2026

SUNRISE OPTIMIST GIRLS' SOFTBALL LEAGUE RULES

Changes are bold/italicized

Introduction

The Sunrise Optimist Club sponsors the Sunrise Optimist Girls Softball League. The program is under the administration of Sunrise Optimist Girls Softball (SOGS) and its Board of Directors. SOGS is a 501 c3 non-profit corporation.

PURPOSES AND OBJECTIVES

1. To have fun, win or lose.
2. To develop softball skills.
3. To foster good sportsmanship.
4. To teach each player how to abide by the rules.
5. To teach each player to work together as a team.
6. To build the sport by increasing participation of girls in the sport

Sunrise Optimist Softball wants to thank all the coaches and parents that make this program a success. This program would not be possible without the volunteer coaches who unselfishly give of their time and talents, and the parents who support the program financially. Remember that sportsmanship and equal consideration for all should be the utmost concern.

Coaches, Players, and Parents should be aware that the SOGS and its Board of Directors are responsible for the administration of this program. All complaints regarding teams, players, or the league should be directed to SOGS.

GENERAL RULES

1. After March 1st of the present year, these rules will stand as written throughout the year.
   a. Interpretation of these rules is up to the SOGS Board of Directors.
   b. The Directors have the right to make decisions on situations not specifically covered in these rules.
2. No use of tobacco in any form by anyone on the field or in the dugout, or any place on the complex property in compliance with WFISD rules.
3. To comply with city ordinances, no alcohol is allowed to be on or consumed by anyone anywhere in the complex.
4. Demonstration of good sportsmanship is expected, on as well as off the field.
   a. No profanity or detrimental conduct toward the softball program will be allowed.
   b. Abusive, detrimental, or foul language will not be tolerated.
   c. Head coaches are responsible for their assistant coaches and fans.
   d. Harassment of others with malicious or disruptive intent will not be tolerated and will be dealt with by the SOGS Board of Directors
5. Negative chatter toward the opponent is not allowed. 1st offense – Warning, 2nd offense ejection of head coach.
6. Positive cheers directed at your team and players are allowed.
7. Infield practice, defined as practice prior to the game within the infield area will not be allowed.
8. No one is allowed in the batter's boxes before game time.
9. No sunflower seeds or gum are allowed on field 2, in dugouts or within 20ft of the field.

10. All teams will police their area (Dugout, Stands) immediately after the game. Each team will be responsible for picking up trash in the stands and seating area after their game. Sunrise complex is a volunteer park.
11. All Spring League games will be played on weekdays at 6:15 and 7:30 p.m., except for Saturday Pre-Season Scrimmage and Opening Day. Wee ball may start at 5:15 p.m.
    A. Fall league games will be played on Monday, Tuesday, and Thursdays at 6:15 and 7:30 p.m. Wee ball may start at 5:15 p.m.
12. Penalty for non-compliance on above rules may result in ejection from the game and appearance before the SOGS Board of Directors to determine if additional sanctions will be imposed.
13. ***Only handheld cowbells, small shakers, clappers and inflatable thundersticks are allowed. NO other noisemakers are allowed. Officials have the authority to deem noisemakers a distraction and may disallow their use at any time.***
14. ***Walk-up music must stop as soon as the batter enters the batters box.***

COACHES

1. All coaches must submit an application yearly and be approved for participation by the SOGS Board of Directors. Accident and liability insurance is available as an option for cost of $25.
2. At least one Coach on a team must be USA Softball ACE certified, which includes a background check, SafeSport Training and on-line coaches training and will be obtained at www.registerusasoftball.com
3. All Assistant Coaches and volunteers on the playing field or in dugouts must register as an assistant coach and also must clear a USA background check and SafeSport at www.registerusasoftball.com.
4. All coaches/persons on the field/in dugout must have documentation of ACE certification (head coach) and background check with them while on the field. Digital Copy is acceptable on your phone.
5. There will be mandatory meetings and training for all coaches that must be attended by all coaches.

ARTICLE I - ELIGIBILITY FOR PARTICIPATION AND FORMATION OF TEAMS

Section 1 - Any girl residing in Wichita Falls and surrounding areas may participate in the LEAGUE providing: (1) player fees are paid, and (2) eligibility requirements are met as outlined in the following rules.

