

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

GENERAL GROUND RULES

Games in all Divisions will be played according to the most current rules of the Amateur Softball Association (ASA) with the following exceptions:

1. ROSTER

1.1 A player must be on a team's roster to play for that team in a game. Pickup players from the same or other Divisions are not allowed to play in regular season or End of Season Tournament games.

1.2 A player may not sit out on defense more than 1 inning in a single game until all players in the lineup have sat out in that game. Coaches should use their best effort to assure that the same players do not sit out every game while others never sit out.

1.3 The entire roster bats each game in line-up order as established by the coach.

1.4 All players may reenter the game on defense with no limitations.

1.5 If a player is in uniform and will not play due to illness or disciplinary action either before or during the game, the umpire, scorekeeper and opposing coach must be notified. No player may be "disciplined" without the notification of the parents and the approval of the Division Director.

1.6 Violation of Rules 1.1 through 1.5 could result in a forfeit at the discretion of the Board.

1.7 If a team begins play and a player must leave the game for any reason, Rule 1.11 will apply. If the player is currently playing defense, a substitution can be made of any of the available players currently not playing. If there is not a substitute available, the team can continue to play shorthanded. If the player leaving the game is a runner, no out will be declared and the player preceding the runner in the lineup that is not currently on base will be substituted for the runner. If the player leaving the game is the batter, no out will be given and the next batter in the lineup will assume the count.

1.8 Coaches must submit their complete batting lineup (including names, numbers, and pitching eligibility) at least 5 minutes before game time to the home plate umpire, opposing coach, and official scorekeeper. If the team lineup is not submitted by game time, the team will bat in order of jersey number (from lowest to highest). Players sitting out due to injury or disciplinary action must be noted on the lineup.

1.9 If a player arrives late, coaches must notify the home plate umpire. Players arriving after the lineups are submitted will be added to the bottom of the batting order.

1.10 Up to 10 players play on defense, with no more than 6 on the skinned portion of the infield (including the pitcher and catcher) before the pitch is delivered.

1.11 A team cannot be forced to forfeit a game for too few players. If a team has fewer than 7 players in its lineup, it must take an out each time through the lineup following the last batter in the batting order. The Board of Directors (by majority vote) has the discretion to make an exception to the rule in case of injury or other extenuating circumstance.

1.12 Any participant under age 18 must have a batting helmet on while outside the dugout unless she is an umpire or a player in a defensive position. For example, this means any Coach or other participant under age 18 must wear a helmet while inside the fence coaching defense or while Base Coaching.

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2. PITCHING

2.1 Pitchers may not pitch more than **2 consecutive innings in one game**, 3 total innings in one game and not more than 5 innings in every two consecutive games played by the team.

Example: A pitcher pitches 3 innings, but is absent during the next game played by her team. She is then eligible to pitch 3 innings in the next game she attends.

2.2 If a team violates the pitching eligibility rule during a game (e.g. the pitcher begins her 3rd inning, when she was only eligible 2 innings for that game), the game is forfeited, and the pitcher may not pitch for the next complete game or 5 innings, whichever is longer.

Example:

1. If the next game goes more than 5 innings, that pitcher cannot pitch at any time during this game, but would be eligible to pitch her full 3 innings during the following games.
2. If the next game only lasts 3 innings, the pitcher may not pitch in this game, as well as the first 2 innings of the following game. She would be eligible to pitch during the remaining 3 innings of the second game following the forfeited game. In addition, the head coach shall not coach the team for the next scheduled game for the first offense, or the next 3 games for if not the first offense.

2.3 A pitcher is charged with one inning pitched after she has taken her position on the rubber and makes 1 pitch to a batter. A pitcher can only be charged with 1 inning pitched per actual inning, even if she reenters the pitching position during an inning.

2.4 Pitching eligibility will be calculated based upon the team's last completed game.

2.5 In a game that is resumed at the point that it was stopped, pitching eligibility is determined based upon the previous game and innings pitched in the initial innings of the postponed game.

Examples:

If the pitcher pitched 2 innings in the postponed game and 3 innings in a game played immediately prior to the resumption of the postponed game, the pitcher is not eligible to pitch during the remaining innings of the postponed game. If the pitcher had pitched 3 innings in the postponed game and 3 innings in the game immediately prior to the resumption of the postponed game, the pitcher is not eligible to pitch during the remaining innings of the game. Although in this situation the pitcher would have pitched 6 innings in two games, neither she nor the coach will be penalized.

3. PROTESTS

3.1 All protests must be made according to the ASA rules, and must be filed with the KGSA Umpire-In-Chief (UIC) within 24 hours of the completion of the protested game. Each protest will be decided by a 3-member protest committee. The committee shall be chaired by the UIC and consisting of 2 Board members of the Umpire Coordinator's choosing. A Board member may not serve on the protest committee if he/she has child playing in the Division involved (with the exception of the Umpire Coordinator).

