2025 SPRING GBL SOFTBALL
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1. GENERAL CONDUCT RULES

1.1. Rules for the Germantown Softball League are applied in the following order of precedence:
  1.1.1. This document
  1.1.2. USSSA softball rules
  1.1.3. TSSAA High School softball rules

1.2. In all situations not readily covered, common courtesy and good sportsmanship are expected.
  1.2.1. Spring Ball is a competitive recreational league with focus on overall player and team development.
  1.2.2. Fall Ball is instructional and thus the focus is on player development.

1.3. All league problems, disputes, challenges, etc., shall be communicated and handled as outlined within the Germantown Baseball League (GBL) rule book. Further, it is expected that all players and adults abide by the GBL Code of Ethics.

2. CODE OF ETHICS

2.1. Players, coaches or parents shall not ride, taunt, heckle or poke fun at any member of the opposing team. This shall be considered unsportsmanlike conduct and the player(s), coach(es), or parent(s) shall be subject to removal from the game and/or ballpark. This includes (but is not limited to) catchers talking/distracting batters, runners clapping/yelling to distract pitchers, dugout players or coaches making loud noises to distract batters/pitchers, etc. The umpires have been instructed to issue a fair warning and then eject any person from the game who violates this rule. Any coach or person ejected must leave the park. They are not permitted to stay by or around the field. The game will not resume until the person has left the park.

2.2. Chatter shall be allowed as long as no child is made fun of and/or it is used with malicious intent as determined by the umpire/league director. The umpire or league director will give one warning for malicious intent. After that warning, no chatter will be allowed.

2.3. No parents (except coaches) are allowed on the field or in the dugout.

2.4. A maximum of four coaches are allowed on the field/in the dugout for this league unless otherwise noted.

2.5. All coaches must be inside the dugout or directly in front of and within arm's length with the dugout fence, unless they are in the coaching box on offense.

2.6. The Head Coach is responsible for ensuring proper conduct from all players, coaches and parents.

2.7. The Head Coach is responsible for ensuring proper supervision of players present at all practices and games. This includes:
  2.7.1. Ensuring that any adult who is on the field for a practice or game is registered as a volunteer, coach, or field director with the league and has undergone the league-required background check.
  2.7.2. Ensuring that players are returned to their parent/guardian (or communicated with the coach designee) at the completion of practices and games.

2.8. No coach, player, or parent is allowed to harass, yell, argue, or intimidate the umpires or challenge calls on umpire judgement calls (strike/ball, safe/out. Fair/foul etc.)

2.9. The umpires and field directors have the authority to warn and/or eject any player, coach, or parent from the field for harassment.

2.10. The Head Coach may be ejected after proper warning for failure to ensure proper conduct of his coaches, players, and/or parents.

2.11. Any player or coach that is ejected for misconduct will also serve a minimum of one game suspension. This also includes any actions at the end of the game where

ejection is not feasible due to the completion of a game. The length of the suspension may be lengthened based on the severity or previous conduct as determined by the GBL Board of Directors.

2.12. Any coach ejected twice in a season will be automatically subjected to a review by the Board of Directors to determine his status as a coach for the remainder of the season, and any seasons beyond the current season.

2.13. Any coach who is removed from his coaching position by the League Director and/or Board of Directors is prohibited from serving as a coach in any capacity any subsequent years. A coach may apply for re-instatement after one year removed from coaching. The GBL Board of Directors will decide if re-instatement is warranted.

2.14. The use of all tobacco and alcohol is prohibited anywhere on the fields, dugouts, bleachers, and common areas between the fields.

3. GENERAL RULES OF PLAY

3.1. PLAYING FIELD, EQUIPMENT AND SAFETY

3.1.1. The playing field shall be laid out according to the dimensions contained within these rules.

3.1.2. All bats for all divisions must be permanently stamped with the new USSSA 1.15 BPF Mark, USABats stamp or BBCOR.50 Certified Mark. Wooden bats are not allowed.

3.1.3. In all age divisions non-metal cleats shall be worn.

3.1.4. The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards. In all divisions, the catcher's helmet shall fully cover both ears.

