

# TOMBALL GIRLS SOFTBALL ASSOCIATION

## RULES OF PLAY

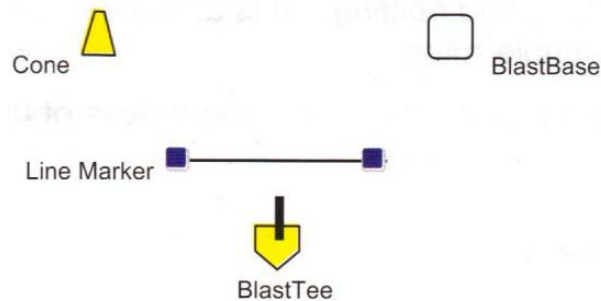
*Revised February 14, 2012*

### GENERAL

1. **The Amateur Softball Association (ASA) "A" playing rules shall apply unless modified by a TGSA local playing rule listed below. Each manager will be provided a copy of the current ASA Rule Book and it is his or her responsibility to be familiar with the applicable rules of play.**
2. Additional players may be picked up for play from any registered TGSA team provided the player is the same or younger age classification. Pick up players may not pitch or catch. Use of unregistered players or using pick up players to pitch or catch will result in a forfeit.
3. TGSA's "Select Team" or High School League Play is governed by ASA rules and is not modified by the rules listed below.

### BLASTBALL RULES

1. Only TGSA provided BlastBall equipment may be used. This includes 2 11" foam Blastballs, BlastBall bat, BlastBall batting tee, and BlastBase 1st base.
2. BlastBall is an instructional division. Runs, wins and losses are not recorded.
3. Games are 40 minutes, finish the inning; or 25 minutes in the event of inclement weather.
4. The Playing Field will be set out as follows (see diagram below):
  - a. The BlastBase 1st base is set 30' from the home plate batting tee
  - b. A cone is representing the area where 3<sup>rd</sup> base would be is set 30' from home plate
  - c. A line marker (using either chalk or 2 cones) is set 15' from home plate; balls hit beyond the line marker in fair territory are considered "in play."
  - d. Foul balls, including those not reaching the line marker are re-teed for another attempt



5. Each team will bat its entire roster in each half-inning; when the roster has batted, the half inning ends and the offensive team swaps to defense

6. Each team shall designate a "dugout" area safely away from batted balls to occupy while their team bats; batters return to the "dugout" area after running to 1st base.
7. Defensive players take an infield or outfield position, but must stay either even with or behind the imaginary line directly between the BlastBase and the 3<sup>rd</sup> Base Cone until the ball is hit.
8. If the batter reaches the BlastBase before a defensive player either catches the ball in the air (automatic out) or fields it yells "BLAST," the offensive team scores a run. If the ball is caught or fielded and "BLAST" is yelled by the player who fields the ball, the batter is out.
9. Each team may have two (2) coaches, but must have at least one (1) coach, on the field providing verbal assistance to the players; the coach/coaches will also serve as umpires while on the field
10. Teams will alternate between "Home" and "Visitor" per the game schedule
11. The home team will be responsible for setting up the field for the game. The visiting team will ensure the fields, stands, and dugouts are clear and clean following the game.
12. Batters may not throw the bat. The player will be given one warning and on the next occurrence, the batter is out.
13. Each batter will receive a maximum of five (5) swings in which to hit a fair ball.
14. No bunting is allowed.
15. Batting helmets are optional.

## T-BALL RULES

1. Shall use an eleven-inch (11) "Soft Touch" or comparable softball.
2. A regulation game may start with 5 players. Up to 10 players may be placed in the field. All players on the team shall bat in the lineup
3. Games are 60 minutes, finish the inning; or 45 minutes/3 innings in the event of inclement weather.
4. There is a five (5) run limit per inning.
5. The batter will have a maximum of 5 total swings with which to put the ball legally in play (either off the Tee or three from the coach pitcher). If the batter has not put the ball into play after the fifth swing (including foul balls), the batter is out.
6. A 12' arc, extending from the back of home plate into fair territory, will be drawn between the first and third base lines. For a batted ball to be considered "in play", the ball must travel beyond the 12' arc. If the ball stops before reaching the designated line, the ball is a foul ball and shall be declared dead by the umpire. EXCEPTION: If a defensive player within the 12' arc touches a moving fair ball, the ball is "in play".
7. All defensive players must initially be positioned at least 30' away, from home plate (approximately the distance to the front of the 8' pitcher's circle) until the ball is hit. COACHES ARE ENCOURAGED TO PLACE PLAYERS IN THEIR PROPER POSITIONS.