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4. SCHEDULES AND SUSPENDED GAMES

4.1 Games must be played according to published schedules. Games can be rescheduled due to inclement weather, or other special circumstance (for example, school functions) with the approval of the KGSA President and one of the Vice-Presidents. **Coaches may not reschedule games amongst themselves under any circumstances.**

4.2 Any Board member that has viewed the condition of a field may take responsibility with the approval of the KGSA President or one of the Vice-Presidents, until game time, to postpone games due to inclement weather. The KGSA Board will reschedule games.

4.3 The home plate umpire has full authority to make all decisions during the game, including time keeping and suspending the game due to inclement weather. The Umpire-In-Chief (UIC) has the further authority to stop play throughout the complex for lightning, inclement weather, or other safety concern. In the absence of a UIC on site, a majority decision of the KGSA Board of Directors on site may also stop play for reasons of player/spectator safety. (See 7.5 for rules regarding make-up games).

5. HOME TEAM RESPONSIBILITIES

5.1 Lining the field (before the first game of the day only).

5.2 Placing the KGSA-provided official score book at the scorekeeper's table prior to game time (for the first game of the day only).

5.3 Providing the official scorekeeper and securing both coaches' signatures. This responsibility includes recording the official score and innings pitched by each pitcher.

5.4 Cleaning the home team dugout and surrounding area following the game, including emptying the dugout trash can.

5.5 Coach is responsible for verifying the accuracy and signing the official scorebook.

5.6 Violation of Rules 5.1 through 5.5 could result in forfeiture at the discretion of the Board.

6. VISITING TEAM RESPONSIBILITIES

6.1 Providing a scoreboard operator

6.2 Picking up any equipment, and returning it to the container (following the final game of the day only).

6.3 Raking the field (following the final game of the day only).

6.4 Returning the official scorebook to the container or the Division Director.

6.5 Cleaning the visiting dugout and surrounding area following the game, including emptying the dugout trash can.

6.6 Coach is responsible for verifying the accuracy and signing the official scorebook.

6.7 Violation of Rules 6.1 through 6.6 could result in forfeiture at the discretion of the Board.

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7. GAME DURATION

7.1 Games will be 5 innings or 70 minutes, whichever occurs first (unless modified by Division or EOS Tournament rules). However, after time has expired, the current inning shall be completed (unless home team is batting and ahead), and the resultant score shall constitute a complete game. During Regular Season Games, upon official end of regulation play in the anticipated last inning, the inning may be extended to assure that all players on each team have had an at-bat during the game. **Coaches are responsible for notifying the umpire when this situation has occurred during their last at bat. No scoring shall be counted as a result of the extra at bats.**

7.2 A new inning starts on completion of the third out of the preceding inning.

7.3 The start of the first inning will be defined as the regularly scheduled game time, unless delayed by the plate umpire or the Division Director. It is the coach's responsibility to have the team ready to play at the regularly scheduled game time.

7.4 Scoreboard clocks (if available) will be the official game time with back-up time kept by the umpire in the event of malfunction or user error. Umpire will notify both coaches and the Official Scorekeeper if and when the scoreboard clock is no longer the official game time.

7.5 Games that are stopped or suspended for weather or other reasons, with:

- a) Less than one inning completed will be rescheduled by the KGSA Board and will be replayed as a new game. No pitching eligibility will be counted.
- b) For games not in a) above, the completion of the game will be rescheduled by the KGSA Board. The game will resume at the exact point where the game stopped. (See Rule 2.5 for special pitching rules for rescheduled games.) **In this circumstance, 3 complete innings or 2 ½ innings if the home team is leading will be considered a complete game.**
- c) If at the time of suspension of play 3 complete innings have been played (or 2½ innings if the home team is winning), this will constitute a completed game.

8. SCORING

8.1 A team may not score more than 5 runs in a single inning.

8.2 If, after completion of the game, the score is tied, the game will be officially scored as a tie during Regular Season play. The game will be recorded as a tie and count as ½ win and ½ loss in each team's standings.

9. REGULAR SEASON STANDINGS

9.1.1 In the event of a tie between 2 teams in a Division at the end of the regular season, the following tie-breaker order will be followed to determine final Division standings:

1. Record in head-to-head competition.
2. Least number of runs allowed in head-to-head competition.
3. Least number of runs per game allowed in all games played in the regular season.
4. If still tied for other than 1st place, a coin toss will be used.
5. If still tied for 1st place, a 1 game playoff will be held. The pitching eligibility rule will be 3 innings per pitcher. In the event of a tie game, a progressive international tie-breaker will be in effect until one team wins. (See 10.10)

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9.1.2 In the event of a tie between 3 or more teams in a Division at the end of the regular season, the following tiebreaker order will be followed to determine final Division standings.

