



## HUMBLE GIRLS SOFTBALL LEAGUE LEAGUE RULES

### 6 & UNDER DIVISION

#### RULE I: THE PLAYING FIELD

1. The distance from the back corner of home plate to the front of the pitcher's mound shall be thirty-five (35) feet.
2. The distance between bases shall be sixty (60) feet.
3. The pitchers circle shall be a radius of eight (8) feet per ASA rules.
4. Coaching boxes per ASA rules-The coach's box is behind a line fifteen (15) feet long drawn outside the diamond. The line is parallel to and eight (8) feet from the first and third base lines, extending from the bases toward home plate.
5. From the front of first and third base measure fifteen (15) feet toward home plate. A three (3) foot line in the field of play should be chalked.
6. Thirty (30) feet between first and second base and second and third base, chalk a three (3) foot line showing the halfway point between bases.

#### RULE II: PLAYERS, SUBSTITUTES, COACHES

1. All teams will consist of nine (9) players plus an additional 10th person outfield rover. A team shall consist of a minimum of eight (8) players. A maximum of two (2) players from the immediate lower or same division, or combination of both, may be used to prevent forfeiture and to field **nine players**.
  - a. Example: Team with only seven (7) players may call up a maximum of two (2) players; a team with eight (8) players could play without forfeiture but may call up a maximum of one (1) player.
  - b. **NOTE:** Any player called up must play the game in its entirety, cannot be used for purpose of pitching, must play in the outfield and will bat at the bottom of the batting order. The batting order of each team must list all team members present prior to starting the game. Players not present at the start of the game shall be listed at the bottom of the batting order. The plate umpire shall submit the batting order for inspection to the head coach or assistant coach of the opposing team. The continuous batting order must be followed throughout the game. Batters one (1) through nine (9) will bat in order as usual.
2. If at the umpire's discretion an obvious injury / illness occurs during the course of the game, no penalty will be assessed against the offensive team due to a player's failure to appear at the plate.
3. As not to penalize teams for item number one (1) above, there will be NO forfeits for illegal defensive substitutions. In effect, this allows free substitutions on defense: however, all girls MUST stay in the same batting order throughout the game. If a player is found batting out of order by the defensive team, she may be called out. (See ASA Rule 7, Section 2C through 2E).
4. Each team shall be allowed four (4) coaches. At least one (1) coach shall be in the dugout with players at all times. Other coaches may be used accordingly:
  - a. A coach is permitted at home plate to assist the batters in stance and swing. He will remove the tee every time the ball is hit into fair play.
  - b. Two (2) defensive coaches are allowed in the grassy area of the outfield. They are not allowed to touch players or interfere with the ball in play.
5. **A player may not field the pitcher's position more than one (1) inning per game.**
6. Defensive coaches are permitted in the outfield foul-ball territory.

#### RULE III: THE EQUIPMENT

1. Pitchers shall use an ASA sanctioned twelve (11) inch softball provided by the league.
2. The ASA rule governing the official softball bats shall apply. No altered bats will be allowed.



- All players at the catching position in both practices and games will wear catching protective equipment provided by the league or approved personal catching gear. NOTE: This includes warming up pitchers.
- All offensive players in the field of play as prescribed by ASA **shall wear a helmet with a NOCSAE face guard and a CHIN STRAP at all times.** Subject to the umpire's discretion, if the ball is in play and players do not have a helmet on, the batter could be called out. Also, if a player removes her helmet during a live ball situation before reaching the dugout she could be called out.
- Uniforms - League issued uniforms must be worn during the games. Shirts must be tucked inside the shorts. For safety reasons, jewelry (earrings, necklaces, rings, etc.) is prohibited during games. The game umpire has final authority regarding jewelry, casts and / or splints. Violators of the rule will not be allowed in the game. Forfeiture for lack of eight (8) players could be affected.

#### RULE IV: THE GAME

- No new inning shall be started after one (1) hour playing time. There will be no tie breaker. A tied game will count in the standings as 1/2 win and 1/2 loss for each team. All innings will be completed at the end of regulation time, unless the home team is batting and ahead of the visiting team.
- The game time is schedule time or immediately upon completion of the previous game, should the previous game be delayed.
- A game suspended by the umpire (including inclement weather) shall be regulation if two (2) or more complete innings or a minimum of 45 minutes of game time has been played. A called regulation tie game shall be recorded as 1/2 win and 1/2 loss. Context of rule ASA Rule 5, section 3C and 3D, except as amended, remains in effect.
- Home team will supply the official scorekeeper and mark the field prior to play.
- Visiting team will supply score board operator, put away bases & rake divots after the game.
- Both teams, coaches, parents, players, and participants are responsible for cleaning their own dugout, bleachers and surrounding areas after each game.**
- Failure to complete any of the above listed items (4-6) may result in forfeiture of one (1) win.
- Protest - A \$100.00 check, payable to the Humble Girls Softball League, must be submitted with the full written protest within forty-eight (48) hours of the game being protested to the Division Director. If the protest is upheld, the check will be returned. If the protest is denied, the check will be deposited into the HGSL general fund. At the time of the protest (during the game) the umpire, official scorekeeper and a board member on duty must be notified at that time so as to mark the official scorebook correctly with the state of the game (pitch counts, runs, base runners, etc.). The Umpire & both coaches must sign the scorebook in ink to agree to the state of the game.

**NOTE:** Umpire judgment call cannot be protested. Judgment calls include, but not limited to; runner out or safe, ball or strike, fair or foul, legal or illegal pitch, did or did not touch base, did or did not leave the base too soon on fly ball, was fly ball caught legally or illegally, playing field safe or not safe and any other matter involving only the accuracy of the umpires judgment.

