

Revised ones

**SAPULPA GIRLS
SOFTBALL ASSOCIATION
(SGSA)**



RULES AND REGULATIONS

February 2021

**SAPULPA GIRLS SOFTBALL ASSOCIATION
RULES & REGULATIONS**

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**SAPULPA GIRLS' SOFTBALL ASSOCIATION
(SGSA)
RULES AND REGULATIONS**

I. DEFINITIONS

- A. The Rules and Regulations which follow apply to "DRAFTED" and "METRO" fast pitch teams in the league. The official USSSA softball Rule Book will govern except where specifically stated herein.
1. The term "DRAFTED" as used hereinafter shall refer to RECREATIONAL teams.
 2. The term "METRO" as used hereinafter shall refer to teams playing softball in competitive leagues such as Tulsa Metro, etc. Managers wanting to enter these competitive leagues must be approved by the SGSA Board. See "METRO" rules for selection procedure.

SPECIAL DEVIATION

- During any year when "Slow Pitch" softball is introduced into SGSA, the administration of slow pitch activities will be handled "as required" by the SGSA Board in accordance with USSSA rules and these "Rules and Regulations." Specific slow pitch rules will be developed for the second and subsequent years.
- B. The Term "SGSA BOARD" as used hereinafter is sometimes referred to as the "Board" of "Directors", "Executive Board" or "Directors."
- C. "FIRST SEASON" — Starts on March 1 of each year and ends with the last game of first season, or the second Thursday in June, whichever comes first.
- D. "SECOND SEASON" — If sufficient interest exists, this league may be started on the second Sunday in June of each year and ends the third week of August.
- E. "FALL LEAGUE" — If sufficient interest exists, this league may be started anytime after September 1st and must end by October 31s¹.

II. GENERAL RULES AND REGULATIONS — DRAFTED & METRO TEAM

A. ELIGIBILITY

1. A Drafted or metro manager must notify the SGSA Board of his/her intentions to keep a Drafted or Metro team by submitting a signed Managers Contract and a proposed player roster by last sign-up date of the current playing year to SGSA, P.O. Box 941, Sapulpa, OK 74067. This includes Drafted Managers/Coaches wishing to go Metro.
2. Girls must be 4¹/₂ through 18 prior to January 1 of the current playing year. Girls younger than 4¹/₂ must receive board approval. It is the responsibility of the coach to maintain copies of each player's birth certificate and be ready to produce a copy should a player's age be questioned.
3. Girls, and Drafted or Metro manager/coaches must live in the Sapulpa School District or within the city limits of Sapulpa or receive Board approval.
4. Teams from outside of the SGSA may play upon written release of Home Association and approval by the SGSA Board.
5. Drafted or Metro manager/coaches must complete a Coaches Contract.
6. Metro teams may add players outside the eligibility area provided the proper transfers are given to the player's home association, new association, and the JOC.
 - a) A player who has moved into the boundaries of another association may elect to continue to play with her previous Sapulpa team without obtaining a Players Transfer Form from that association. However, once she elects to play in the new association, she is subject to the same annual Player Transfer as others.
 - b) An SGSA manager/coach who moves into the boundary of another association may elect to continue to manage his/her team.
7. Girls wishing to transfer into another association from SGSA must provide a Transfer Form to the SGSA President or in his absence, the Vice President, or in both their absences the Player Pool Coordinator (PPC).

B. REGISTRATION

1. Sign-ups will be held in January of each year, at a designated place and time determined by the SGSA Board.
 - a) Every girl wishing to play must be signed up each year.
 - b) Parent or guardian must fill out and sign a **Player/Parent Contract** and pay all league fees.
 - c) There will not be any hardships. If there is a definite wish that a girl not play on a certain team, for a manager, or coach, the parents should indicate on the Player/Parent Contract at sign up. This information will be kept confidential.
 - d) Any exceptions or special conditions must be approved by the SGSA Board.
 - e) All transfers must be attached to the Player/Parent Contract by March 1 of the current playing year.
 - f) Girls may "play up" but only to the next higher age group (applies only to recreational leagues) and SGSA must have a **Waiver and Release of Liability** on file for any such player.
2. Any girl whose Player/Parent contract fee and/or proof of age document are not received will be an ineligible player.