1. Least number of runs per game allowed during the games among those tied.
2. Least number of runs per game allowed in all games played in the regular season.
3. If still tied for other than 1st place, team numbers will be drawn by the KGSA President to determine order of finish. All teams that are in the drawing shall be represented at the drawing unless they waive this right.
4. If 2 or more teams are still tied for 1st place, a playoff will be held. Teams will be seeded for the playoff by draw. All teams that are in the drawing shall be represented at the drawing unless they waive this right. The pitching eligibility rule will be 3 innings.

9.2 Awards will be given to the top 3 finishing teams in the regular season, provided that there are at least 5 teams in the Division. Otherwise, awards will be given based upon the decision of the KGSA Board.

10. CHAMPIONSHIP TOURNAMENT

10.1 Immediately following the regular season, a double elimination tournament will be held for all divisions except Tee Ball. An End of Season Tee Ball event will be held at the discretion of the Board of Directors. At the discretion of the majority of the Board, the tournament format may be changed, or it may be cancelled due to inclement weather or other circumstances.

10.2 The bracket will be seeded based upon the final regular season standings.

10.3 The highest seeded team will have its choice of home or visitors and will declare their preference at the time that the lineups are due to be submitted. A coin toss will be used to determine choice of home team in the Championship Game.

10.4 [Regular season pitching rules apply](#) except in Championship games. During Championship games, there will be no limit on pitching.

10.5 Awards will be given to the top 3 finishing teams, provided that there are at least 5 teams in the Division. Otherwise, awards will be given based upon the decision of the KGSA Board.

10.6 Game duration will be the same as in regular season games, except that the Championship games will be 5 innings with no time limit.

10.7 Scoring will be the same as in regular season games, except that ties are not final. In the event of a tie game, a Progressive International Tie (See 10.10) will be used to determine a winner.

10.8 All other regular season General and Division Ground Rules will be in effect, [unless approved by majority vote of the Board of Directors](#).

10.9 The lowest seeded team of the first game of the day lines the field, and the winning team of the last game of the day rakes the field and empties the trash cans.

10.10 Progressive International Tie Breaker (PITB)

10.10.1--For all Divisions 10&U and older, the PITB will be as follows:

First Inning- The batter due to bat last in the batting order that inning will be placed at 2nd base, No limit on the number runs.

Second Inning- Batter due to bat last in the batting order that inning will be placed at 2nd base, Batter due to bat next to last in the batting order will be placed at 3rd base, No limit on the number of runs.

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Third (and each successive) Inning- Batter due to bat last in the order that inning will be placed at 1st base, Batter due to bat next to last in the batting order will be placed at 2nd base, Batter due to bat third from last in the batting order will be placed at 3rd base, No limit on the number of runs.

10.10.2--In the 8U Pee Wee Division, each team will get progressively less outs. In the first extra inning, each team will get 2 outs; in the second extra inning, each team will get 1 out. The limit of 5 runs per ½ inning remains in effect, unless a third extra inning of play is needed. Then, each team will get 1 out, but the number of runs will be unlimited.

Each additional inning will be played the same as the third, until one team wins.

11. RULES OF CONDUCT

11.1 All players, managers, coaches, parents, and spectators (hereafter collectively referred to as participants) will at all times observe and practice the highest standards of good sportsmanship and conduct. No participant will engage in any course of conduct that would tend to violate this principle.

11.2 Participants must observe and obey all laws of the state, city, county, or municipality where any game is being played.

11.3 The use of alcoholic beverages or “non-prescription controlled substances” at any time, on or about the playing field, is strictly forbidden. The playing field is defined as the area inside the fence.

11.4 The use of profanity by participants is strictly forbidden. Umpires as well as all members of the Board of Directors are authorized to enforce this rule anywhere in the complex. The participant will be asked to leave the premises.

11.5 No participant or team may engage in any course of conduct that is designed to, or will result in, the harassment of any player, coach, umpire, or other participant. Forbidden conduct includes, but is not limited to, inappropriate team cheering or verbal taunting designed to disrupt players.

11.6 Smoking is not permitted anywhere in the park within 50 ft of a dugout or bleacher. Tobacco use of any kind is prohibited in the dugout and on the playing field.

11.7 No participant may cross the white lines to enter the field under any circumstances until time has been called by the umpire and permission to enter the field has been granted.

11.8 Each team is allowed 3 coaches and 1 team scorekeeper in the dugout. Persons that are not members of the team are not allowed in the dugout. Coaches must remain within arm’s length of the dugout entrances.

11.9 Violation of these rules of conduct may result in ejection from the game.

11.10 Severe or repeated violation of these rules of conduct may result in banishment from the ballpark for the remainder of the season.

