze” next season. Each Team may have a maximum of two Impact Pitchers Only. (The only exception is when a division does not have the same number of Impact Pitchers as Teams; no Team will be allowed to lock more than one Impact Pitcher in this case.)

- d. All frozen players and sister options will be evaluated by the division Managers for draft round selection prior to the draft. Round selection will be pitching, catcher or defensive round 1,3,5,7,9, depending on impact compared to total division players.
- e. If the Manager does not have a child to freeze, said manager will pick in their designated draft order.
- f. When a Manager drafts a player with a sister, the sister becomes that Manager's automatic pick in the round that has been pre-determined by Article III, Section 3, Rule D. Should the predetermined round selection be filled by a Lock, the sister shall default up or down one (1) round based on manager agreement.
- g. Daughters of Managers will not be eligible for the draft. They will be frozen to parents' Teams. The only exception would be if the parent chooses to manage a Team that does not include his/her daughter.
- h. Carpool draft picks are not considered a "freeze" player upon draft. If managers need carpool players, they shall plan in their draft process to secure those players to the best of their ability.
- i. After the last round of the draft, the Teams are FINAL. No trades are allowed unless authorized by the Player Agent for Team parity. Trades are only allowed round for round.
- j. 6U Division: See Division rules for separate draft rules.
- k. Prior to the draft commencement, the Manger will be informed of player requests. Player requests will be considered but not guaranteed.

3. Post Draft

- a. Managers must maintain the original drafted number of players on their Teams. They must notify their Player Agent if they lose a player.
- b. If a player resigns from a Team, the player is not permitted to join another Team for that season.
- c. If a Team loses three (3) or more players after the mid-point of the season, the Board will decide within three (3) days on an action to keep the Team solvent.

4. Post Assignment

- a. Each Team will have no more than up to twelve (12) players in a season and no less than ten (10) players, except for T-Ball and 6U. EGSA will adhere to this requirement in Spring.

Article IV - Team Rules

A. General Rules

1. An adult female (woman aged 18 or older):
 - a. Shall be present at all Team activities; and
 - b. Must be always inside the dugout during games.
2. Home Team will occupy the 3rd base dugout.
3. All practices must be held at EGSA sanctioned practice fields.
4. No Team is permitted to practice more than two (2) times per week for a total of four (4) hours. Teams may hold a third practice by one of the following situations only:
 - a. Hold a practice game with a Team that already has a scheduled field.
 - b. Holding batting practice at an authorized batting cage. Authorized batting cages are the cages at any public batting cage that carries liability insurance. EGSA can assume no liability for practices or batting cage sessions held on private property or non-sanctioned fields.
 - c. Only extra practices scheduled by the UIC are allowed. If, and only if, the total practices meet the two allowed in total.
5. Players must attend all practices and games. The manager must notify their Player Agent if a player misses two (2) or more consecutive unexcused practices. The Manager then has the right to bench the player from the next game.
6. The Home Team can provide a Scorekeeper, but our EGSA scorekeepers will be considered the official game scorekeepers.
7. Both Managers must inspect and sign the official score slip at the conclusion of a game to attest to the final score. These score slips must be checked carefully. Once signed, the score slip becomes official, no exceptions. Any discrepancies must be resolved prior to signing. Failure to sign the score slip will result in the score being accepted as official by that Manager.

B. Equipment

1. The Manager is responsible for all EGSA equipment used by their Team. The Manager must account for all EGSA equipment when returned at the end of the season. Managers may be responsible for the replacement cost for lost or damaged equipment.
2. Teams must have a first aid kit in their possession at all practices and games. Managers shall supply one (1) first aid kit for their own Teams.

3. Batting helmets shall be used for batting, base running, warming up in an on-deck circle, and by players who are base coaching. Helmets must always be worn until the player returns to the dugout. For league play, EGSA requires that all batting helmets be equipped with face masks. For Tournament play, USA requires approved helmets and face masks which are indicated by the "NOCSAE" stamp built into the face mask during its manufacture. "NOCSAE" is an acronym for the National Operating Committee on Standards for Athletic Equipment.

4. All bats shall be official softball bats or those allowed by USA with the ASA stamp on them. A metal bat should be free of burs, cracks, or sharp edges. No T-ball bats are allowed. (For T-ball ONLY)

5. Teams are allowed to use only one (1) coach bucket to call pitches. Bucket must be at the opening to the dugout, off the dirt whenever possible and always occupied or must be removed.