Section 2 -The Board of Directors of the SOGS sets fees. Player fees for 2026 will be:

- Wee Ball - $50.00
- 6u - $75.00
- 8u - $80.00
- 10u and above - $85.00

A late fee of $10.00 will be charged for late registration after March 9th.

Optional USA Softball individual player registration and Accident insurance is available for $25.

Sponsor Fees per team are $275.00.00 per team ($100 for fall) for all teams except Wee Ball ($75.00 ($50 for fall))

ARTICLE II – TEAM & PLAYER ELIGIBILITY

- For the 2026 season 4U may be formed by any age eligible girl.
- 6U, 8U, & 14U league teams may be formed according to current USA Softball Code determining player and team eligibility.

- 10U and 12U team players must come from the school district they live in or attend school except as provided in the following rules.

- Head coach's daughters may come from any school district as long as they meet the current USA Softball Code determining player and team eligibility.

- Spring and Fall 2025 league team rosters will be grandfathered for the 2026 season. Players may play for this team as long as they participate on the team every year in either Spring or Fall Season. At least 5 players of the 2025 roster must register for the 2026 team, or it will be considered a new team. Additional players for the grandfathered teams may be added to the team according to the school district the majority of the existing team players reside in or go to school in.

- Grandfathered players must register online by February 18th, 2026, to retain their grandfathered claim to the team.

- New teams may select 5 players from any school district attendance zone. Additional players may be added from the school district where the majority of the 5 players reside or attend school in. Only 1 pitcher may be selected in the initial group of 5 players.

  Players must register online by March 9, 2026.

- New players will be assigned to all teams up to a maximum of 12 players per team, based on their school attendance zone (depending on their age division) and the teams' players' attendance zone or closest proximity to the attendance zone.

- The assignment of players is dependent upon available teams and space. While the league will do its best to assign all girls, no guarantee can be made that a team will be available. That guarantee can only be made by parent's coaching teams.

ARTICLE III - DIVISIONS, CONFERENCES, LEAGUE TEAMS

Section 1*- Divisions will be organized by players age as of August 31st.

04 and under – Wee Ball - min age 3
06 and under – Pixie League - min age 5
08 and under – Pixie League - min age 7
10 and under – min age 8
12 and under – min age 10
14 and under – min age 12
16 and under – min age 14
18 and under – min age 16

Any waviers of these age restrictions must be approved by the Sunrise Softball board.

Effective 9/1/2023 the eligibility age date changed to September 1st. Player eligibility will be determined by the age of the player as of 8/31 of the previous calendar year for spring league and 8/31 of current year for fall league. This change is effective for Sunrise Optimist League and all USA Softball sanctioned play.

Section 2 – USA Softball seasons run from September 1st of each year until August 31 of the next year. The 2026 season begins on September 1st, 2025.

2026 USA Softball Age Chart

Match month (top line) and box with year of birth. The player's age and division is indicated on the right.

SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	AGE	DIVISION
2019	2019	2019	2019	2020	2020	2020	2020	2020	2020	2020	2020	5	6U
2018	2018	2018	2018	2019	2019	2019	2019	2019	2019	2019	2019	6	6U
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	7	8U
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	8	8U
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	9	10U
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	10	10U
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	11	12U
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	12	12U
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	13	14U
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	14	14U
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	15	16U
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	16	16U
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	17	18U
2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	18	18U

NOTE: This age chart is for USA Softball, and only for the 2026 season.

Section 3 - The Board of Directors will, when possible, divide the teams into conferences within each division according to the level of play for each team. Since no system would be "fool proof" cooperation of the coaches is essential. All teams will be required to play in a free preseason game. Directors will work together to try to provide conferences that will help even competition within the league. The Program Director will be the final authority for the placement of teams within the conferences.

ARTICLE IV - ELIGIBILITY FOR LEAGUE PLAY

Section 1 - Each girl must meet the player eligibility requirements as outlined in the USA Softball Code For the age classification in which they are playing. Penalty: (1) forfeiture of all games in which a girl played, (2) dropped from that team's roster, and (3) no re-assignment to another team for the remainder of the season.

a. A photocopy of a birth certificate for each player must be in the coach's possession and be produced within 24 hours, if requested by the Board of Directors.

b. All players must have a current photo uploaded to the league registration system.