3.1.5. Special Protective Gear: Face masks are required for all levels of softball. The following exception applies:

3.1.5.1. U6 softball: A face mask is optional but strongly encouraged.

3.1.6. Bat boys / girls under the age of eighteen (18) are not permitted.

3.1.7. Game Balls: All game balls will be provided by the league to the home plate umpire at the start of the game.

3.1.8. Batting Helmets: All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout.

3.1.9. A player who deliberately or intentionally removes her helmet, while the ball is in play, will be immediately called out. This is a judgment call and final. The intent of this rule is to reduce the chance of an injury.

3.1.10. Any player warming up a pitcher – on or off the field - must wear a facemask.

3.1.11. The Uniform: Intentional failure to comply with uniform rules will result in a game forfeiture.

3.1.11.1. Tops: Only GBL approved uniform tops may be worn during games.

3.1.11.2. Bottoms: Players must wear appropriate gray softball bottoms (pants that reach the knee or ankle) for games. Please note sliding and avoiding contact is expected.

3.1.12. Hitting practice aids (such as hitting sticks) are prohibited inside the fence or field of play during games.

3.1.13. The umpire will give a player one (1) warning for throwing a bat. If the warned player throws his bat again, she will be automatically called out and a dead ball exists.

3.2. STARTING AND ENDING A GAME

3.2.1. The Batting Order: The batting order or line up must include all players present for a game and be given to the other team's scorekeeper prior to the start of the game. This includes the name and number of the player.

3.2.2. If a player is not present at the start of the game but joins the team after the game has started, she will be removed from her original place in the order and placed at the end of the order, unless a call up player is being used, then the call up player will bat last and the late player shall bat next to last. The coach must inform the umpire and the opposing team of the change in order.

3.2.3. This batting order must be maintained once the game has started. Any player batting out of order shall be called out.

3.2.4. If a player is found to be batting out of order, she will be called out and any baserunners returned to their original base. If the batter is found to be out of order during his/her at-bat, then the correct batter will resume the at-bat with the count remaining the same.

3.2.5. Starting a Game: Each team must be able to field at least eight (8) players defensively to start the game.

3.2.5.1. One of the players must be a catcher.

3.2.5.2. Teams do not have to take an out for the 9th player.

3.2.6. If a team drops below eight (8) players during the game during regular season play, the other team may provide a sub so that the game can be completed.

3.2.6.1. A player from the same age group from another team who is not playing can also be used as a substitute if approved by the league director.

3.2.7. If a team drops below eight (8) players during the game during tournament play, a player from the same age group from another team and who is not playing can be used as a substitute to complete the inning if approved by the league director. The game is over at the completion of the inning in which the team drops below 8.

3.2.8. If a player is clearly injured, she must be removed from the game prior to her next at bat or her next mandated play in the field whichever comes first. GBL participation rules state that a player must play in the field every other inning. That rule cannot be ignored because of an injury.

3.2.8.1. If the injury occurs in the field and the player comes to the dugout, she must return to the field in the 2nd half inning after the injury to satisfy the GBL participation rule. If she can't return, the umpire must be notified that the injured player has been removed from the line-up. If her turn at bat occurs before her mandated return to the field, a decision must be made at that point.

3.2.8.2. If the injury occurs while on offense, a courtesy runner (last batted out) may be used if approved by the umpire, but the player can only sit out the next half inning on offense or until her next at bat. At that time, the umpire must be notified that the injured player has been removed from the line-up.

3.2.9. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

3.3. CALL UP PLAYERS

3.3.1. A team is eligible to use a "call-up" player if they have less than eight (8) players who will be eligible to play in a game.

3.3.2. The call up player must be a registered, active participant in a GBL League Division, and can only be called up from the age group immediately below the team needing the player (e.g. U8 player can be called up to U10).

3.3.2.1. A call up player from the same division may be used with permission of the league director.

3.3.3. The call-up player must play the entire game as a regular player and any substitutions must include players other than the call-up player.

3.3.4. A maximum of three (3) call-up players may be used to reach the full roster of ten (10).

3.3.5. The call-up players are eligible to play outfield positions only in this order of priority: one call-up can play LF or RF, two call-ups must play LF and RF, and a third call-up can play CF.