Article V - All Division Ground Rules

A. General Rules:

a. Eastvale Girls Softball League will function under the current USA Softball rule book. (EGSA) Ground Rules will supersede the USA Softball Rule book.

1. Division Game Times

- a. TBall – 45 minutes OR 3 complete innings.
- b. 6U – One hour. No new.
- c. 8U to 10U Division: One hour, twenty minutes (1:20). No new inning, finish the inning.
- d. 12U to 14U/HS Division: One hour, thirty minutes (1:30). No new inning, finish the inning.

2. Division Pitching Distance

- a. 6U – 30 feet
- b. 8U – 30 feet
- c. 10U – 35 feet
- d. 12U – 40 feet
- e. 14U / HS – 43 feet

3. Division Game Balls

- a. TBall/6U – Rawlings RIF1 10" Soft-Dot
- b. 8U - Rawlings RIF1 10" Soft-Dot ball
- c. 10U – Rawlings RIF 10 Fastpitch 11" ball
- d. 12U / 14U / HS – Rawlings Dream Seam 12" ball

4. Division Base Distance

- a. TBall/6U bases distance at 50 feet.
- b. All bases in 8U, 10U, 12U, & 14U distance are 60 feet.

5. Run Ahead Rule:

- a. 6U – 4 max (No run ahead rule during regular season)
- b. 8U – 3 max/3 up. Each team will have an opportunity to tie the game and go ahead by 3 runs. The team up to bat in the lead/or tied may only score 3 runs max while in the lead.
- c. 10U to 14U/HS – 5 max/5 up. Each team will have an opportunity to tie the game and go ahead by 5 runs. The team up to bat in the lead/or tied may only score 5 runs max while in the lead.

6. Pitching Outs

- a. 6U – coach pitch (see Division Rules below) 3 coach pitch, 2 hits off tee.
- b. 8U & 10U – 9 outs
- c. 12U / 14U / HS – 12 outs
 - For all Divisions: The last pitcher of record in the inning will NOT be charged with the remaining outs of the inning when the fifth run crosses the plate.
 - Every pitcher that pitches in a game must be reported to the Official Scorekeeper.
 - A pitcher that has reached her maximum number of pitching outs may not enter the game as a pitcher.
 - If there are not enough pitchers in addition to the impact pitcher, there will be no limit on outs.

7. Defensive Fielded Players

1. 6U – Defensively field all players, moving players every inning.
2. 8U – ten (10) players will field, using six (6) infielders and four (4) outfielders. 2 coaches will be allowed in the outfield during the first 4 weeks of the season. After that, no coaches will be allowed on the field while the team is on defense.
3. All other divisions will field nine (9) players to include three (3) outfielders.
**Please see shorthand rule for exception.*

8. Only the official EGSA uniform shall be worn during a game. Shirts will be tucked in.

- a. An exception would be if uniform is not available at the start of the season.
- b. All sweatshirts must have a visible player number.

9. No Jewelry can be worn during practice or games. NO Exceptions. If a piercing cannot be removed, the player shall not return to games until it has been removed.

- a. Newly pierced ears may have athletic tape put on to cover piercing. Tape must stay on; in case it doesn't stay on, earring will need to be removed.

10. Players shall wear molded rubber cleats for games.

- a. Metal spikes are allowed for the 14U/HS division.

11. Only players shown on the official Line Up card will be allowed to play. Teams will bat Round Robin. Players will be notated on the Line Up card as a number, first and last name. Pitchers and catchers must be identified also.

12. No player can sit out of the game more than two innings until all players on the lineup card have sat out at least one inning.

13. Games may start and finish with only eight players. A team with less than eight players shall forfeit. This is known as the short-handed rule which is in effect for all divisions except T-ball. Managers can play with 8 players without penalty. See exception 1a below:

- **Exception 1a:** A team that has 7 players, can pick-up one (1) player from their age division or lower to be their 8th player or an extra player from the opposing team. 8th player must take the defensive outfield position and be listed last on the Line Up card, if their missing player's reasons are due to injury, medical reason or out of town. No penalty for each time the vacant position appears.

14. There will be no Courtesy Runners, except for pitchers & catchers. Courtesy runners to only be used to relieve a player that is injured while on base or at bat. The Courtesy Runner is the player that made the last out, or the last runner to cross the plate. *(14U/HS may be an exception)*

15. When a player is removed from the game because of injury, illness, parental or disciplinary reasons, only their next at bat will be declared an out.