C. ADDITIONAL SIGN-UPS AND CHANGE OF PLAYERS STATUS

1. Girls signing up after draft will be placed in the Player pool or on the request with approval from the coach.
 - a) Operation of the player pool is described by in the By-Laws- "Age Group Coordinator" (AGC's) — "Player Pool Administration."
2. Any player may switch teams one (1) time per year with the written consent of previous coach and new coach. Consent form must be turned into AGC prior to player practicing or playing on new team.
3. Any Drafted or Metro Player has only until June 1 of the current playing year to notify her current team manager of the intent to play second season.
4. Any Metro Player has only until June 22 to change teams.

D. INSURANCE AND OTHER LEAGUE FEES

1. SGSA will carry insurance
 - a) Insurance is not effective prior to March 1 of the current playing year, and practices prior to March 1 of the current playing year are not covered. Practices are prohibited to players until all necessary releases are received.
 - b) It is imperative that ALL players, including Metro players, register and pay the SGSA registration fee.
2. League insurance will be *secondary* to any other insurance under which the player is covered, i.e. claims must be filed with the player's personal insurance first.
3. SGSA will pay the entry fees for Sapulpa teams to play in another League due to lack of enough teams to form their league in Sapulpa. SGSA will pay umpire fees for recreational teams only.

E. PARK CLEAN-UP AFTER GAMES

1. Managers are responsible for picking up trash in their dugout and bleachers after their game.

Penalty:	\$5.00 — First Warning
	\$10.00 — Second Warning
	FORFEIT — Third Warning (standing scheduled league game)
2. Tee-ball teams: The last home team of the night will turn the tee into the concession stand.

F. EQUIPMENT & SAFETY REGULATIONS

1. No dangling jewelry is to be worn. Refusal to remove jewelry after asked by the umpire will result in the player(s) being removed from the game.
2. Chest protector, catchers helmet with ear protectors, mask, throat protector and shin guards that cover the knee cap will be worn by the catcher at all times — including practices. The Catchers mask may be removed after the ball has been hit.

3. Batters/Runners of all age groups will wear USSSA approved headgear with "NOCSAE" facemask, chinstraps at all times, including leaving and re-entering the dugouts — including practices.
4. If a child wears glasses, these girls must have safety glass lenses, or safety goggles will be worn.
5. Metal cleats, hard plastic football cleats or street shoes are prohibited in any age group.
6. All players must wear numbers on their backs and the number must be visible while batting. Numbers must be at least 6 inches high.

G. CONDUCT OF MANAGERS, COACHES, PLAYERS, SPECTATORS AND UMPIRES

1. All managers, coaches, players, spectators and umpires will be expected to conduct themselves in a sportsmanlike manner.
 - a) The SGSA Board reserves the right to judge any conduct detrimental to the league, including recruiting a player or protection infractions and take action against such parties as they deem appropriate.
 - b) Abusive language or other inappropriate behavior will not be tolerated. In the event a parent or relative of a player interferes with a game through abusive language or inappropriate behavior, that individual will be asked to leave the ballpark. Coaches are responsible for the conduct of the team's parents and fans.
 - c) The use of foul or profane language is prohibited.
 - d) The use of any form of tobacco is prohibited on SGSA facilities except in designated areas.
 - e) No alcoholic beverages will be allowed in the complex.
 - f) No managers, coaches or players will be allowed behind the backstop during the game.
 - 1) Umpires/OIC must enforce this rule.
 - 2) If this rule is disregarded, the umpire can either give the player at bat her base or call her out, as appropriate.
 - 3) If the violator(s) persists he/she will be asked to leave the ballpark.
 - g) Harassment of any player by the opposing team or their spectators will not be tolerated.
 - 1) Umpires/OIC must enforce this rule.
 - 2) If the violator(s) persists he/she will be asked to leave the ballpark.
 - h) Only one coach is permitted to approach the Umpire.

