

6 AND UNDER GGSA LEAGUE RULES

ASA book rules will be applied. Note the following league exceptions.

Ground Rules:

1. Time Limit: 55 minutes. Game clock starts at the end of the pregame conference. No new inning will begin after the expiration of time.
2. Run per inning limit: six runs
3. Run Rules:
 1. 12 runs after 3 innings
 2. 10 runs after 4 innings
 3. 8 runs after 5 innings
4. Tie games: All games can end in tie.
5. Home team is designated on the schedule and will occupy third base dugout. Home book is the official book.
6. GGSA will provide an acceptable game ball for each game. The softball that will be used is the 11" optic yellow ball for Tee Ball as approved by ASA.
7. **Helmets with face masks are a required for all players at bat and parental discretion during defensive play. (face masks are recommended)**
8. All jewelry and adornments should be removed.
9. Game is over at expiration of time, run rule, mathematical impossibility or 7 innings.

Game Rules:

1. The base distance will be forth-five feet (45) and the pitching distance will be twenty-five (25) feet. A "pitching circle" five (5) feet in radius from the pitcher's plate shall be drawn around the pitcher's plate. The pitcher shall stand in the center of that circle. Hash marks will be placed at twenty-five feet on both baselines. Players may not cross those marks until the ball is hit.
2. The umpire shall place the ball on the tee and call, "Play Ball".
3. The batter is allowed 3 strikes per at bat. Fouling on the third strike allows additional swing. There is no minimum distance a fair batted ball must travel. It just must be fair.
4. The batter may only address the ball on the tee twice. If addressing it three (3) times, a strike will be called.
5. The coach is responsible for positioning and removing the tee according to each of his batters. The tee shall not be placed after a batter until all play is finished and the ball is thrown home to the catcher.
6. The coach is responsible for immediately removing the tee from home plate after the ball is batted either fair or foul.

7. Defensive positions will not exceed ten (10). If more than nine (9) defensive players, four of those must be positioned in the outfield. The outfielders starting position shall be no closer than the edge of the grass. Infielders positions must be within regularly accepted positions.
8. No bunting is allowed.
9. No infield fly rule will be enforced.
10. No dropped third strike rule will be enforced.
11. No base stealing will be allowed.
12. The base runner must remain in contact with the base until the ball is hit. Dead ball. Penalty: runner cannot advance.
13. Advances are unlimited on a fair batted ball.
14. Overthrows are limited to one base with liability to be put out. Only the first overthrow is included. Multiple overthrows are limited to the one base only.
15. Two (2) defensive coaches may be used on the field. They may be in the outfield and remain clearly behind the deepest outfielder. They may come no closer than the edge of the grass. One defensive coach may be on the concrete slab in front of the dugout gate. All others must be in dugout.
16. Full roster batting will be utilized. Players must be in the dugout to be listed in the batting order. Late arriving players can be added to the bottom of the line up. If a player is forced to leave the game, her name will be lined out without an automatic out being called.
17. If there are less than nine (9) players in the starting lineup, an automatic out shall be recorded in the empty slot. The empty slot shall be listed last in the batting order. Coaches can agree to wave the automatic out.
18. Verbal obstruction (chatter) directed at an opposing player is not allowed.
19. Time is called at the end of a play when: a fielder is holding the ball AND has the lead runner stopped.
20. Coach physically assisting runner: one warning reminder per team. Runner not allowed to advance. Repeated violations: coach removed from field. Runner not allowed to advance.

At the end of the game, if you have and player(s) who have not gotten to bat, please let the home plate umpire know. We try to make sure each player gets to bat at least once. A game ends with time expiration, run rule, or mathematical impossibility.

If you have any rules questions please contact:

Umpire-in-chief official@guthriesoftball.com