- Rescheduling a game - Only applicable if one of the following occurs:
  - 👧 Teams having seven (7) or less players due to a school function. A list with players' names and the type of school function must be submitted to the divisional manager of the affected age group 48 hrs prior to that affected date.
  - 👧 Weather.
- Teams will only be allowed two (2) minutes in between innings. If your catcher is not on deck or on base, please have her equipped for the catcher's position when two (2) outs have been made. Umpires will start counting when all defensive players have left the field.



## RULE V: THE PLAY

1. The infield fly rule will **not** apply.
2. Each batter is allowed three (3) pitched balls from a designated coach pitcher of the batting team. If the ball is not put into play from the coach pitcher's initial three (3) pitches, then the batter is given either:
  - 🍌 Two (2) attempts to put the ball in play off a tee or
  - 🍌 Two (2) remaining pitches from the coach pitcher.
3. The coach pitcher must advise umpire if pitching the 2 remaining pitches or using tee, but cannot do a combination of (a) and (b) above for the last two (2) pitches. If the fifth pitch is a foul ball or foul tip it will be an out.
4. The coach pitcher may pitch anywhere from within the pitching circle as long as he / she maintains at least one foot in the circle until the ball is released. The pitch shall not be delivered with a perceptible arc greater than six (6) feet from the ground.
5. No more than five (5) runs may be scored per inning. A ten (10) run lead at the end of four (4) innings or the end of any inning thereafter constitutes a ball game.
6. The runner will be allowed to stay at the base to which they safely advanced only if they were over the halfway line before the pitcher had control of the ball in the pitcher's circle. If a runner from third to home is also past the halfway line to home plate, prior to the pitcher having control of the ball in the pitcher's circle, the run will be counted.
7. Where the ball is overthrown on the first initial attempt to any base (not the pitcher), the batter and / or runners may advance to the next base at their own risk. If the base runner has safely advanced one (1) base, time is called. It is the umpire's judgment if he / she thinks the ball is an overthrown ball. This rule does not apply to an overthrow of the pitcher, which is considered a live ball.
8. The coach pitcher is allowed to coach or talk to the batter and is allowed to leave the circle before the pitch to assist the batter. Once the ball leaves the pitchers hand the coach pitcher must not verbally or physically coach any player. A warning will be given. VIOLATION: Removal of coach pitcher.
9. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
  - 🍌 The ball is declared dead.
  - 🍌 The batter is awarded 1<sup>st</sup> base.
  - 🍌 All other base runners will advance one base, only if forced by the award of 1<sup>st</sup> base to the batter.
  - 🍌 The batting team is given an out.
10. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, and then that runner will be the out mentioned in Rule 4 Section F.
11. If in the judgment of the umpire, the interference was unintentional:
  - 🍌 Dead ball
  - 🍌 No out will be charged
  - 🍌 Forced run may score
    - a. No base runner is allowed to leave early when the designated coach pitcher is pitching the ball. The runner must wait until the ball is hit into play or the ball has crossed the plate.
    - b. Stealing second or third base while the designated adult pitcher is pitching is not permitted.
    - c. In the event of a wild pitch thrown by the designated adult pitcher, base runners may not advance.
    - d. IF A COACH ROLLS THE BALL TO THE BATTER, IT WILL BE CALLED A STRIKE AND THE COACH WILL BE REMOVED FROM THE GAME.
    - e. Defensive Players - There will be a maximum of six (6) infielders. All other players will play on the outfield grass.
    - f. All players are required to play at least one defensive inning. (3 consecutive outs or 5 runs scored by the other team.)
12. The defensive player / pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. Six infielders are allowed including the catcher. **All other**



**HUMBLE  
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SOFTBALL  
LEAGUE**

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**players will remain 10 feet behind the baselines until the ball has been hit.** All other defensive players shall be no closer than forty-five (45) feet from home plate prior to the ball being hit.

13. A play will be considered dead once the defensive pitcher has control of the ball within the 8-foot circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead. It is the umpire's discretion if the pitcher is making an attempt on a play or is declaring the ball dead.
14. The runner is allowed to leave their base once the ball has left the coach pitcher's hand, but does so at risk of being put out. If batter is using a tee, the runner must not leave the base prior to the ball crossing the plate or the ball being put into play. If the runner leaves the base early or steps off the base, a warning will be given. A second infraction will result in the runner being called out.
15. On a live ball no balls shall be rolled from any defensive position to another defensive position. Result – No out, if made, will be recorded.
16. In efforts to teach the players the game of softball, a valid attempt should be made to throw the ball to put a runner out. No defensive player shall cross the field of play in order to rundown an offensive player in lieu of throwing the ball to another defensive player. i.e.: 3<sup>rd</sup> base player should not attempt to run down the batter, but instead should throw the ball to the 1<sup>st</sup> base player. This is an umpire's judgment call if an attempt could have been made and a warning will be given. Continued infractions will result in base runner being called safe, even if tagged out.
17. **NO BUNTING OR SLAP BUNTING IS ALLOWED IN THIS DIVISION!**
18. **NO TOBACCO OF ANY KIND IS ALLOWED ON PLAYING FIELDS - Any participant in violation of this rule is subject to ejection from the game.**
19. Any coach, player or participant that is ejected from any game shall also be subject to being suspended from the next scheduled game upon the decision of the Board of Directors.

The Humble Girls Softball League Board of Directors has adopted the current official ASA playing rules including the amendment of specific rules, or portions thereof as listed herein.

Doug Thistle  
President-HGSL Board of Directors

Date: 12/20/09