3.3.6. The call-up players shall bat last in the batting order.

3.3.6.1. If there is more than one call-up player, the coach shall choose the order the call-up players bat in at the end of the order (e.g. in the case of 3 call-up players, who bats 8, 9, and 10).

3.3.7. A call-up player is ineligible to pitch, catch, and play infield unless express permission was granted by the league director.

3.4. THE DEFENSE

3.4.1. Once a team has taken the field defensively, no player can be taken off the field during that inning except for injury or illness, except for the removal of a pitcher.

3.4.2. Players may be shifted from one defensive position to another during the inning.

3.4.3. All players present must play at least every other inning in the field. Failure to comply with this rule will result in a warning to the coach and the player must be immediately placed in the game. The second infraction will result in an automatic forfeiture.

3.4.3.1. Spring Ball Expectation Guidance: Spring is a competitive recreational league. Coaches are expected to develop player and team success. This should include rotation of positions and instruction in team strategies. Coaches should use practices for specific situational instruction and should make every effort to not impede the speed of the game with player instruction.

3.4.3.2. Fall Ball Expectations Guidance: Fall is an instructional league. Thus, it is expected that coaches will rotate players in different defensive positions (examples are allowing players to learn and play both infield/outfield, rotating who sits out each inning, etc.). Coaches may also stop play to instruct so that both teams can learn.

3.4.4. In all age divisions a maximum of six (6) players (including pitcher and catcher) may be in the infield on defense, and the outfielders must be positioned on the outfield grass.

3.4.5. Bunting: Bunting is allowed in the U10 division or higher.

4. BAT RULES

4.1. Bat Rules are put into place for Player Safety. It is the responsibility of Parents, Players and Coaches to make sure that only approved Bats are used by Batters. Coaches should inspect the bats before each game to ensure that all bats in the dugout are approved for use. Coaches should “remove” any unapproved bats from the dugout to avoid inadvertent use.

4.2. For ages 6 to 12: The bat shall be an unaltered softball bat, with the following age specific requirements:

4.2.1. Bats must be marked with the ASA Certified >=2004 stamp. These Fastpitch bats should perform within the limits of the 98 mph batted ball

speed standard. Bats can be made from aluminum or other metals; fiberglass, graphite or other composite material. Bats can be made from one or multiple pieces.

4.2.2. BBCOR bats are legal for use in all divisions.

4.2.3. Bats that are broken, cracked, dented, or deface the ball are illegal.

4.2.4. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.

4.2.5. Molded grips and Choke up knobs are illegal

4.3. Appeals as to whether a bat is approved should be made to the home plate umpire before the bat is used. The offensive team should not pitch to any batter using an unapproved bat.

4.4. Should an unapproved bat be discovered during a game, it shall be removed from the playing field. Any plays resulting from the use of an unapproved bat will be official and may not be appealed.

4.5. To clarify, the use of an illegal bat does not constitute an out. The play stands and the bat must be removed from play.

4.6. Failure to consistently apply these requirements will be reviewed by the League Director and appropriate action will be taken for any coach violating these rules.

5. PITCHING RULES

5.1. U10 divisions and up; pitchers shall not pitch more than 3 innings per game and more than 5 innings per 7-day period (week). The intent of this rule is to ensure depth is developed at the pitching position.

6. BASE RUNNING AND FIELDING

6.1. Dropped third strike

6.1.1. U6 and U8 division – does not apply.

6.1.2. U10 division - The batter is out on a third strike. If a batter strikes out and the ball is not caught, the batter is out and cannot advance to first base. The ball remains live.

6.1.2.1. During interleague games or upon mutual agreement of the coaches, drop third strike may be used at the 10U level to aid in player development (typically toward the end of a season).

6.1.3. U12 and U14 division– a batter may run on a dropped third strike.

6.2. Courtesy runner for the pitcher and catcher is permitted regardless of the number of outs for all divisions.

6.2.1. The courtesy runner must be the last batted out.

6.2.2. If the last batted out was not made in that inning, the courtesy runner reverts to the player that made the last batted out the previous inning.

6.2.3. In the event a team inadvertently places the wrong last batted out player on base, the correct player should be substituted immediately without penalty.