Section 2- No player may be added to a team for league play after the deadline for player and team registration without approval of the Program Director. It is the goal of the program to encourage play therefore players may be added, subject to approval anytime during the season as long as a empty position is available on a team. Any players added after the roster deadline will be assigned by the Program Director to any teams with less than 12 players.

Section 3 –No player may participate until they are registered on-line with the Association and their fee is paid, or scholarship form approved. After the above is fulfilled, a player may play for that team only, unless found to be ineligible because of age or team eligibility rules. Penalty: Article IV, Section 1. The responsibility lies solely with the head coach of that team. Players may not transfer from one team to another team except in extreme circumstances. The Program Director must approve any transfers.

Section 4* - The Program Director has the authority to place up to 12 players on a team. Each team may have up to 12 players. Unless additional players are approved by the SOGS Program Director.

ARTICLE V - SCHEDULES AND POST-PONEMENTS

Section 1 - Schedules will be drawn up and made available on an announced date it is imperative that the schedule stay the same after completion since changes to schedule make it difficult on parents, teams and coaches. In 2026 conflicts will be limited. A team is only allowed 2 conflicts 0 which only 1 may be for a day of the week. Conflicts are defined to be required attendance school activities and coaches' work conflicts which prevent all coaches from being present due to work requirements.

a. Deadline for conflict form completion is the last coaches meeting.

b. Once the league schedule is published no reschedules except those for rainouts or severe weather will be made. An exception may be approved by the Sunrise Optimist Board of a reschedule request, if the event was not scheduled at the time of the schedule and is a valid conflict. Maximum of 1 per team. Rescheduled games may be on an open date or on a Sunday afternoon.

Section 2 - Any team forfeiting two (2) games will be dropped from the program, unless the Association's Board of Directors have granted prior approval. If a team is dropped due to forfeits the league will attempt to reschedule a game for the teams who are affected by the loss of the game due to the team being dropped. The forfeited game will be counted in the standings, not the extra game.

Section 3 - During times of inclement weather, it is the responsibility of the head coach to call the information line (940) 692-0693 or review the website for updates after 3:00 p.m. for program updates. In case of inclement weather after the teams arrive at the fields to play, it will be up to the discretion of the Program Director/Field Supervisor whether the game will start or not.

Section 4 - Once a game starts, it is solely up to the discretion of the umpire(s) to stop, postpone, suspend, or otherwise interrupt play for any reason. No game may be cancelled without the approval of the Field Supervisor or Program Director. If a team leaves the field and the game has not been suspended by the umpire, that team will forfeit. If both teams leave the field, a double forfeit may be declared.

Section 5 - In the case of a game being called for rain or inclement weather, the game will be resumed from the point it was suspended. The scorekeeper will note the time remaining at suspension of play and that will be used for the game time remaining. Games that have been played 3 complete innings or 2 ½ inning with home team ahead will be considered a complete game and will not be replayed and the final score will be the score at the last complete inning.

Section 6 - The league's Program Director will have the sole authority to reschedule any and all games. Decisions concerning completion or re-scheduling of interrupted games will be made as soon as possible after all facts have been reviewed. No decisions will be made on the spot. Head coaches are responsible for contacting the Program Director or Field Supervisor.

Section 7 - Postponements and rainouts will be played as soon as possible, usually on the following Wednesday (if necessary, Saturday), or on any open field at the discretion of League's Program Director, regardless that it might cause back-to-back games or two (2) games on one day. Back-to-back games or two (2) games in one day will be scheduled only when unavoidable.

Section 8 - In case of a weather watch, the field supervisor will direct a responsible person to monitor the weather and will notify the umpire of any threatening weather.

ARTICLE VI – UNIFORMS

Section 1 - Jerseys must be same basic color and trim with numbers affixed. Numbers cannot exceed 2 digits and be a minimum of six inches high on the back of the jersey. Duplicate numbers are not allowed.

Section 2 - No metal spikes or any sharp-edged spikes in 14 U and below. Penalty: Removal of illegal equipment. No Steel Spikes may be used on Field 2. Penalty ejection from the game.

Section 3 - Leggings must be secured at all times. Penalty: removal of illegal equipment.

Section 4 - Jeans or cutoffs are not considered as part of lower uniform attire.