8. Coaches are encouraged to teach the players to throw the ball to the proper base/defensive player instead of attempting to run down and tag the batter runner, especially on ground balls hit to the pitcher.

## 8U RULES

1. Shall use an eleven-inch (11) ASA approved softball.
2. Games are 65 minutes, finish the inning; or 45 minutes/3 innings in the event of inclement weather.
3. Game time is one (1) hour five (5) minutes finish the inning or six (6) innings, or in the case of inclement weather, forty-five (45) minutes or three (3) innings.
4. There is a five (5) run limit per inning.
5. A batter will receive up to seven (7) pitches from the coach. If the batter swings and misses strike three before receiving (7) pitches, the batter is out. If a batter hits a foul ball on the 7th pitch, the batter is out.
6. A regulation game may start with seven (7) players. A total of ten (10) players are permitted on the field with six (6) infielders. All players on the team shall bat.

## 10U RULES

1. Games are 65 minutes or 6 innings, finish the inning; or 45 minutes/3 innings in the event of inclement weather.
2. After a pitcher walks two batters in an inning, if another batter in that inning receives 4 balls, a "coach pitcher" from the offensive team will enter the game and pitch to that batter (strikes, if any, will remain on the batter). The coach pitcher may pitch no more than 3 pitches to the batter, unless the batter hits a foul ball on the third pitch; in that situation, the batter shall receive another pitch. If the batter hits a foul ball on the fourth pitch, the batter shall receive another pitch, however, on the fifth pitch the batter must put the ball in play or the batter is out. If the coach pitcher hits the batter with the ball, the pitch shall be counted as a ball (with the provisions above applying) and the batter shall not be awarded first base.
3. The "coach pitcher" is prohibited from coaching while on the field. One warning will be given and thereafter the ball is dead and the runner closest to home is declared out.
4. While pitching, the "coach pitcher" is not required to have his foot on the pitching rubber, however, one foot must remain inside the pitching circle.
5. No stealing or bunting is allowed when the "coach pitcher" is pitching
6. There is a five (5) run limit per inning.
7. A regulation game may start with seven (7) players. A total of ten (10) players are permitted on the field with six (6) infielders. All players on the team shall bat.
8. ASA dropped 3<sup>rd</sup> strike rule is in effect EXCEPT when a "coach pitcher" is used
9. Pitching distance is 35'

## 12U - 18U RULES

1. Games are 65 minutes or 6 innings, finish the inning; or 45 minutes/3 innings in the event of inclement weather.
2. There is a five (5) run limit per inning.
3. A regulation game may start with seven (7) players. A total of ten (10) players are permitted on the field with six (6) infielders. All players on the team shall bat.
4. Pitching distance in the 12U-18U divisions is 40'

## ADDITIONAL INFORMATION

- Home team is responsible for the official book and for turning in the completed scorecard to the concession stand after completion of the game (Note, this does not apply to the BlastBall division)
- Visiting team is responsible for scoreboard operation (if applicable); **both teams should verify score with umpire between each inning.**
- Both teams are responsible for making sure that
  - the dugouts are cleaned out
  - the bleacher areas are clean
  - equipment is properly put away
- The following are not allowed at the Burroughs Park Softball Complex
  - Dogs
  - Smoking
  - Bikes, scooters, skates, skateboards and similar items
- Check the TGSA Website for updates: [www.eteamz.com/tgsa](http://www.eteamz.com/tgsa)
- TGSA Weather hotline updated with changes by 4:00 PM on game days: **(281) 516-9093**