6.3. On a throw by a fielder, which goes over a foul line fence or into a dugout, runners will be awarded one base in addition to the base which they were advancing.

6.4. The Infield Fly Rule is only used in the U12 division.

6.5. Any base runner that intentionally collides with malicious intent into a defensive player shall be ejected from the game.

6.5.1. Malicious intent is defined as purposely attempting to take out a defensive player or prevent her from making a play.

6.5.2. Any player simply running the bases or making a legitimate attempt to slide into a base will not be considered to have malicious intent.

6.6. Baserunners are expected to avoid collision at the base in all divisions.

6.6.1. Baserunners can avoid collision by sliding or making a legitimate attempt to slide.

6.6.2. Baserunners may be called out if a defensive player was in possession of the ball or in the process of making a play on the runner.

6.6.3. Sliding is mandatory at home plate if there is a potential for a “play at the plate”. In the judgment of the umpire if a player does not attempt to slide on a “play at the plate” that runner will be called out.

6.6.4. If there is a collision at home plate due to a runner not attempting to slide that runner will be subjected to ejection from the game and any subsequent “at bats” in the order for that game will be deemed an automatic out. This is also a judgment call by the umpire as to whether there was a malicious intent.

6.7. A fielder may not block any base or base path while not in possession of the ball. The runner will be awarded the base due to obstruction anytime that she is prevented from reaching the base due to contact with a fielder that is not in possession of the ball.

6.7.1. Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball may, at the umpire’s discretion also be ejected for malicious intent.

6.7.2. Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base provided there is no malicious intent.

6.8. Stealing is only allowed in the U10 division or higher.

7. OFFICIAL GAME, RAIN, SCORING, ETC.

	U6	U8	U10	U12	U14
Time Limit	60 min	60 min	60 min	70 min	70 min
Innings	5	5	6	6	6
Pitch Distance	30 feet	30 feet for machine / 35 feet for coach pitch	35 feet	40 feet	40 feet
Max Defensive Players	11	11	10	9	9
Run Limits Per Inning	5	5	5	5	5
Ball Size	11 inch safe soft	11 inch dimple or machine ball	11” COR 47 and 350lbs compression	12” COR 47 and 350lbs compression	12” COR 47 and 350lbs compression
Base distance	60 feet	60 feet	60 feet	60 feet	60 feet
Official Game					
Home Team Leading	2.5	2.5	2.5	3.5	3.5
Visitor Team Leading	3	3	3	4	4
Mercy Rule		15 runs after 3 innings 10 runs after 4 innings			

7.1. No new inning may be started after the time limit has expired or if 5 or fewer minutes remain in the time limit, whichever comes first.

7.1.1. On school nights for the 12U division or higher, no new inning if 10 or fewer minutes remain in the time limit, whichever comes first.

7.2. If the home team is batting when the time limit expires, the inning shall be played to its conclusion.

7.3. If the schedule does not indicate otherwise, the home team is the team listed first on the schedule. The home team will occupy the dugout closest to the scoreboard.

7.4. The home plate umpire is responsible for declaring when the time limit has expired.

7.5. The home team is the official scorer and is responsible for noting the start time in the scorebook as provided by the home plate umpire.

7.6. It is the responsibility of the visiting team to confirm the score at the end of each inning.

7.7. If a scoring dispute occurs, the visiting team must notify the head umpire before the next ½ inning starts.

7.8. The umpires are responsible for resolving any scoring dispute before allowing play to continue.

7.9. The visiting team will supply the scoreboard operator, if applicable.

7.10. Suspended Games

7.10.1. A game will be recorded as an official game if the minimum number of innings has been played for an official game.

7.10.2. In league play if an official game is called during a partial inning, the official score shall revert back to the last complete inning unless the home team has tied or taken the lead in the partial inning. If the home team has tied or taken the lead in the partial inning, that score shall become the official score.

7.10.3. It shall be the responsibility of the home team to keep an accurate record of the official game.

7.10.4. Games that are called before the completion of an official game, if replayed, will be replayed from the start.

7.11. Run Limits

7.11.1. Both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been made in all but the last inning.

7.11.2. The Mercy Rule will also take effect any time a team is mathematically eliminated from the possibility of winning due to run limitations.

