

# 2017 SCGSA 6U LEAGUE INFO & RULES

## INFO:

Fees are \$65 per player. Team or Individuals Accepted. We will try and place a minimum of 11 girls on each team.

Each team will receive:

1. 10 games
2. 6 – 11" Softie Balls
3. Team t-shirts with league logo
4. Participation medals at end of year ceremony

## RULES:

1. Each coach will pitch to their own team.
  - a. No walks and no strikeouts allowed
  - b. Batter will be allowed 4 pitches to put the ball in play.
  - c. If 4<sup>th</sup> pitch is fouled off, 1 more pitch will be allowed.
  - d. If ball is still not put into play, the tee will be set up.
    - a. Batter will be allowed 2 swings.
    - b. If on the second attempt, the ball goes foul, the batter is out.
    - c. The ball must travel 10 feet from home plate in fair territory.
2. No stealing will be allowed.
3. Every team member present must be included in the batting order the entire game. Girls arriving late are to be added to the end of the batting order.
4. Each girl must play at least one-half inning on defense with free substitution permitted.
5. Only 7 batters will bat each half inning. The last batter constitutes ½ inning and sides will change. (NO THREE OUTS)
6. Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
7. Only 10 defensive players allowed on field. 6 infielders and 4 outfielders.
8. No bases on an overthrow.
9. Time limit is 1 hour. Home team must bat last within that time limit.
10. Batting helmets must be worn by the batter, on deck batter, and all base runners. Helmets must include NOCSAE approved facemask and chin strap.
11. Catcher will be required to wear a face mask with throat protector, chest protector, and shin guards.
12. One attempt will be made to reschedule rain-outs.
13. Players must be 4 years of age before May 1 of the current year.
14. Teams can play with a minimum of 8 players

# 2017 SCGSA 7U LEAGUE INFO & RULES

## INFO:

Fees are \$750 per team.

Each team will receive:

1. 10 games (1 umpire)
2. Team t-shirts with team name.
3. 1<sup>st</sup> – 3<sup>rd</sup> Place Team Trophy plus individuals.
4. USSSA Registration
5. USSSA Secondary Insurance

## RULES:

**Play will be governed by the USSSA 13<sup>th</sup> Edition Rulebook as they apply to Machine Pitch teams, unless otherwise noted below.**

1. Time limit is 75 minutes.
  - a. Complete the inning.
  - b. Allow home team to bat if the home team is behind but is within 5 runs (per 5-run per inning rule).
2. Home team will provide 1 new and 1 good condition ball.
3. There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
4. Pitching distance is 35 feet.
5. Machine pitching speed will be set between 37 – 40 mph.
6. Running to first base on a third strike dropped by the catcher will not be allowed. No dropped third strike.
7. Every team member present must be included in the batting order the entire game. Girls arriving late are to be added to the end of the batting order.
8. Each girl must play at least one-half inning on defense with free substitution permitted.
9. The infield fly rule is not in effect.
10. Player cannot be in front of pitching machine prior to the pitch.
11. Only 10 defensive players allowed on field. 6 infielders and 4 outfielders.
12. Each player will receive 5 pitches, but only 3 swings. If ball fouled off during 3<sup>rd</sup> swing, player will continue to receive pitches until the ball is put in play or strikes out.
13. Runners may advance 1 base on an overthrow.
14. An 11-inch fastpitch optic yellow ball will be used for league play.
15. Batting helmets must be worn by the batter, on deck batter, and all base runners. Helmets must include NOCSAE approved facemask and chin strap.
16. Bunting is allowed.
17. Coaches have to be at game field 10 minutes prior to game to set up pitching machine. Umpire has final say on machine set up. Any adjustments made after first pitch will not be made until after inning is completed. Umpire will make final decision on any changes made after 1<sup>st</sup> pitch.
18. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least one foot on the side line of the pitcher's circle. If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely.
19. Teams can play with a minimum of 8 players

# 2017 SCGSA 8U LEAGUE INFO & RULES

## INFO:

Fees are \$750 per team.

