2026 RTGSA Supplemental Rules

Rev. 1

Code of Conduct:

RTGSA follows the basic outline from the Southern California USA Softball Rules and the guidelines provided at registration. All Coaches, Parents and Players must sign and adhere to the Leagues Code of Conduct. The league maintains a zero tolerance policy – any matters should be brought to the attention of the appropriate board representative. Parents can address concerns to their Division Representatives; Coaches can address concerns to the Coaches Representative. For reasons of privacy, the appropriate board representative will elevate the matter to the Executive Board for review, follow---up and action if necessary.

Parent or Coach Ejections – If a Coach, Player, or Parent is ejected for any reason, they must leave the field and park area immediately. That includes removing themselves from sight and sound of the game as well as having no electronic communication with anyone at the game. The ejected Coach, Player, or Parent is also immediately suspended from all further softball activities until cleared by the Coaches Rep. Anyone ejected from a game is suspended from their next scheduled game. All ejections will be reviewed by the Coaches Rep, Division Rep, and a member of the Executive Board chosen by the President. Further consequences may be handed out by this committee.

General League Rules – All Divisions

All USA Softball rules are in effect except where noted below. Base paths will be 60' at all Division levels. All Divisions (excluding 6U) --- Playing time is 1:30 no new inning, 1:45 drop dead. Score will revert to previously completed inning if game is called prior to completion of a full inning. If Home team ties or takes the lead in last inning prior to drop dead time being reached, the score will stand. 6U games will be four 4 innings or drop dead at 1 hour and 30 minutes.

Players may not sit out two defensive series until everyone has sat once per game (exception for starting pitchers and catchers in 12U division and 10U Division Teams with 12 players on roster AND present at game – see 10U exception below). ***Subject to be changed for tournament competition***

8U & 10U & 12U – Lineups INCLUDING DEFENSIVE POSITIONS must be submitted to the opposing team prior to each game. It is both coaches' responsibility to ensure that the lineups are done according the league rules.

PITCHING DISTANCES – 8U – 30 feet; 10U---35 feet; 12U – 40 feet 14U-43 feet

Infield Positions – For teams with 10 or less players at a specific game, each player must be assigned an infield position for at least one (1) inning per game within the first three (3) innings. For teams with 11 or more players at specific game, each player must be assigned an infield position for at least one (1)

inning per game within the first four (4) innings. For this rule, an inning is defined as three (3) consecutive outs or the maximum runs allowed per inning. ***Exceptions to this rule for safety reasons must be approved by Board of Directors***

Players in outfield positions must have both feet on the grass until ball crosses the plate (exception for 6U).

If the maximum allowed runs are met while there is a live ball – the play is to fully continue until the ball is returned to the pitcher and time is called by the umpire, or as a result of a play, an out is made. The score keeper will only record the max per inning. Play is not to be interrupted when the run limit is met.

6 Under Division:

WE DO NOT KEEP SCORE OF 6U GAMES AND THERE SHALL BE NO DISCUSSION OF THE SCORE OR OF WINNERS/LOSERS DURING OR AFTER THE GAME. IT IS THE COACHES RESPONSIBILITY TO ENSURE ALL PARENTS ON THEIR TEAM UNDERSTAND THIS POLICY AS WELL.

Infield – the regular number of players shall be assigned to the infield positions. Emphasis shall be placed on all players playing each position throughout the game & season.

Outfield – all other players will play the outfield. There is no limit on the number of outfielders.

Batting – Half of the lineup will bat each inning. The batter will have a total of three (3) pitches from a distance of 30 feet. If the batter does not hit one of the three (3) coach pitched balls, then the batter receives three (3) swings at a ball placed upon a tee. If the batter does not hit the pitched balls or balls placed upon the tee then the batter is declared out and returns to the dugout.

Pitching – There will be no pitching by the players in this division.