7.11.3. The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs has been scored in an inning.

8. POSTSEASON TOURNAMENT PLAY

8.1. A Postseason Tournament will be held in all House divisions.

8.1.1. A Postseason Tournament may be held in Interleague Divisions if time and field availability allow.

8.2. Every House team in every House division qualifies for the Postseason Tournament.

8.3. Tournament play will consist of Bracket Play

8.4. No new inning may be started after the time limit for that league has expired.

8.5. In the event of a tie in bracket play only, one additional inning will be played. In the event the game is still tied after the extra inning, each team will (in order of inning rotation) place the previous inning's last three batters in rotation on base – last on third base, second on second base, first on first base. Fourth batter and any sequential batters will face opposing team's pitcher until one out is achieved. Runs scored from any live play apply to score. Winner determined by final score. Repeat if needed to break the tie.

8.6. If a Tournament game is called due to rain, weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if:

8.6.1. For a five (5) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game.

8.6.1.1. In bracket play if a game is called after 3 or more innings, the score will revert back to the previous completed inning unless the home team has tied or taken the lead in the partial inning, then that score shall become the official score. If still tied, the game will be a suspended game.

8.6.2. For a six (6) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

8.6.2.1. In bracket play if a game is called after 4 or more innings, the score will revert back to the previous completed inning unless the home team has tied or taken the lead in the partial inning, then that score shall become the official score. If still tied, the game will be a suspended game

8.7. All Tournament games that for any reason cannot be declared a regulation game pursuant to Rule 8.6 shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension. Pitch count rules and rest days are still in effect.

8.8. Tournament Official Game Time:

	U6	U8	U10	U12	U14
Time Limit	60 min	60 min	60 min	70 min	70 min
Innings	5	5	6	6	6
Pitch Distance	30 feet	30 feet for machine / 35 feet for coach pitch	35 feet	40 feet	40 feet
Max Defensive Players	11	11	10	9	9
Run Limits Per Inning	5	5	5	5	5
Ball Size	11 inch safe soft	11 inch dimple or machine ball	11” COR 47 and 350lbs compression	12” COR 47 and 350lbs compression	12” COR 47 and 350lbs compression
Base distance	60 feet	60 feet	60 feet	60 feet	60 feet
Official Game					
Home Team Leading	2.5	2.5	2.5	3.5	3.5
Visitor Team Leading	3	3	3	4	4
Mercy Rule		15 runs after 3 innings 10 runs after 4 innings			

9. U6 COACH PITCH SPECIFIC RULES

9.1. The general rules of play in the coach pitch division are the same as the GBL Rules unless noted differently in this addendum for Coach Pitch specific rules.

- 9.1.1. Umpires are not used during the first weeks of play.
- 9.1.2. Umpires will be used for tournament play.

9.2. DEFENSE SPECIFIC RULES

- 9.2.1. Face masks are strongly encouraged for all fielders.

9.3. BATTING SPECIFIC RULES

- 9.3.1. During the first 4 weeks of the regular season play, batters will receive a maximum of three (3) pitches after which a tee must be used.
- 9.3.2. During the remainder of the regular season and during tournament play, batters will receive a maximum of five (5) pitches.
  - 9.3.2.1. A batter is out after three swinging strikes.
  - 9.3.2.2. On the fifth pitch the batter must swing. If not they will be declared out. If they swing and miss then they will be out. If they swing and foul the ball then they may receive an additional pitch. The batter can continue to receive additional pitches as long as they swing and make contact (ie, there is no limit to the number of foul balls).
- 9.3.3. Bunting or half swings intended to restrict the flight of the ball are not allowed.
- 9.3.4. The infield fly rule is not used in this league.
- 9.3.5. Teams must bat their entire roster.