11.11 A coach ejected from a game by an umpire will be suspended for the following two (2) games.

12. MISCELLANEOUS

12.1 In accordance with ASA rules, no jewelry deemed dangerous by the Home Plate Umpire is allowed during games.

12.2 Refusal to remove jewelry at the umpire’s request will result in the player’s and/or coach’s disqualification from the game until the player comes into compliance.

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12.3 Uniforms may not be issued to any team that does not meet the deadline for turning in all required fundraising money (e.g. candy money, or sponsor money) to the KGSA Board of Directors.

12.4 Both coaches must report the game score and the innings pitched by each pitcher on both teams to the Division Director within 24 hours of the completion of each game. Failure to do so may result in forfeiture of the team's next scheduled practice time.

12.5 All batting helmets are required to have approved face guards and chin straps. The batter and the on-deck batter must wear a batting helmet with chin strap snapped on both sides.

12.6 If required each team may be required to provide concession workers per the concession stand schedule that is distributed by the KGSA Board prior to the start of the regular season. Any team that refuses to provide workers at its scheduled time will forfeit its next scheduled game.

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TEE BALL (6U) DIVISION GROUND RULES

Games will be played according to the most current rules of the Amateur Softball Association (ASA), the KGSA General Ground Rules, with the following exceptions:

1. ROSTER

- 1.1 All players play on defense, with no more than 5 on the skinned portion of the infield (including the pitcher) before the pitch is delivered.
- 1.2 There is no catcher's position.
- 1.3 Teams may play with as few as 5 players with no penalty. Games may be rescheduled at the discretion of the division director and consent from both coaches if a team has fewer than 5 players show up for a game.

2. DISTANCES

- 2.1 The pitching distance will be approximately 27 feet (35 ft pitcher's plate distance minus 8 ft circle radius) (Refer to Sec. 10.4). The bases will be 50 feet apart.
- 2.2 Defensive players will be no closer than 30 feet from home plate when the ball is hit.

3. GAME DURATION

- 3.1 Games will be 5 innings or 50 minutes, whichever occurs first; however, 3 complete innings must be played to constitute a completed game.

4. REGULAR SEASON AND POST-SEASON PLAY

- 4.1 Regular season games will not be counted for standings.
- 4.2 If a post season tournament is held, rules will be published prior to the tournament start.
- 4.3 Awards will be given to all players at the end of the regular season play.

5. PITCHER (CHILD)

- 5.1 The child in the pitcher's position is required to stand in or directly behind the pitcher's circle before the batter attempts to hit off the tee.
- 5.2 The pitcher's position in the circle can be anywhere behind the rubber as long the position does not interfere with the adult pitcher.

6. BATTING

- 6.1 Each batter will be given 3 attempts to hit off the adult pitcher and 3 attempts to hit off the tee. After 6 attempts, the coach may help the batter hit the ball.
- 6.2 If a hit ball does not travel beyond an eight (8) foot arc from the back of home plate, it is ruled a foul ball and counted as one of the 6 attempts.
- 6.3 Each team will bat its entire roster each inning. The lineup will be reversed after each inning.
- 6.4 The batter may not throw the bat. The acting umpire may declare the batter out.

7. PITCHER'S CIRCLE

- 7.1 A hit ball fielded in the 8 foot radius pitcher's circle is not a dead ball unless the pitcher declares it dead by simply holding it.

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TEE BALL (6U) DIVISION GROUND RULES

8. BALL

8.1 An 11-inch reduced injury factor softball (as issued by KGSA) will be used in games. Standard ASA .47 core (“hard”) ball shall not be used in practice or in games at this level.

9. BASE RUNNING

9.1 If at any time a play is attempted on a runner at 1st or 3rd base, and the thrown ball goes into foul territory, each runner may advance one base at their own risk.

9.2 When the pitcher shows control of the ball (except as covered in section 7.1) and both feet are in or on the pitcher’s circle, the ball is dead and play stops. At that time, if a runner is passed the halfway line, she advances to the next base. The acting umpire’s decision is final.

9.3 If a base-runner does not have a foot on the base during an at-bat, time is called and a warning is issued to the runner and both coaches. During post season play (if any), a warning will be issued only on the first offense.

Following this warning, a player leaving a base early will be declared out.

9.4 Up to 2 defensive coaches will be allowed on the field. No more than 1 coach will be allowed on the infield, as long as they do not interfere with play.

10. PITCHING (ADULT)

10.1 A team coach or designated adult will pitch to players of his/her own team.

10.2 Once a ball is hit and put in play, the adult pitcher must immediately move to foul territory near a dugout. The adult pitcher may not coach his/her players unless he/she is a coach of the team and then not until he/she has returned to the dugout area or unoccupied coach’s box.