16. Only completed innings will count on the official score sheet. A completed inning is when the home team has had a chance to either tie or go ahead in the bottom half of that inning. If the home Team has a lead in the bottom half of the inning, the score at that time will remain. If the home Team is behind in the score, the inning will be nullified and the score of the previously completed inning will be the final score of the game.

17. Shortened Games:

- a. The judgment of Jurupa Community Services District (JCSD) or ranking Board member shall determine when games should be called due to field conditions, such as weather or darkness. Upon proper notification, the game will immediately end. To be considered complete, a shortened game shall play a minimum of two (2) complete innings. Games will be rescheduled by an EGSA official only.

18. The Look-Back Rule (Excluding 6U). In softball, runners must stay on the bases until the ball is released from the pitcher's hand. The Look Back Rule forces runners onto a base so the next pitch can be thrown and provides a means to avoid time-consuming "cat and mouse" games on the base paths that detract from regular play. The Look Back Rule is triggered when the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw):

- a. Any runner stopped on a base must stay on the base; and
- b. Any runner not on a base must immediately either advance toward the next base or return to the previous base.
- c. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play

19. Hit by Pitch. When a pitched ball that is not swung at nor called a strike touches any part of the batter including the hands or clothing, the Umpire (at his/her discretion) may award the batter first base. If no attempt is made to avoid being hit, however, the batter will not be awarded first base unless it is ball four.

20. Mercy Rule

- Inning #3 – team is fifteen (15) runs ahead.
- Inning #4 – team is twelve (12) runs ahead.
- Inning #5 – team is eight (8) runs ahead.

AA. 6U

1. Game time is one hour. No new.
2. Coach pitching distance: 30 feet, coach must have one foot on the rubber
3. Base Distance is 50 feet
4. Managers may freeze up to three (3) girls (including their daughters) for their team for any Season.
5. Catchers must wear full catcher's gear, helmet, chest protector, and shin guards.
6. No T-ball bats allowed
7. A ball must be hit further than the chalked line (15 feet) between home plate and the pitcher or it will be a foul ball.
8. No base stealing is allowed
9. There shall be no penalty for sliding.
10. The play is over, and the ball is dead, when the ball crosses the plane of the pitching circle to stop the play. If the base runner is halfway to the next base, they are awarded that base.
11. Base Running – on a hit ball, runners shall advance up to two bases. ****OVERTHROW RULE IN EFFECT.**

The Overthrow Rule: A ball that leaves the field of play which results in a runner advancing a maximum of two bases at their own risk.

- a. A runner running to first and a ball is misplayed may only advance to 2nd base. A runner already on 1st base, may advance no further than 3rd base, At their own risk.
12. Base runners cannot leave the base until the ball is hit.
 13. No infield fly rule in effect.
 14. If the ball hits the coach pitcher, the ball is live.

15. If the coach interferes with a defensive play the ball is called foul.

16. All at bats shall be coach pitched. From the 30-foot plate and one foot must be on the pitcher's mound.

- a. During the coach pitch, the player pitcher must play behind the pitching rubber with at least one foot inside the pitcher's circle.

17. Hits:

If a player gets a hit off Coach pitch or the Tee;

- a. the batter running to first:

- If there is an overthrow at 1st base, runner is allowed 1 extra base. A runner already on 1st base, may advance no further than 3rd base, at their own risk.

Passed/Misplayed Ball: a ball not caught or under control by a defensive player.

- a. A hit off coach pitch can only result in a single/double.

- b. A hit off the tee can only result in a single.

- c. Each batter will get up to three (3) pitches from a Coach. A foul ball after two (2) strikes will not be considered a strike. A batter may continue to attempt to hit the ball until hit fair or strikes out. A tee will be placed after the third strike. This will teach proper hitting fundamentals. Batters must stand in a natural batting stance as if they were facing a pitched ball. Once the tee is placed, the batter will get no more than two attempts to make a fair hit.

- d. To be considered a fair ball, the ball must be hit from the tee inside the lines and beyond the 15' arc. Once the ball is hit into fair territory, the batter becomes a runner and is subject to be put out by the defensive Team.

- e. If a batter swings and misses the ball – or – if a ball is hit from the tee into foul territory– or – if the ball stops within the arc, it shall be considered a strike. Anytime a batter swings or touches the ball causing the ball to leave the tee, it will be considered a hit ball, and the above rules will apply.