9.4. PITCHING SPECIFIC RULES

- 9.4.1. A dead ball circle will be provided. The coach must pitch from within the designated dead ball area.
- 9.4.2. In the event that a circle is not provided, the umpire will designate an imaginary dead ball area.
- 9.4.3. Once the ball is hit, the coach must make every reasonable effort to stay out of the way of the play.
- 9.4.4. If the coach pitching is hit with the ball directly from the bat, the play is “dead” and base runners must return to their base, while the pitch is replayed.
- 9.4.5. If the coach pitching, or any coach, intentionally interferes or catches a batted ball, interference will be ruled and the batter be awarded the base. In this case, runners would be allowed to advance one (1) base.

9.5. BASERUNNING SPECIFIC RULES

- 9.5.1. No leading off or stealing will be allowed.
- 9.5.2. Runners can only advance on batted balls.

9.6. FIELDING SPECIFIC RULES

- 9.6.1. Overthrows
  - 9.6.1.1. On an overthrow to first base after a hit ball, a runner may only advance one additional base at his or her own risk, regardless of the subsequent action on the overthrow. This means that a batter on a hit and overthrow to first, may only proceed to second base at their own risk.
  - 9.6.1.2. Likewise, a runner starting on first base could only advance to a maximum of third base on a hit ball and overthrow to first baseman.

9.6.1.3. Other overthrows are live balls and runners proceed at their own risk.

9.6.2. On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.

9.6.3. A play will be ruled dead once the ball is returned to pitching circle.

9.1. COACHING INVOLVEMENT

9.1.1. Five coaches are allowed per team.

9.1.2. While on offense you can have the following: Pitcher, 1st Base Coach, 3rd Base Coach & 2 dugout coaches

9.1.3. While on defense you need to provide a coach to back up the catcher, also known as a “Pig-tail”, and two coaches may stand in the outfield and instruct the defense. The 2 outfield coaches (one on the right side of the field and one on the left side of the field) when on defense. Outfield coaches must be positioned in foul territory and be at least 20 feet behind the 1st or 3rd base. The other coaches must remain in the dugout.

10. U8 MACHINE PITCH SPECIFIC RULES

10.1. The general rules of play in the machine pitch division are the same as the GBL Rules unless noted differently in this addendum for Machine Pitch specific rules.

10.2. DEFENSE SPECIFIC RULES

10.2.1. The pitcher-infielder must be parallel with or farther away from home plate than the pitching machine until the ball is hit.

10.2.2. The pitcher-infielder must remain outside the pitching circle/safety mat for the pitching machine until the ball is hit.

10.2.3. Face masks are required for all fielders.

10.3. BATTING SPECIFIC RULES

10.3.1. Batters will receive a maximum of five (5) pitches.

10.3.1.1. On the fifth pitch the batter must swing. If not they will be declared out. If they swing and miss then they will be out. If they swing and foul the ball then they may receive an additional pitch. The batter can continue to receive additional pitches as long as they swing and make contact (ie, there is no limit to the number of foul balls).

10.3.2. A batter is out after three swinging strikes.

10.3.3. Bunting or half swings intended to restrict the flight of the ball are not allowed.

10.3.4. The infield fly rule is not used in this league.

10.4. PITCHING SPECIFIC RULES

10.4.1. A dead ball circle will be provided around the pitching machine. The coach must feed the machine from within the designated dead ball area.

10.4.2. In the event that a circle is not provided, the umpire will designate an imaginary dead ball area.

10.4.3. Once the ball is hit, the coach must make every reasonable effort to stay out of the way of the play.

10.4.4. If the coach feeding the machine is hit with the ball directly from the bat, the play is “dead” and base runners must return to their base, while the pitch is replayed.

10.4.5. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base.
10.4.5.1. Baserunners will advance one base regardless of whether there is a force out.
10.4.6. If the coach feeding the machine, or any coach, intentionally interferes or catches a batted ball, interference will be ruled and the batter be awarded the base. In this case, runners would be allowed to advance one (1) base.
10.4.7. In the event field conditions do not allow for the use of a pitching machine, coach pitch will be used. Coaches must throw from the pitching plate using a flat pitch.

10.5. BASERUNNING SPECIFIC RULES
10.5.1. Stealing is not allowed.
10.5.2. Runners may lead-off when the ball leaves the pitching machine or coaches hand.
10.5.3. Runners can only advance on batted balls.
10.5.3.1. If a play is ruled dead because the ball was batted into the pitching machine, all baserunners will advance one base regardless of whether there is a force out.