10.3 A batted ball that hits the adult pitcher is declared a dead ball, foul ball and play stops.

10.4 The adult pitcher must have at least one foot in the pitcher’s circle until the ball leaves the pitcher’s hand. Violation is a “no pitch” and the play is done over.

11. FIELD MARKINGS

11.1 The team preparing the field for play shall chalk the following markings for Tee Ball games:

a) foul lines, b) eight (8) foot radius circle around the pitching rubber, c) hash marks located perpendicular to the base path, half the distance between 1st and 2nd, 2nd and 3rd, and 3rd and home, d) eight (8) foot arc from the back of home plate from foul line to foul line. A batter’s box and/or coach’s box may be added, but is optional for Tee Ball.

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PEE WEE (8U) DIVISION GROUND RULES

Games will be played according to the most current rules of the Amateur Softball Association (ASA) and the KGSA General Ground Rules, with the following exceptions:

1. ROSTER

1.1 All players play on defense, with no more than 6 on the skinned portion of the infield (including the pitcher and catcher) before the pitch is delivered. The KGSA Board may define the outfield on non-standard fields with larger skinned portions.

Every player in the batting lineup must play at least 1 complete defensive inning (3 outs or 5 runs) in the infield within the first 3 innings of the game (barring injury). Defensive coaches must provide a lineup card (with name and number) to the plate umpire and notify the plate umpire prior to the beginning of each inning as to who is playing in the infield. Umpire will then place a check mark by these infielders their first time in the infield. Penalty for non-compliance is a forfeit for the offending team. Non-compliance must be noted by the opposition coach at the end of the 3rd inning. (i.e. a forfeit will not be granted after the first pitch of the 4th inning or as the result of a protest after the game has ended)

NOTE: The position of catcher is not considered an infield position for purposes of this rule unless the team has 12 or more players in which case the position of catcher is counted as an infield position in the first inning for teams with 12 players, first and second inning for teams with 13 players, etc.

1.2 An exception to General Ground Rule 11.1 has been granted for the Fall 2011 season. If a team has less than 7 players, they will not take an out each time through the lineup following the last batter in the batting order.

2. DISTANCES

2.1 The pitching distance will be approximately 27 feet (35 ft pitcher's plate distance minus 8 ft circle radius) (Refer to Section 5.4).

2.2 The bases will be 60 feet apart.

2.3 Defensive players will be no closer than 30 feet from home plate when the ball is pitched.

3. GAME DURATION

3.1 Games will be 5 innings or 1 hour, whichever occurs first. However, 3 complete innings must be played (or 2½ innings if the home team is winning) to constitute a completed game. If a game has been decided after 2 ½ innings, play may continue by agreement of the coaches until time expires. Any runs scored after 2 ½ innings will not be counted in the final score. However 3 full defensive innings must be played if all defensive players have not played in the infield prior to the game being decided.

3.2 No International Tie Breaker will be used for tie games in Regular Season play in Pee Wee (i.e. ties are final and recorded as noted in General Rule 8.2.)

4. REGULAR SEASON AND POST-SEASON PLAY

4.1 Regular season games will be counted for standings for the purpose of determining Regular Season Awards and for seeding the End of Season tournament.

4.2 Awards will be given to all players at the end of the regular season play.

4.3 Awards will be given for post-season play per the General Ground Rules.

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5. PITCHING (ADULT)

5.1 A team coach or designated adult will pitch to players of his/her own team.

5.2 Once a ball is hit and put in play, the adult pitcher must immediately move to foul territory near a dugout and the adult pitcher may not coach his/her base runners unless he/she is a coach of the team and then not until he/she has returned to the dugout area or unoccupied coach's box.

5.3 A batted ball that hits the adult pitcher is declared a dead ball, foul ball and play stops. Intentional interference, as judged by the umpire, with the play on a batted ball by the adult pitcher is declared a dead ball, play stops, the batter called out, and runners return to base. The umpire's judgment is final.

5.4 The adult pitcher must deliver the pitches from a location along a line from the rubber to the plate. The adult pitcher must have both feet in the pitcher's circle at the beginning of the pitch and one foot in the circle after the ball leaves the pitcher's hand. Violation is a "no pitch" and the play is done over.

6. PITCHING (CHILD)

6.1 The pitcher's position in the circle can be anywhere behind the rubber as long the position does not interfere with the adult pitcher.

7. BATTING

7.1 Each batter will be given **5** pitches in which to hit the ball. If batter does not hit the ball into play after 6 pitches, she is declared out. The batter is granted additional pitches as long as she fouls off the last pitch.