Each team will receive:

1. 10 games
2. 1<sup>st</sup> – 3<sup>rd</sup> Place Team Trophy plus individuals.
3. USSSA Registration
4. USSSA Secondary Insurance

## RULES:

**Play will be governed by the USSSA 13<sup>th</sup> Edition Rulebook as they apply to 8U teams, unless otherwise noted below.**

1. Time limit is 75 minutes.
  - a. Complete the inning.
  - b. Allow home team to bat if the home team is behind but is within 5 runs (per 5-run per inning rule).
2. Home team will provide 1 new and 1 good condition ball.
3. There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
4. Pitching distance is 30 feet.
5. **Runners may steal 1 base per pitch except home. Runners may not advance on an overthrow during a steal attempt. No stealing when coach is pitching. NO STEALING. Rule Ammended April 13, 2016**
6. Running to first base on a third strike dropped by the catcher will not be allowed. No dropped third strike.
7. Every team member present must be included in the batting order the entire game. Girls arriving late are to be added to the end of the batting order.
8. Each girl must play at least one-half inning on defense with free substitution permitted.
9. The infield fly rule is not in effect.
10. Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
11. Only 10 defensive players allowed on field. 6 infielders and 4 outfielders.
12. Batters cannot be walked. If a batter receives 4 pitched balls from an opposing pitcher called "ball" by the umpire, the batter's coach will pitch the remaining strikes to that batter. If the batter fails to put one of the coach-pitched balls in fair play, the batter is out. (Example: Batter receives 4 pitches called "ball" by the umpire and 1 strike. The coach will make his/her way from the dugout to pitch the remaining strikes, which in this example is two.)
  - a. If a ball pitched by the coach is fouled off on the third strike, the player will continue to receive pitches until the ball is put into fair play, or the batter is struck out.
13. Runners may advance 1 base on an overthrow.
14. An 11-inch fastpitch optic yellow ball will be used for league play.
15. Batting helmets must be worn by the batter, on deck batter, and all base runners. Helmets must include NOCSAE approved facemask and chin strap.
16. Bunting is allowed off player and coach pitcher.
17. **Defensive masks must be worn by first baseman, third baseman and pitcher.**
18. Teams can play with a minimum of 8 players.

# 2017 SCGSA 10U LEAGUE INFO & RULES

## INFO:

Fees are \$1050 per team.

Each team will receive:

1. 10 games
2. 1<sup>st</sup> – 3<sup>rd</sup> Place Team Trophy plus individuals.
3. USSSA Registration
4. USSSA Secondary Insurance

## RULES:

**Play will be governed by the USSSA 13<sup>th</sup> Edition Rulebook as they apply to 10U teams, unless otherwise noted below.**

1. If there are enough teams for a Silver division, 10U Silver division will play by 10C rules.
2. Time limit is 75 minutes.
  - a. Complete the inning.
  - b. Allow home team to bat if the home team is behind but is within 5 runs (per 5-run per inning rule).
3. Home team provides 1 new and 1 good condition ball.
4. There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
5. Pitching distance is 35 feet.
6. Dropped third strike is in effect.
7. Infield fly rule is in effect.
8. Every team member present must be included in the batting order the entire game.  
Girls arriving late are to be added to the end of the batting order.
9. Each girl must play at least one-half inning on defense with free substitution permitted.
10. Only 9 defensive players allowed on field.
11. An 11-inch fastpitch optic yellow ball will be used for league play.
12. Batting helmets must be worn by the batter, on deck batter, and all base runners.  
Helmets must include NOCSAE approved facemask and chin strap.
13. Defensive face masks must be worn by the first baseman, third baseman and pitcher.
14. Teams can play with a minimum of 8 players.

# 2017 SCGSA 10U SILVER LEAGUE INFO & RULES

## INFO:

Fees are \$1050 per team.