Batting Arc – there shall be a 10 foot arc in front of home plate. The ball must pass beyond the arc to be considered 2020 Supplemental Rules rev. 1/15/2020 a fair ball; otherwise it is considered a foul ball.

Advancing Runners – **Runners may advance up to two bases on a batted ball, except the final batter of each half inning**. If the defense makes an out, the runner must leave the base and go back to the dugout. Stealing bases is not allowed in this division.

6U Division Rep:
Shelly McCusker
Ph: 949-395-0518

8 Under Division:

USA Softball Rules apply except for the following.

The goal of the 8u division is to balance the introduction of competitive play along with the primary goal of developing all players. The emphasis should always be on player development over winning and losing. For this reason, the weekday games are designated as Non-Competitive games or Developmental games.

Non-Competitive/Developmental game

Batting - All coaches MUST flip their batting lineup and bat the bottom half of their standard "competitive" lineup in the top half and vice-versa. For example, batters 1 - 6 of the competitive lineup would bat in the 7 - 12 spots and batters 7 - 12 of the competitive line up would bat in the 1 - 6 spots. They can be in any order as long as the entire group is moved from the top half to the bottom half.

Defense - Coaches ***MUST*** use their Non-Competitive/Developmental games to develop players in positions they do not normally play. Players who might only get one (1) inning of infield time in competitive games should be allowed more infield time on Non-Competitive/Developmental games.

Pitching - Coaches cannot pitch a pitcher who pitched 3 innings in their competitive game in the first two innings of Non-Competitive games. If a coach does not have any alternate pitchers available, the coach needs to make the Division Rep aware and an exception may be made. The goal of the Non-Competitive/Developmental game is to give opportunities to new and developing pitchers.

Please understand the spirit and intent of the Non-Competitive/Developmental games. Think of the kids first. **IT IS EXPECTED THAT ALL COACHES WILL FOLLOW THE GUIDELINES LISTED ABOVE. FAILURE TO DO SO WILL MAY RESULT IN A HEARING AND POSSIBLE SUSPENSION OF THE HEAD COACH**.

All Tournament games are competitive games.

The following rules apply to competitive and non-competitive/developmental games.

Run limit is 3 runs for the first 4 innings, 5 runs in the 5th and 6th innings. Should a play happen where more than the allowed runs are crossing the plate, the play is to fully continue until the ball is returned to the pitcher and time is called by the ump, or as a result of a play, an out is made. The score keeper will only record the max per inning. Play is not to be interrupted when the run limit is met.

Coach pitch – There are no walks in 8U. When a batter has received 4 balls from the pitcher, the coach will come in to pitch. **The coach must pitch from the pitching plate/rubber and the strike count remains. The player/pitcher must keep one foot inside the pitching circle until the ball is in play.** The batter is allowed a maximum of 3 pitches from the coach (more if the 3rd is a foul ball). The coach CAN strike the batter out. There will be no called strikes when the coach is pitching. In the event of a hit by pitch, the strike count goes to zero and the coach comes in to pitch.

During coach pitch --- if a batter hits a ball and the coach is hit or interferes with the play – it is a dead ball, and another pitch is thrown to the batter – basically a do---over. Interference is to be determined by the umpire.

Pitching limits: There is a weekly pitching limit of 5 innings per week with a maximum of 3 innings per game. A single pitch constitutes an inning pitched. In the event of a rain- --out or game rescheduled, the pitchers only have the innings per game/week left that they would have been allowed to pitch in the original game scheduled.

Only one stolen base allowed per pitch. Runners may leave the base when the ball is released by the pitcher.

Stealing is not allowed during coach pitch.

Home plate is frozen (no stealing of home) all season.

Runners may advance only one base on an overthrow (this is at their own risk of being put out) even if the ball is still in play and even if another play is made on the runner. We want to encourage defensive players to make plays, not discourage it. For example, on an overthrow at First Base, the runner cannot advance beyond Second Base even if another play is made and another overthrow is made.

Ball is dead when the ball enters the pitcher's circle. Runners must have started toward the next base prior to the ball being controlled in the circle.