7.2 No balls will be called.

7.3 The batter is not awarded first base if hit by a pitched ball.

7.4 No bunting is allowed.

7.5 If a hit ball does not travel beyond an eight (8) foot arc from the back of home plate, it is ruled a foul ball.

7.6 The batter may not throw the bat. The umpire may declare the batter out.

7.7 A foul ball out caught by the catcher must travel above the batter's head.

7.8 A caught foul tip on the sixth pitch or later will be an out.

8. PITCHER'S CIRCLE

8.1 A hit ball fielded in the 8 -foot radius pitcher's circle is not a dead ball unless the pitcher declares it dead by simply holding it.

9. BALL

9.1 An 11-inch reduced injury factor softball (as issued by KGSA) will be used in games. **Standard ASA .47 core ("hard") ball shall not be used in practice or in games at this level.**

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10. BASE RUNNERS

10.1 Batter-runners and runners will be allowed to advance a maximum of 2 bases on an overthrown ball that enters foul territory. When an overthrow is the first play attempted, the umpire, in allowing such bases, shall be governed by the position of the runners and/or batter-runner at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the overthrow was made (when the throw is released); All runners are at the risk of being put out by the defense until they rest on a base. At the umpires' discretion, all runners' resting position will be determined by their relative start position to the batter-runner. *Note: Runners that have not passed the halfway line when the pitcher controls the ball in the pitching circle will be placed on the last base touched.*

10.2 When the pitcher shows control of the ball (except as covered in section 8.1) and both feet are in or on the pitcher's circle, the ball is dead and play stops. At that time, if a runner is passed the halfway line, she advances to the next base. The umpire's decision is final.

10.3 Physically assisting runners during live play is coach interference and is not allowed. The runner is out.

10.4 Base stealing is not allowed. Runners may lead off when the ball leaves the pitcher's hand. Leaving early is an out. The umpire must give a warning on the first offense by each team to the coach listed on the line up card given to the Home Plate Umpire before the game.

11. INFIELD FLY RULE

11.1 Infield fly rule does not apply.

12. FIELD MARKINGS

12.1 The team preparing the field for play shall chalk the following markings for Pee Wee games:

- a) foul lines,
- b) eight (8) foot radius circle around the pitching rubber,
- c) hash marks located perpendicular to the base path, half the distance between 1st and 2nd, 2nd and 3rd, and 3rd and home,
- d) eight (8) foot arc from the back of home plate from foul line to foul line. A batter's box and/or coach's box may be added, but is optional for Pee Wee.

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FRESHMAN (10U) GROUND RULES

Games will be played according to the most current Amateur Softball Association (ASA) rules and the KGSA General Ground Rules, with the following exceptions:

1. COACH PITCH RULE

1.1 After a batter receives ball four, she will not be granted a base on balls. Rather, the batter's coach or other designated adult will pitch to the batter. No bunting is allowed while the adult is pitching.

1.2 If the batter has less than a two-strike count at the time she receives ball four, the batter is allowed 2 pitches to hit a fair ball before being called out. If the batter has a two-strike count, the batter is allowed only one pitch to hit a fair ball before being called out. The batter is granted additional pitches as long as she fouls off the last pitch.

1.3 The catcher must be in the catchers box prior to the release of the pitch.

1.4 The adult pitcher may not take any practice pitches before pitching to a batter.

1.5 The adult pitcher must deliver the pitches from a location along a line from the rubber to the plate and the adult pitcher must have both feet in the pitcher's circle at the beginning of the pitch and one foot in the circle after the ball leaves the pitcher's hand. Violation is a "no pitch" and the play is done over.

1.6 The adult pitcher must deliver the pitch with an arc height of less than 3 feet. After one warning, the umpire may ask for a new pitcher if this rule is violated.

1.7 Once a ball is hit and put in play, the adult pitcher must immediately move to foul territory near a dugout. The adult pitcher is prohibited from coaching the batter once he/she has entered fair territory and the adult pitcher may not coach his/her base runners unless he/she is a coach of the team and then not until he/she has returned to the dugout area or unoccupied coach's box.

1.8 A batted ball hitting the adult pitcher is declared dead ball, foul ball and play stops. Intentional interference, as judged by the umpire, with the play on a batted ball by the adult pitcher is declared a dead ball, play stops, the batter called out, and runners return to base. The umpire's judgment is final.

1.9 The child pitcher must have at least one foot in the pitcher's circle until the pitch is released by the adult pitcher. Violation is a "no pitch" and the play is done over.

1.10 The batter is not awarded first base if hit by a ball pitched by a coach.

1.11 A foul ball out caught by the catcher must travel above the batter's head (this only applies to coach pitch).

1.12 A caught foul tip on the last coach pitch will be an out.

1.13 At the conclusion of an inning, any player who does not complete her at-bat (i.e., due to a runner being thrown out on the bases for the third out or a run rule is achieved which ends the inning) will be the first batter of the next inning. This includes batters that have "walked" on a four-ball count and are awaiting Coach Pitch.

