



GOLDEN STRIP SOFTBALL RULES

Age Divisions

- Fall - age as of April 30th of next year
- Spring - age as of April 30th of current year

8U Coaches Pitch

1. Baselines shall be 60 feet
2. The maximum number of runs per half inning is 5
3. 11-inch Softball
4. In the event that you have an overthrow to first, second, third, or home plate (ball goes behind the fielder at the base or home plate) the maximum number of bases a runner can advance is one base. She will be advancing at her own risk. If the ball thrown to the base remains in front of fielder at 1st, 2nd, or 3rd runners may advance as far as they want at their own risk
5. Once you have an overthrow
 - a. Runners can advance a MAXIMUM of 1 base
 - b. They are advancing at their OWN RISK
 - c. If the infielder or outfielder makes another errant throw on the 1 base advancement it does not matter. The baserunners are restricted to a MAXIMUM advance of 1 base. Does not matter if you have 1, 2, 3, 4, or 14000 overthrows. Your baserunners are restricted to 1 base after the initial overthrow
6. A 10 foot diameter chalked or painted pitching circle with a chalked or painted line in the center of the pitching circle at 35 feet drawn completely across the circle is the designated "player pitcher" area. The center of the player pitch "circle" will be 35 feet from the back edge of home plate.

7. In the Coach Pitch division, the player in the pitcher's position must remain within the pitching circle until the ball crosses the plate. The player may stand behind or beside the adult pitcher, but not in front.
8. 10 players will be allowed on the field at one time. 6 maximum in the infield, 4 in the outfield. Coach or player can play catcher. If you do use a player catcher, she must be fully equipped.
9. 6 pitches will be allowed for each batter. If the batter fouls off the 6th pitch she may continue to bat until she strikes out or puts the ball in play. 6 pitches or 3 strikes, whichever comes first.
10. If the coach pitcher is hit by the ball it is a dead ball and declared a no pitch, **except if the coach is hit by a line drive from the batter then she will be awarded 1st base.**
11. All teams will bat a continuous batting lineup. Every player in attendance should be listed on the lineup card. Free defensive substitution.
12. No bat restrictions
13. No headfirst sliding
14. No inning may be started after the 50-minute mark. Innings must be completed after the time limit expires. In case of inclement weather games will be considered final after 45 minutes or 3 complete innings.
 - **Fall Softball will play a 1 hour 15 minute drop dead time limit.**
15. Mercy Rule is 15 after 3 or 10 after 4.
16. 5 coaches are allowed in 8U dugout

10U Player Pitch

1. Baselines shall be 60 feet
2. Pitching distance shall be 35 feet. 10 foot circle.
3. 11-inch Softball
4. The maximum number of runs per half inning is 5

5. All teams will bat a continuous batting lineup. Every player in attendance should be listed on the lineup card. Free defensive substitution.
6. 10 players will be allowed on the field at one time. 6 player max in the infield, 4 in the outfield
7. Baserunners may steal any base including HOME once the ball crosses home plate. NO leadoffs. **NO STEALING WHILE ANY COACH IS PITCHING.**
8. No bat restrictions
9. No headfirst sliding
10. Drop 3rd Strike is not in play
11. No inning may be started after the 1 hour 20-minute mark. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.

- **Fall 10U Softball will play a 1 hour 30 minute drop dead time limit.**

12. If the pitcher walks a total of three batters or hits a batter, the coach for the team batting will AUTOMATICALLY come out and pitch the remainder of that inning. The pitcher will start each inning of the game.

- The coach pitches to the batters, they have 5 pitches OR 3 SWINGING STRIKES.

13. Mercy rule is 15 after 3. 10 after 4.

14. 4 coaches are allowed in 10U dugout

12U Play Pitch

1. Baselines shall be 60 feet
2. Pitching distance shall be 40 feet. 10 foot circle.
3. The maximum number of runs per half inning is 5
4. 12-inch Softball

5. All teams will bat a continuous batting lineup. Every player in attendance should be listed on the lineup card. Free defensive substitution.
6. 10 players will be allowed on the field at one time. 6 player max in the infield, 4 in the outfield
7. Drop 3rd strike rule is in play.
8. Baserunners may steal any base including HOME once the ball crosses home plate. NO leadoffs.
9. No bat restrictions
10. No headfirst sliding
11. No inning may be started after the 1 hour 20-minute mark. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.

- **Fall 12U Softball will play a 1 hour 30 minute drop dead time limit.**

12. No pitcher may return to the mound after being pulled from pitching in the same game
13. Mercy Rule is 15 after 3. 10 after 4.
14. 4 coaches are allowed in 12U dugout

15U Player Pitch

1. Baselines shall be 60 feet
2. Pitching distance shall be 43 feet. 10 foot circle.
3. The maximum number of runs per half inning is 5
4. 12-inch Softball
4. All teams will bat a continuous batting lineup. Every player in attendance should be listed on the lineup card. Free defensive substitution.
5. 10 players will be allowed on the field at one time. 6 player max in the infield, 4 in the outfield

6. Baserunners may steal any base once the ball has left the pitcher's hand (on release).

7. Drop 3rd strike rule is in play.

9. No bat restrictions

10. Headfirst sliding is legal

10. No inning may be started after the 1 hour 20-minute mark. Innings must be completed after time expires. In case of inclement weather games will be considered final after 3 complete innings or 1 hour.

- **Fall 15U Softball will play a 1 hour 30 minute drop dead time limit.**

11. No pitcher may return to the mound after being pulled from pitching in the same game

12. Mercy Rule is 15 after 3. 10 after 4.

13. 4 coaches are allowed in 15U dugout

SPORTSMANSHIP

- All players, coaches, and parents are expected to always behave in a sportsmanlike manner. The umpire's judgment calls are not to be argued. Any player, coach, parent, or fan whose conduct is unbecoming or abusive will be warned and may be removed from the playing field or the game site.

EJECTION

- In all age groups, the first ejections result in suspension for the rest of the game and tournament. The player or coach must leave the game site, which includes the parking lot, in which the ejection occurs.

FORFEITS

- If a team must forfeit a game for any reason, the score shall be recorded as the number of innings in a complete game to zero (0). *Example: The score for a forfeited 10U game would be recorded as 6-0.*

SLINGING THE BAT

- In all age groups, if a batter slings a bat the umpire will issue a warning to each team. All subsequent batters on either team that sling a bat are out.

NO SLASH BUNTING

DRAG BUNTING IS ALLOWED (IF YOU STEP OUTSIDE OF THE BATTER'S BOX, YOU WILL BE CALLED OUT)

15 MINUTE GRACE PERIOD (YOU MUST HAVE AT LEAST 7 PLAYERS, BEFORE THE GAME IS DEEMED A FORFEIT)