ARTICLE VII - PLAYING RULES

Section 1 - The current 2026 USA SOFTBALL Rules govern all play except for the modifications outlined in the following rules:

Section 2- Field Dimensions:

Age Group	4,6,8,10 & under	12 & under	14,16,18 & under
Base Distance	60 feet	60 feet	60 feet
Pitcher's Rubber Distance	35 feet	40 feet	43 feet

Section 3 – Game Times & Innings:

Age Group	Wee	6 & under	8,10 & under	12 & above
Innings	3	5	5	7
Time Limit	55 min	60 min	70 min	75 min

Section 4 - No new innings will start after the above time has elapsed. The time will be noted when the third out is called to end the previous inning. If an inning has started, both teams shall have a chance to bat, unless a team cannot win, based on the ***4/5*** runs per inning rule.

Section 5 - Game time will start immediately after the coin flip by the umpires. Official Game time will be kept by the scorekeeper/***Umpire for 8u and below.***

Section 6 - Twelve (12) run rule after three (3) innings completed, ten (10) run rule after four (4) innings completed, and eight (8) run rule after (5) innings completed. Run rules are in effect regardless of the number of outs. If the home team is ahead, their half of the inning does not have to be played (time limit).

a. ***A game will not be stopped before the game time has expired, due to a run rule, even if a team can't catch up, due to the 4/5 runs per inning rule, unless a coach decides to not complete the game.***

Section 7 - A line-up of at least 8 players and their full names, numbers and position must be presented to the official scorekeeper 15 minutes before the game. Any players who are not present at game time may be added to the bottom of line up on score sheet by notifying the umpire and official scorekeeper. All players present at the game listed on the team roster will bat. All games except 4U/6U/8U will have official paid scorekeepers.

Section 8 - Scheduled game time is forfeit time. Teams must have 8 to start, continue, and end. Neither team having at least 8 players at scheduled game time will be a double forfeit. There will be no automatic outs for beginning with 8 players.

Section 9 – ***12u/14u, all substitutions must be reported to the umpire.***

Section 10 - Batters, runners, and bat people will always wear fully protective helmets with facemask. Exception Wee ball players do not have to wear face masks. Facemask for league play must carry the NOCSAE approved sticker. The helmet must fit securely.

Section 11 - All catchers must wear and use a helmet with mask and throat protector, chest protector, shin guards. A catcher's mitt is not mandatory. 4U does not have to have a catcher position.

Section 12 – All 1st and 3rd base players and pitchers must wear a fielder's facemask in 10U and above leagues, in all league play, except for Senior league.

Section 13 - Relief pitchers may not exceed 5 warm-up pitches and/or 1 minute. They must dispose of one batter by getting the batter out or making that batter a runner, unless, in the opinion of the umpire, the batter becomes unable to continue due to injury. Between innings pitchers may not exceed 3 pitches and 1 minute.

Section 14 – Every player must play in the field, in every game. Playing is defined as playing in the field for at least one inning with 3 consecutive outs in the same inning. Penalty: Coach must appear before executive board. Possible forfeit of game and suspension of coach.

a. Coaches will maintain a check-in list for players at all practices. If a player misses two consecutive practices a coach may notify the league Program Director and may not start that player in the next game. If a second occurrence of missing two practices, the coach with approval of the Program Director, may not allow the player to play in the next game. Exceptions may be approved by the league for excused absences.

Section 15 - If a player becomes too sick or injured to continue to play in the game, the team can continue to play, as long as they have 8 players.

Section 16 – Free substitution of players is allowed in the field. Any of the players may be withdrawn an unlimited number of times and re-entered.

Section 17 - Only players, coaches, and a bat person are allowed on the field. Spectators must stay behind the fence. Defensive coaches must stay in the dugout while the ball is in play. Any violation of this rule may result in the umpire declaring a forfeit.

Section 18 - Coaches may enter the playing field only in the event of injury and then only after the umpire has called time. Penalty: ejection of coach.

Section 19 - If there are ties at the end of the season, the following will be used to determine final league standing: 1) loss column, 2) head-to-head record, 3) runs allowed (RA) when the tied teams played each other, 4) number of runs scored (RF) when tied teams played each other, 5) a coin toss. The number of wins does not count toward the final league standings.

Section 20 - ***5*** run rule per inning or 3 outs for the first three innings applies to all 12u and above leagues and all conferences.

Section 21 - Any rule not noted with a penalty - possible forfeiture of game.