Keep in mind that this is 8U recreation softball, not All Stars or Travel Ball. Please don't take advantage of the fact that many players at the 8U level are very new to the game and cannot yet throw and catch at a high level.

8U Division Rep:

10 Under Division: USA Softball Rules apply except for the following:

Pitching limits: There is a weekly pitching limit of 6 innings per week with a maximum of 4 innings per game. A Single pitch constitutes an inning pitched. In the event of a rain--- out or game rescheduled, the pitchers only have the innings per game left that they would have been allowed to pitch in the original game scheduled.

Non-Competitive/Developmental games

Pitching - Coaches cannot pitch a pitcher who pitched 4 innings in their competitive game in the first inning of a Non-Competitive game. If a coach does not have any alternate pitchers available, the coach needs to make the Division Rep aware and an exception may be made. The goal of the Non-Competitive/Developmental game is to give opportunities to new and developing pitchers.

Batting - All coaches **MUST** flip their batting lineup and bat the bottom half of their standard "competitive" lineup in the top half and vice-versa. For example, batters 1 - 6 of the competitive lineup would bat in the 7 - 12 spots and batters 7 - 12 of the competitive line up would bat in the 1 - 6 spots. They can be in any order as long as the entire group is moved from the top half to the bottom half.

Defense - Coaches are **highly encouraged** to use their Non-Competitive/Developmental games to develop players in positions they do not normally play. Players who might only get one (1) inning of infield time in competitive games should be allowed more infield time on Non-Competitive/Developmental games.

Run Limit is 4 runs for the first four (4) innings, unlimited beginning in the 5th inning. Sitting out rule – no player may sit twice until all players have sat out once

EXCEPTION – for a team fielding 12 players in a given game – the starting Pitcher and Catcher, who played a minimum of three innings for that game, do not have to sit before another player/s sit twice.

10U Division Rep:
Breigh Haggarty
Ph: 563-343-8155

12 Under Division: USA Softball rules are in effect except as noted below.

Pitching limits: There is a weekly pitching limit of 6 innings per week with a maximum of 4 innings per game. A Single pitch constitutes an inning pitched. In the event of a rain--- out or game rescheduled, the pitchers only have the innings per game left that they would have been allowed to pitch in the original game scheduled

Non-Competitive/Developmental games

Pitching - Coaches cannot pitch a pitcher who pitched 4 innings in their competitive game in the first inning of a Non-Competitive game. If a coach does not have any alternate pitchers available, the coach needs to make the Division Rep aware and an exception may be made. The goal of the Non-Competitive/Developmental game is to give opportunities to new and developing pitchers.

Batting - All coaches **MUST** flip their batting lineup and bat the bottom half of their standard "competitive" lineup in the top half and vice-versa. For example, batters 1 - 6 of the competitive lineup would bat in the 7 - 12 spots and batters 7 - 12 of the competitive line up would bat in the 1 - 6 spots. They can be in any order as long as the entire group is moved from the top half to the bottom half.

Defense - Coaches are **highly encouraged** to use their Non-Competitive/Developmental games to develop players in positions they do not normally play. Players who might only get one (1) inning of infield time in competitive games should be allowed more infield time on Non-Competitive/Developmental games.

Run limit is 5 runs for the first 4 innings, then unlimited.

Sitting out rule – no player may sit twice until all players have sat out once

EXCEPTION – for a team fielding 12 players in a given game – the starting Pitcher and Catcher, who played a minimum of three innings for that game, do not have to sit before another player/s sit twice

We may play some games against other neighboring leagues. During those games, we will play under their rules if they are stricter than our rules. Our rules should always be followed unless exceptions are granted. Any modifications published by the other leagues will be made available to the 12U coaches.

12U Division Rep:
Jenn Byrd
Ph: 323-816-5661

14 Under Division: USA Softball rules are in effect except as noted below.

There are no pitching limitations.