- f. Once the tee is placed, the batter will get no more than two (2) attempts to make a fair hit.

•The tee must be placed in front of, touching, and centered to home base, as shown in the picture.



h. TEE will be eliminated after week five (5) of the season. No tee will be allowed starting the 6th week.

i. Strike Outs will be enforced starting week six (6).

18. Defense – All players on the Team can play on the field at the same time. There will be Hash Marks to help show players where to be positioned. Managers must rotate player positions EVERY inning.

19. A maximum of Three (3) Coaches per Team will be allowed on the field at any one time.

a. A maximum of three (3) adults will be allowed on the field during the season to help guide the players with making defensive and offensive decisions. Coaches are not allowed to interfere with the ball in play unless called a dead ball by the umpire. In a defensive outing, coaches must remain behind the outfielders.

20. Batting Line Up will be maintained at three (3) outs OR 4 runs MAX per inning.

a. Tournament play may differ than rec season.

b. After week five (5), the tee will be eliminated. (Subject to change)

21. Outfielders must play at least 10' from the base line.

22. Home Team will be required to be the official scorekeeper, if EGSA Scorekeeper isn't present.

BB. 8U

1. Coach Pitch allowed first four (4) weeks. Starting week five (5), coach pitch will be eliminated. 3 runs max if team is ahead. 3 run up rule for team that is trailing.

a. Coach will enter the game when the batter is walked or HBP (hit by pitch). The number of pitches from the coach will be determined by the number of strikes in the count. E.g. if the batter has 1 strike, she can receive up to 2 pitches. If the batter is HBP, she can receive the full 3 strikes. A hit off the coach, the runner may continue to run at own risk. This can result in a homerun.

2. The Overthrow Rule: A ball that leaves the field of play which results in a runner advancing a maximum of two bases at their own risk.

a. A runner running to first and a ball is misplayed may only advance to 2nd base. A runner already on 1st base, may advance no further than 3rd base, At their own risk.

3. Passed/Misplayed Ball: a ball not caught or under control by a defensive player.

4. If the ball is hit into the outfield, then runners may advance until the ball is returned to the pitcher, under control, and inside the pitching circle.

5. If the catcher throws the ball to the pitcher and the pitcher doesn't catch it, the runner may advance one base if the runner didn't steal during the initial pitch.

6. Base runners may steal only one (1) base per pitch.

7. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.

8. No dropped third strike. No Infield Fly Rule.

9. Home plate is closed.

CC. 10U, 12U, 14U/HS

1. Dropped Third Strike in effect.

2. Infield Fly Rule in effect.

a. With less than two outs and runners on base, the batter is out. Per USA softball, infield fly rule is in play when a fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

Tiebreaker rule (See ASA Rule 5)

1. Tiebreaker rule will be utilized in EOS/Tournament Play only.

Protests (See ASA Rule 9)

1. There are three types of protests:

a. Misinterpretation of a Playing Rule – must be made:

1. Before the next pitch.

2. Before the next play.

3. Before all infielders have left fair territory; or

4. On the last play of the game, before the umpires leave the playing field.

b. Illegal Player – must be made while they are in the game and before the umpire leaves the playing field.

c. Ineligible Player – can be made at any time. Eligibility is the decision of the Protest Committee.

d. The Protest Committee shall consist of the UIC, Vice-President, Player Agent Director, and two other Board Members from divisions other than that relating to the division in question. A Protest Meeting must take place within five (5) days of the filing. A minimum of five people is required for decisions regarding the protest. All decisions will be determined by majority vote and are considered final.

2. If the Manager or a designee from either Team fails to attend the Protest Meeting without a reason acceptable to the Protest Committee, the game in question may be forfeited by that Team.

Article VI - EOS Tournament - End of Season Rules will be provided prior to season end.

Article VII - Team Sponsors

- A. Every Team is required to obtain an official team sponsor. The amount of Team sponsorship is \$350.
- B. Sponsor fees may be paid by cash or check and must be paid before uniforms are issued.
(except for TBall)
- C. A Team may split the cost of sponsorship between more than one individual and/or business.
- D. Teams failing to comply with the sponsorship requirement will not be issued uniforms, which will result in forfeiture of games.

Article VIII. All Star Tournament Teams / Select - *See separate Select & All Star Policy*