ARTICLE VIII – EJECTIONS

Section 1 – Control of games will be the responsibility of the umpires. Any player or coach who abuses his/her authority will be assessed with one warning. (If a player is warned – that player will be warned at the time of the infraction, as well as the umpire calling "time out" and informing the coach of the player's infraction). The next incident will constitute ejection from that game. If there is a third incident, then that team will forfeit that game.

If fans exhibit unsportsmanlike conduct, first time: warning issued to the coach, second time: removal of the offending spectator by league personnel. If the coach fails to address the situation, the coach will also be removed.

Section 2 - Any player, coach or spectator who is ejected from a ball game must immediately leave the Sunrise Softball complex and be outside the exterior fence of the complex (PARKING LOT). Ejection for "Unsportsmanlike Conduct" will warrant an appearance before the Association's Board of Directors to determine if there is need for further suspension. Scorekeepers are required to note all ejections on the score sheet with the names of the parties involved.

Section 3 - If a player, coach, or spectator makes a threat, verbally or physically to an umpire or league official or his/her property, that person will be suspended for the remainder of the season.

ARTICLE IX – PROTESTS

Section 1 - These three requirements must be met before PROTEST will be considered:

a. Only the head coach may make a protest. The protest will be handled under USA Championship Rules.
b. The protest must be noted on the Official score sheet at the time of the infraction, signed by the protester, and umpires
c. Time will be stopped. Scorekeeper will note the time in official scorebook.

Section 2 - The Field Supervisor will be called to the field, and a $20 protest fee will be collected.

a. A conference call with the SOGS Program Director or Board Member and Field Supervisor will serve as the Protest Committee Hearing. The protest will either be denied or approved, and play will resume. The protest fee will be returned if the protest is approved.

Section 3 - Protest are only allowed for misinterpretation of rules. Judgment calls cannot be protested.

Article X: Specific Division Rules

SPECIFIC 10 AND UNDER RULES

Section 1 - USA Softball Rules apply to 10U division, except as noted below.

Rules are the same as 12U and above divisions, except as noted below.

a. All players present must bat in order.
b. If a girl shows up late, she will be added at the bottom of the lineup.
c. In the event a player must leave, they will be skipped in the lineup. There will be no penalty and may return in the lineup. ***If the same player leaves the game a second time, they cannot return again and an out will be called.***
d. ***5*** run rule limit per inning applies for the complete game.

SPECIFIC Wee Ball/6/8 AND UNDER RULES

Section 1 - Rules will be in accordance with USA Softball, USA Softball Texas Pixie rules and as modified by Sunrise Optimist Softball below.

Section 2 - Coaching Staff

a. A coaching staff will consist of a manager/head coach, assistant manager, and not more than four assistant coaches. The manager/head coach will assume full responsibility for the actions of his/her coaching staff.

b. Only the following coaching positions will be allowed on the field during a game:
   1. One Offensive coach Pitcher/Mound
   2. Two Offensive Coaches. (1) First Base, (1) Third Base.
   3. Two Defensive coaches pass the cut, in the grass, in foul territory, (1) Left Field, (1) Right Field. ***Coaches must remain in foul territory and not directly behind or interfere with offensive coach in coach's box.***

c. All other coaches, managers, and assistant managers will remain in the dugout. Penalty, removal from field/dugout. * Wee Ball may have a parent/coach at every defensive position.

Section 3 - Pitching (Not applicable for Wee Ball**)**

a. The manager/head coach of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a pitcher until the inning is over.
b. A coach pitcher may pitch from anywhere within the 16-foot circle as long as his/her foot is on or in front of the halfway line. The coach pitcher must always keep at least one foot within the 16-foot pitching circle when the ball is released. PENALTY: dead ball, add 1 pitch to the count, if after the 4th pitch the batter will be declared out.

c. The coach pitcher is allowed to coach or talk to the batter but must not leave the circle before the pitch. Once the batter becomes a batter/runner the coach may continue to talk to the batter/runner as long as he/she is moving to foul territory and does not interfere with the play. PENALTY: Removal of the coach pitcher.

d. The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul territory away from the play. If in the judgment of the umpire the coach pitcher intentionally interferes with the play.
   1. The ball is dead.
   2. The Coach Pitcher is given a warning.
   3. The batting team is given an out.
   4. No runners may advance
   5. The batter will return to the batter's box and assume the count at the time of the infraction.