Each team will receive:

1. 10 games
2. 1<sup>st</sup> – 3<sup>rd</sup> Place Team Trophy plus individuals.
3. USSSA Registration
4. USSSA Secondary Insurance

## RULES:

**Play will be governed by the USSSA 13<sup>th</sup> Edition Rulebook as they apply to 10U C teams, unless otherwise noted below.**

1. Time limit is 75 minutes.
  - a. Complete the inning.
  - b. Allow home team to bat if the home team is behind but is within 5 runs (per 5-run per inning rule).
2. Home team will provide 1 new and 1 good condition ball.
3. There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
4. Pitching distance is 35 feet.
5. Runners may steal 1 base per pitch except home. Runners may not advance on an overthrow during a steal attempt.
6. Running to first base on a third strike dropped by the catcher will not be allowed. No dropped third strike.
7. Every team member present must be included in the batting order the entire game. Girls arriving late are to be added to the end of the batting order.
8. Each girl must play at least one-half inning on defense with free substitution permitted.
9. The infield fly rule is not in effect.
10. Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
11. Only 10 defensive players allowed on field. 6 infielders and 4 outfielders.
12. Batters can be walked
13. Runners may advance 1 base on an overthrow except during a steal attempt.
14. An 11-inch fastpitch optic yellow ball will be used for league play.
15. Batting helmets must be worn by the batter, on deck batter, and all base runners. Helmets must include NOCSAE approved facemask and chin strap.
16. Defensive masks must be worn by first baseman, third baseman and pitcher.
17. Teams can play with a minimum of 8 players.

# 2017 SCGSA 12U LEAGUE INFO & RULES

## INFO:

Fees are \$1050 per team.

Each team will receive:

1. 10 games
2. 1<sup>st</sup>– 3<sup>rd</sup> place team trophy plus individual trophies
3. USSSA registration
4. USSSA secondary insurance

## RULES:

**Play will be governed by the USSSA 13<sup>th</sup> Edition Rulebook as it applies to 12U teams, unless otherwise noted below:**

1. Time limit is 75 minutes. Complete the inning. Allow home team to bat if home team is behind.
2. Home team provides one (1) new and one (1) good condition ball.
3. Pitching distance is 40 feet.
4. Dropped third strike is in effect.
5. Infield fly rule is in effect.
6. Every team member present must be included in the batting order the entire game; players arriving late are to be added to the end of the batting order.
7. Each player must play at least one-half inning on defense with free substitution permitted.
8. Only nine (9) defensive players allowed on field.
9. A 12-inch fastpitch optic yellow ball will be used for league play.
10. Batting helmets must be worn by the batter, on deck batter, and all base runners; helmets must include NOCSAE approved facemask and chin strap.
11. NO metal spikes allowed.
12. Teams can play with a minimum of 8 players

# 2017 SCGSA GRAND SLAM LEAGUE INFO & RULES

## INFO:

Fees are \$700 per team

Each team will receive:

1. 8 games (double headers Wednesdays at 7:45 and 9:15 pm)
2. Age range is 13-18 years old
3. 1st – 3rd place team trophy plus individual trophies
4. USSSA registration
5. USSSA secondary insurance

## RULES:

**Play will be governed by the USSSA 13th Edition Rulebook as it applies to Grand Slam teams, unless otherwise noted below:**

1. Time limit is 75 minutes. Complete the inning. Allow home team to bat if the home team is behind.
2. Home team provides one (1) new and one (1) good condition ball.
3. Pitching distance is 43 feet.
4. Dropped third strike is in effect.
5. Infield fly rule is in effect.
6. Every team member present must be included in the batting order the entire game; players arriving late are to be added to the end of the batting order.
7. Each player must play at least one-half inning on defense with free substitution permitted.
8. Only nine (9) defensive players allowed on field.
9. A 12-inch fastpitch optic yellow ball will be used for league play.
10. Batting helmets must be worn by the batter, on deck batter, and all base runners; helmets must include NOCSAE approved facemask and chin strap.
11. Metal spikes ARE allowed.
12. Teams can play with a minimum of 8 players