10.6. FIELDING SPECIFIC RULES
10.6.1. A play will be ruled dead once the lead runner is no longer able to advance because they have been stopped by the offensive team.
10.6.2. Once the ball is possessed and ruled dead by the umpire, the runners will either return to their previous base or awarded the next base depending on the judgment of the umpire, if the runner crossed the “halfway” line.

10.7. COACHING INVOLVEMENT
10.7.1. Five coaches are allowed per team.
10.7.2. While on offense you can have the following: Pitcher, 1st Base Coach, 3rd Base Coach & 2 dugout coaches
10.7.3. While on defense you need to provide a coach to back up the catcher, also known as a “Pig-tail”, and two coaches may stand in the outfield and instruct the defense. The 2 outfield coaches (one on the right side of the field and one on the left side of the field) when on defense. Outfield coaches must be positioned in foul territory and be at least 20 feet behind the 1st or 3rd base. The other coaches must remain in the dugout.

11. U10 KID PITCH SPECIFIC RULES

11.1. The general rules of play in the U10 division are the same as the GBL Rules unless noted differently in this addendum for U10 specific rules.

11.2. DEFENSE SPECIFIC RULES
11.2.1. Infielders may play in any position relative to the baseline.
11.2.2. Face masks are required for all fielders.

11.3. BATTING SPECIFIC RULES
11.3.1. Batters will hit live pitching. Balls and strikes will be called. There will not be any pitch limits per batter.
11.3.2. Batters will be awarded first base if hit by a pitch. Pitches which hit the ground prior to hitting the batter will not be considered as “hit by a pitch.”

11.3.3. A batter is out after three swinging strikes.
11.3.3.1. During interleague games or upon mutual agreement of the coaches, drop third strike may be used at the 10U level to aid in player development (typically toward the end of a season).
11.3.4. Bunting is allowed.
11.3.5. The infield fly rule is not used in this league.

11.4. PITCHING SPECIFIC RULES
11.4.1. The pitches will be delivered using ASA FastPitch softball rules (no overhand throws).
11.4.2. Windmill or modified (aka sling) fast pitch delivery is allowed.
11.4.3. Pitches may not be delivered in a slow pitch fashion. The maximum height the ball can reach is 6 feet. Anything higher will be considered an illegal pitch and called a ball. This is a judgment call by the umpire and all calls are final.
11.4.4. A generous strike zone will be enforced. See Figure 1.1 for strike zone details. Batters are encouraged to swing at close pitches.
11.4.5. Pitches will be delivered from a distance of 35 feet.

Figure 1.1



Even though A and D are below the ASA book strike zone, these will be considered strikes in our Recreational Fast pitch softball league.

11.5. BASERUNNING SPECIFIC RULES
11.5.1. Once the pitcher is on the pitching rubber and in possession of the ball, and the catcher is in the catcher's box, runners cannot advance or leave the base.
11.5.2. After the pitch, once the pitcher has received the ball from the catcher and is on the pitching rubber, any runner that was off base must return to the nearest base.
11.5.2.1. If a runner vacates any base she does so at her own risk and can be tagged out, even if that runner is prohibited from advancing per this rule.
11.5.3. Stealing is allowed once the ball is pitched (aka leaves the pitchers hand), runners may advance at their own risk.
11.5.3.1. Walking steals are allowed.
11.5.4. No "baiting" is allowed. Baserunners are not allowed to play off the base just a few feet in hopes to allow a runner behind them to advance another base.

11.5.5. If a runner tries to advance in the umpire's judgment before the ball is pitched, the following rules apply:
11.5.5.1. If she arrives safely, she is returned to the original base.
11.5.5.2. If she or another runner is tagged out, the runner is out and any other runners return to their original base.
11.5.5.3. If at the same time the batter hits the ball, the runner is awarded with one base more than the batter.
11.5.5.4. If after the umpire warns a coach about his players leaving the base early, the umpire may call the runners on that team out for abuse of the rules.