Penalty: Should the coach pitcher have a second intentional interference called against him/her, they will be removed from the pitching position.

e. Unintentional Interference:
    1. Dead Ball
    2. No Out will be charged.
    3. Forced Run may score.

f. A play may be considered dead once the defensive pitcher has control of the ball within the 16-foot circle, ***or a defensive player has stopped lead runner from advancing.*** 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 the time the ball goes dead, or in the judgment of the umpire, all play has come to a complete halt, then the ball will be declared dead.

g. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

Section 3. The Batter

a. 8u:
    1. There will be a ball/strike count kept. A batter will have up to 5 pitches to hit a fair ball.
    2. Should a batter fail to hit a ball at the end of 5 pitches, the batter will be called out.
    3. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. If the 6th pitch is fouled off The batter will get a final 7th pitch, if the batter fails to hit a fair ball, then the batter will be called out.
    4. Three (3) swinging pitches if missed will be an out if on the third swing the ball is missed.

b. 6U:
    1. The batter will take 3 pitches from a coach pitcher according to preceding rule. If the ball is not hit fair with the first 3 pitches, the batter will make two additional swings from a tee. Maximum of 5 swings.

c. All players present must bat,
d. If a girl shows up late, she is to be added at the bottom of the lineup.
e. In the event a player must leave, she will be skipped in the lineup.
    1. There will be no penalty and she may return to the lineup.
    2. If the same player leaves the game a second time, the player cannot return and an out will be called.

Section 4. Runners

a. Should more than one base runner run to the same base, the trailing runner will be sent back to the base she was running from (the last base legally occupied).

b. Runners who are already over halfway to a base may continue to the next base. If the runner is less than halfway to a base when the ball becomes dead, then they must return to the last base occupied.

c. If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called, and the umpires will issue a warning to the offensive coach for the first offense. Second offense- the runner falling to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.

Section 5. Defensive Players

a. There will be free defensive substitutions, ALL teams must start and finish with at least 8 players.
b. All players are to have their positions listed on the lineup card. ***Any defensive changes are to be reported to both the Umpire and Scorekeeper.***
c. The Defensive team should be comprised of (4) Four infielders, a Pitcher, Catcher and (4) Four Outfielders
d. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back of the circle until the ball has been hit.
e. With the exception of the catcher, no defensive player may be closer than (30) Thirty feet from the batter until the ball has been hit.
f. The (4) Four outfielders must remain behind the baseline until the ball has been hit.
g. The Catcher must remain within the lines of the catcher's box until the pitch is released.

Violation of items b, c, d & e will allow the offensive coach to take the results of the play or advance the batter to first base. (Hit ball means fair or foul.)

A warning will be given to the defensive coach for the first violation; A second violation will result with the offending teams Coach/Pitcher being Disqualified from the pitching mound. He/She may continue to coach but may not return to the pitching position for the remainder of the game.

Section 6. Rules of the Game

1. *Deleted*
2. Stealing is not allowed.
3. Bunting is Not Allowed
4. No Chopping down on the ball
5. No Slap bunting/hitting.
6. ***6u – 4 runs per half inning***
7. ***8u – 5 runs per half inning***
8. Infield Fly Rule is not in effect.
9. Run Rule Teams can be mathematically eliminated.
10. All games will be:
    a. 4u: 3 innings/55-minute time limit
    b. 6u: 5 innings/60-minute time limit
    c. 8u: 5 innings/70-minute time limit

Section 7. The Playing Field

1. Pitching Distance will be 35 feet.

2. A sixteen (16) foot circle will be placed around the pitching mound.

3. Distance to the bases will be 60 feet.

4. Halfway marks will be between 1st and 2nd Bases, 2nd and 3rd bases, and 3rd base to home plate.

5. A line bisecting the pitch circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.

Section 8. Equipment

1. All bats must be USA Softball approved. The bat safety grip and knob must meet USA Specifications. (Big barreled baseball bats) are not allowed.

2. The ***11" RIF ball for 4U/6U*** and 11" Core .47 ball for 8U division.

3. All players batting must wear a batting helmet, Chin Straps are optional. All players must wear a face guard attached to the batting helmet that meets USA safety requirements. Except Wee Ball players

4. Catchers must wear full catchers' gear. All catchers' masks must have a throat protector attached. The knee and shin must be covered, soccer type knee pads and shin guards are allowed.