2. BASE STEALING

2.1 A player may not steal when the adult pitcher is pitching.

2.2 If a player leaves a base early when an adult pitcher is pitching, it will be considered the same as the child pitcher was pitching (i.e. "no pitch" and the runner is out).

2.3 Runners may only steal one base per pitch.

2.4 There is no stealing of second base allowed.

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

FRESHMAN (10U) GROUND RULES

3. FIELD MARKINGS

3.1 The team preparing the field for play shall chalk the following markings for Freshman games: a) foul lines, b) 8 foot radius circle around the pitching rubber, c) batter's box, and d) coach's boxes in accordance with ASA rules.

4. INFIELD FLY

4.1 The Infield Rule does not apply.

5. DROPPED THIRD STRIKE

5.1 ASA Rules shall apply to dropped third strikes, with the exception that the Batter-Runner may advance only to first base on a dropped third strike play.

5.2 On a dropped third strike play, base runners may advance only one base at their own risk.

1. ROSTER

1.1 An exception to General Ground Rule 11.1 has been granted for the Fall 2011 season. If a team has less than 7 players, they will not take an out each time through the lineup following the last batter in the batting order.

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

SOPHOMORE (12U) DIVISION GROUND RULES

Games will be played according to the most current rules of the Amateur Softball Association (ASA) and the KGSA General Ground Rules.

1. COACH PITCH RULE

1.1 After a pitcher has walked two (2) batters in the same inning, the next batter to receive ball four (i.e. 3rd walk of the inning), will not be granted a base on balls. Rather, the batter's coach or other designated adult will pitch to the batter. A batter hit by a pitch will be awarded 1st base, but will not count as one of the two walks for that inning. No bunting is allowed while the adult is pitching.

1.2 If the batter has less than a two-strike count at the time she receives ball four, the batter is allowed 2 pitches to hit a fair ball before being called out. If the batter has a two-strike count, the batter is allowed only one pitch to hit a fair ball before being called out. The batter is granted additional pitches as long as she fouls off the last pitch.

1.3 The catcher must be in the catchers box prior to the release of the pitch.

1.4 The adult pitcher may not take any practice pitches before pitching to a batter.

1.5 The adult pitcher must deliver the pitches from a location along a line from the rubber to the plate and the adult pitcher must have both feet in the pitcher's circle at the beginning of the pitch and one foot in the circle after the ball leaves the pitcher's hand. Violation is a "no pitch" and the play is done over.

1.6 **The adult pitcher must deliver the pitch with an arc height of less than 3 feet.** After one warning, the umpire may ask for a new pitcher if this rule is violated.

1.7 Once a ball is hit and put in play, the adult pitcher must immediately move to foul territory near a dugout. The adult pitcher is prohibited from coaching the batter once he/she has entered fair territory and the adult pitcher may not coach his/her base runners unless he/she is a coach of the team and then not until he/she has returned to the dugout area or unoccupied coach's box.

1.8 A batted ball hitting the adult pitcher is declared dead ball, foul ball and play stops. Intentional interference, as judged by the umpire, with the play on a batted ball by the adult pitcher is declared a dead ball, play stops, the batter called out, and runners return to base. The umpire's judgment is final.

1.9 The child pitcher must have at least one foot in the pitcher's circle until the pitch is released by the adult pitcher. Violation is a "no pitch" and the play is done over.

1.10 The batter is not awarded first base if hit by a ball pitched by a coach.

1.11 A foul ball out caught by the catcher must travel above the batter's head (this only applies to coach pitch).

1.12 A caught foul tip on the last coach pitch will be an out.

1.13 At the conclusion of an inning, any player who does not complete her at-bat (i.e., due to a runner being thrown out on the bases for the third out or a run rule is achieved which ends the inning) will be the first batter of the next inning. This includes batters that have "walked" on a four-ball count and are awaiting Coach Pitch.

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

SOPHOMORE (14U+) DIVISION GROUND RULES

2. BASE STEALING

2.1 A player may not steal when the adult pitcher is pitching.

2.2 If a player leaves a base early when an adult pitcher is pitching, it will be considered the same as

the child pitcher was pitching (i.e. “no pitch” and the runner is out).

3. FIELD MARKINGS

3.1 The team preparing the field for play shall chalk the following markings for Sophomore games: a) foul lines, b) 8 foot radius circle around the pitching rubber, c) batter’s box, and d) coach’s boxes in accordance with ASA rules

4. Roster

4.1 An exception to General Ground Rule 11.1 has been granted for the Fall 2011 season. If a team has less than 7 players, they will not take an out each time through the lineup following the last batter in the batting order.