11.6. FIELDING SPECIFIC RULES
11.6.1. Overthrows are live balls and runners proceed at their own risk.
11.6.2. On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.
11.6.3. Once the pitcher has possession of the ball in the pitching circle the play is dead BUT base runners may continue advancing toward the next base at their own risk. The pitcher is allowed to attempt a play on the base runner at which time the play is LIVE. The umpire shall call time once the pitcher is in control of the ball and all base runners have stopped their advancement.

11.7. COACHING INVOLVEMENT
11.7.1. Four coaches are allowed per team.
11.7.2. While on offense you can have the following: 1st Base Coach & 3rd Base Coach. All other coaches must remain in the dugout.
11.7.3. While on defense, all coaches must remain in the dugout.

12. U12 and U14 FAST PITCH SOFTBALL RULES

12.1. The general rules of play in the U12 and U14 division are the same as the GBL Rules unless noted differently in this addendum for U12 and U14 specific rules.

12.2. DEFENSE SPECIFIC RULES
12.2.1. Infielders may play in any position relative to the baseline.
12.2.2. Face masks are required for all fielders.

12.3. BATTING SPECIFIC RULES
12.3.1. Batters will hit live pitching. Balls and strikes will be called. There will not be any pitch limits per batter.
12.3.2. Batters will be awarded first base if hit by a pitch. Pitches which hit the ground prior to hitting the batter will not be considered as "hit by a pitch."
12.3.3. A batter is out after three swinging strikes.
12.3.4. Bunting is allowed.
12.3.5. Dropped third strike is used in this league.
12.3.6. The infield fly rule is used in this league.

12.4. PITCHING SPECIFIC RULES
12.4.1. The pitches will be delivered using ASA FastPitch softball rules (no overhand throws).
12.4.2. Windmill or modified fast pitch delivery is allowed.

12.4.3. Pitches may not be delivered in a slow pitch fashion. The maximum height the ball can reach is 6 feet. Anything higher will be considered an illegal pitch and called a BALL. This is a judgment call by the umpire and all calls are final.

12.4.4. A generous strike zone will be enforced. See Figure 1.1 for strike zone details. Batters are encouraged to swing at close pitches.

12.4.5. Pitches will be delivered from a distance of 40 feet.

Figure 1.1



12.5. BASERUNNING SPECIFIC RULES

12.5.1. Once the pitcher is on the pitching rubber and in possession of the ball, and the catcher is in the catcher's box, runners cannot advance or leave the base.

12.5.2. After the pitch, once the pitcher has received the ball from the catcher and is on the pitching rubber, any runner that was off base must return to the nearest base.

12.5.2.1. If a runner vacates any base she does so at her own risk and can be tagged out, even if that runner is prohibited from advancing per this rule.

12.5.3. Stealing is allowed once the ball is pitched (aka leaves the pitchers hand), runners may advance at their own risk.

12.5.3.1. Walking steals are allowed.

12.5.4. No "baiting" is allowed. Baserunners are not allowed to play off the base just a few feet in hopes to allow a runner behind them to advance another base.

12.5.5. If a runner tries to advance in the umpire's judgment before the ball leaves the pitchers hand, the following rules apply:

12.5.5.1. If she arrives safely, she is returned to the original base.

12.5.5.2. If she or another runner is tagged out, the runner is out and any other runners return to their original base.

12.5.5.3. If at the same time the batter hits the ball, the runner is awarded with one base more than the batter.

12.5.5.4. If after the umpire warns a coach about his players leaving the base early, the umpire may call the runners on that team out for abuse of the rules.

12.6. FIELDING SPECIFIC RULES

12.6.1. Overthrows are live balls and runners proceed at their own risk.

12.6.2. On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.

12.6.3. Once the pitcher has possession of the ball in pitching circle the play is dead BUT base runners may continue advancing toward the next base at their own risk. The pitcher is allowed to attempt a play on the base runner at which time the play is LIVE. The umpire shall call time once the pitcher is in control of the ball and all base runners have stopped their advancement.

12.7. COACHING INVOLVEMENT

12.1.1. Four coaches are allowed per team.

12.1.2. While on offense you can have the following: 1st Base Coach & 3rd Base Coach. All other coaches must remain in the dugout.

12.1.3. While on defense, all coaches must remain in the dugout.