5. Defensive face guards are optional.

SPECIFIC WEE BALL RULES

Section 1:

1. Follow 6u/8u rules above, as modified below.
   a. The Umpire will assist coaches in administering the game.

   b. Players will not be allowed to be dropped off. An adult/guardian must be present for all games and practices.

   c. Maximum of 9 players per team, NO CATCHER POSITION.

   d. There will be no outs.

   e. Batters will use a batting tee.

   f. Batters will be allowed five swings each time at bat, to get a hit. If she does not hit, she will still advance to first base.

   g. Only one base advancement will be allowed each time.

   h. The last batter will clear the bases.

   i. The pitcher is not required to stand in the back half of the pitching circle.

j. No defensive player may be closer than (30) thirty feet from batter until the ball has been hit.

k. The outfielders must remain behind the baseline until the ball has been hit.

l. At least two (2) Volunteer Coaches will be on the field to position players.

Article XI - 8U and Below Official Scorekeepers/Scoreboard Operators

Section 1. Sunrise will not have paid scorekeepers during the 2026 Spring Season for 8U and below.

1. ***The following responsibilities are assigned for all 8U and below games:***
   a. The home team will provide the official scorekeeper.
   b. The visiting team will provide a scoreboard operator.
   c. Umpire will keep game time

2. ***Sunrise will provide the official scorebook, pencils, scoreboard controller, etc.***

3. ***Coaches will ensure their team scorekeepers/scoreboard operators attend Sunrise Softball***

4. ***scorekeeping/scoreboard training.***

5. ***Home Team Scorekeeper Responsibilities***
   a. Properly complete scorebook, keeping track of batters/base runners, outs and runs.
   b. Enter both team's lineups in the scorebook
      1. Players full name, numbers and positions
      2. Teams are required to provide lineups 15 minutes prior to game start time.
   c. Notify umpire when 6 runs have been scored in an inning
   d. Provide the umpire with any information requested, concerning batters, outs, score, etc.
   e. Enter game start and stop time at bottom of scorebook page
   f. Enter the name of the scorekeeper at the bottom of scorebook page
   g. Staple the lineup card to the scorebook pages for the game.
   h. Note in the scorebook the time remaining for any suspension of play.
      1. This time will be used to determine game time remaining.
      2. Games that have completed 3 complete innings (2 ½, if home team is ahead) will be considered a complete game
         A. Final score will be the score at the last complete inning.
   j. Note all ejections in the scorebook, with names of the parties involved.
   k. Note protest in the scorebook and ensure it is signed by the protester and umpire(s)
   l. Return the scorebook to the umpire at the completion of the game

4. Visitor Team Scoreboard Operator Responsibilities:
   a. Update the scoreboard to track innings, balls, strikes, runs and outs

5. At the end of the game, the umpire will sign the scorebook to verify they the final score of the game.
   a. Once the scorebook is signed or the coaches leave the field, there will not be any changes to the official scorebook.

6. If there are any questions concerning scorekeeping, operating the scoreboard, etc., or the umpire requested assistance, the scorekeeper will contact the Field Supervisor.

INFORMATION:

SUNRISE OPTIMIST GIRLS' SOFTBALL OFFICERS & DIRECTORS:
President: Bill Franklin, 1st Vice President: James Ash, 2nd Vice President: Mike Lemley, Secretary /Treasurer: Jimmy Price, Directors: Gayle Goodman, Ben Kenyon, Donna Franklin, Barb Price
Program Director: Bill Franklin, Assistant Program Director Mike Hawkins.

Important Dates - 2026

January 26th - 1st Coaches Meeting 7:00 PM Sunrise Softball Complex Meeting Room

February 18th - Deadline for Grandfathered Players to register.

March 9th - Coaches Rules Clinic Meeting -6:30 PM Sunrise Softball Complex Meeting Room Rules Clinic
March 9th – Deadline for all team/player registrations and team sponsor fees

March 21 - 22 - Preseason Scrimmages -Sunrise Optimist Fields

March 23rd - Coaches Division Draw Meeting 7:00 P.M. Sunrise Softball Complex Meeting Room

March 25th - Schedules Posted

March 28th - Opening Day Ceremony 9:30am – GAMES BEGIN 11:00AM