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

JUNIOR/SENIOR (18U) DIVISION GROUND RULES

Games will be played according to the most current rules of the Amateur Softball Association (ASA) and the KGSA General Ground Rules.

1. FIELD MARKINGS

1.1 The team preparing the field for play shall chalk the following markings for Junior/Senior games: a) foul lines, b) 8 foot radius circle around the pitching rubber, c) batter's box, and d) coach's boxes in accordance with ASA rules

2. ROSTER

2.1 An exception to General Ground Rule 11.1 has been granted for the Fall 2011 season. If a team has less than 7 players, they will not take an out each time through the lineup following the last batter in the batting order.

3. Pick up players

3.1 In the event a team not has less than 7 players for any game, the team may "pick up" a maximum of 2 players from another KGSA team in the Sophomore division to reach a maximum of 7 total players. Pick up players must bat at the end of the batting order and can only play outfield positions (non-skinned portion of the field).

3.2 If a player from the team's regular roster arrives to the game late, she will be placed at the end of the regular roster batting order (before any pick up players) provided the pick up player(s) have not batted. If the pick up player(s) have batted, the late player will be placed at the end of the batting order.

3.3 If a player arrives late and she is the 8th player, she would be placed at the end of the batting order as described in 3.2 and the last pick up player in the batting order would be removed from the line up.

3.4 In accordance with JR/SR ground rule 2.1. If a team has less than 7 players, they will not take an out each time through the lineup following the last batter in the batting order.

3.5 This rule only applies to the regular season. No pick players will be allowed for the End of Season Tournament.

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

APPENDIX 1 - ASA RULE REFERENCES

KGSA Ground Rules take exception to the current ASA Official Rules of Softball and therefore do not contain the ASA rules that apply to all KGSA play. In the interest of expediency, some pertinent ASA Rules are noted below for information purposes.

Tee Ball (6U) - No ASA Rules exist for 6U play. KGSA does not send 6U teams to All-star or Championship play. In accordance with KGSA Ground Rules:

- Ball - 11 inch Reduced Injury Factor (ADStarr DX5) optic yellow
- Pitching distance – 27 ft. (35 ft pitcher’s plate distance minus 8 ft circle radius)
- Base Distance - 50 ft.

Pee-Wee (8U) - No ASA Rules exist for 8U Championship play. Houston Metro “Greater Houston Youth Softball Association (GHYSA) Pixie Rules” apply for Metro play.

In accordance with KGSA Ground Rules :

- Ball - 11 inch Reduced Injury Factor (ADStarr DX5) optic yellow
- Pitching distance - 27 ft. (35 ft pitcher’s plate distance minus 8 ft circle radius)
- Base Distance - 60 ft.

Freshman (10U) - There is no “coach pitch”, base stealing limitations, or “run limit” in ASA 10U Metro or Championship play.

In accordance with KGSA Ground Rules :

- Ball - 11 inch .47 Core optic yellow, red stitches w/ ASA logo
- Pitching distance - 35 ft.
- Base Distance - 60 ft.
- Hit By Pitch - Batter awarded first against the girl pitcher only.
- Bunting - allowed only against the girl pitcher
- Base Stealing - Runners may steal one (1) base per pitch; but may not steal second.
- Look Back Rule - Applies (once the pitcher has possession of the ball in the circle, the runner must immediately either advance or return to the last base touched)
- Dropped Third Strike - Batter may attempt to advance to first after a third strike not caught by the catcher before it hits the ground if there are fewer than two outs and first base is unoccupied, or anytime there are two outs. Batter-runner can only advance to first base.
- Infield Fly Rule - Applies in All-Star and Championship Play although rarely called - not enforced for KGSA league play
- Defensive Conferences - 3 per game
- Offensive Conferences - 1 per inning

Sophomore (12U) & Junior/Senior (18U) - There is no “coach pitch” or “run limit” in ASA 12U Metro or Championship play

- Ball - 12 inch .47 Core optic yellow, red stitches w/ ASA logo
- Pitching distance - 40 ft.
- Base Distance - 60 ft. - Do not use the 65 ft Slow-Pitch base distances on the Sophomore and Men’s Field
- Hit By Pitch - Batter awarded first against the girl pitcher only
- Bunting - Allowed against the girl pitcher

KGSA GROUND RULES – Fall 2011

Revised September 10, 2011

Base Stealing - Runners may steal any and all bases (including Home) when the pitch leaves the pitcher's hand and before the ball is returned to and controlled by the pitcher in the circle. (see Look Back Rule under Freshman).

Dropped Third Strike - Batter may attempt to advance to first after a third strike not caught by the catcher before it hits the ground if there are fewer than two outs and first base is unoccupied, or anytime there are two outs.

Infield Fly - Applies

Defensive Conferences - 3 per game

Offensive Conferences - 1 per inning