H. ESTABLISHMENT OF TEAMS WORKING TOURNAMENTS

1. After the Tournament Committee has established a firm published schedule of tournaments: a) It is general policy that the SGSA Board and other volunteers or paid workers, when necessary, will work all regularly scheduled tournaments. The SGSA Board may designate that certain regularly scheduled tournaments are set aside for team(s) to work to generate income to defray team operating expenses. All Teams will receive 25% of gate fees, and SGSA will pay the entry fee to a Sapulpa Tournament not to exceed \$175.00, with the team(s) providing the staffing of the concession stand, gate, souvenir stand, field preparation and park clean-up during the Tournament. NOTE: If the Sapulpa Tournament the team has requested to play does not make, the entry fee earned will be applied to a tournament of the team's choice, not to exceed \$175.00.
2. Special Tournaments
 - a) Any proposals from SGSA teams or groups for a "Special Tournament" on an open weekend will be made in writing to the Tournament Committee which will verify that the proposed tournament does not conflict with other tournaments. Proposals for special tournaments should be submitted to the Tournament Committee who will then present all such proposals to the SGSA Board.
3. All teams requesting to work a regularly scheduled SGSA Tournament should be considered before a second tournament is awarded to a team who is previously worked a tournament.

HI. RULES AND REGULATIONS — DRAFTED TEAMS**A. PLAYER PROTECTION/MANAGER QUALIFICATIONS**

1. Any Sapulpa drafted manager/coach or anyone associated with the team cannot recruit players from any other Association.
2. No manager/coach can recruit a girl for tournament play without written notification to the girl's current manager.
3. The SGSA Board reserves the right to judge any conduct detrimental to the League, including recruiting a player or protection infraction and take action against such parties as they deem appropriate. Appropriate action could be the removal of such managers and/or coaches from their position on the team for the remainder of the season.
4. Managers of SGSA drafted teams must live within Sapulpa School District or within the city limits of Sapulpa, or receive Board approval. A manager who moves into the boundary of another association may elect to continue to manage with his/her team. Managers and coaches must be certified by NYSCA or ASA ACE (Achieve-Certify-Educate) at a minimum by March 1st.

B. PRE-DRAFT

1. A "declaration of Metro players" will be held the first Sunday in February. For purposes of reference within these Rules and Regulations this meeting will be considered a draft. The draft for all recreation teams will be held during the month of February at a designated place and time set by the SGSA Board.
2. Each team will have one (1) manager and two (2) coaches.
3. Managers must turn in a signed manager/coaches contract and background check consent form prior to the draft.
4. Managers are responsible for turning in a new pre-draft roster of protected players to the AGC after each change in his/her roster. With the exception of 6U, teams may protect a maximum of nine (9) players for the current year, unless a player was on the preceding year's roster. 6U teams only may protect up to ten (10) players. Any additional players must go into the general draft.
5. Any challenge from the manager/coaches regarding player eligibility/status must be made prior to completion of each age group draft. Failure to challenge forfeits any further challenges unless specifically authorized by the SGSA Board.
6. Managers are responsible for turning in a preliminary team roster no later than one week prior to the draft. After the draft, managers will immediately make changes to roster and turn it into SGSA Board before leaving draft.

C. PLAYER DRAFT

1. Each team manager, including teams from outside Sapulpa, will draw a draft number at the beginning of the draft. This number is their position in the draft to choose a player, regardless of how many players are on their pre-draft roster. If a team is not represented, a board representative will draw for them.
2. Teams will have a maximum of twelve (12) players, with the following exceptions:
 - a. More than 12 players were on preceding year's roster;
 - b. If there are remaining players to be drafted after all teams have reached the maximum of twelve (12) players and there are not enough players to form another team, the remaining players will be distributed randomly by a draft.
3. All teams will have at least a first round pick unless they already have the maximum number of players expected to be allocated to each team.
4. Once the player draft is completed, no players may be added to any team, except from the player pool. Any late signups must go into the player pool. If, after the draft, a team falls below twelve (12) players, additional players up to the maximum of twelve (12) may be added from the player pool (late signups). However, no team will be required to take additional players after March 1.
5. Teams from outside Sapulpa are also subject to the above draft rules.
6. SGSA Board will run the draft.

D. CONDUCT OF SECOND SEASON (summer league)

1. The purpose of Second Season is to provide USSSA sanctioned competition between the completion of the First Season and the USSSA Metro Tournament, USSSA Regional Tournament, USSSA National Tournament or Area National Tournament.
 - a) Second Season leagues may be formed in any age group where sufficient interest exists.
 - b) The composition of the Second Season league(s) may include Sapulpa Drafted and Metro teams as well as USSSA sanctioned teams from other areas.
 - c) Second Season league(s) will be managed and scheduled by SGSA.
2. Managers or coaches of First Season teams must notify their players and AGC by June 1 of the current playing year if the team is, or is not going to play Second Season.
 - a) Players that do not wish to play Second Season will go have a fun summer and will return to their First Season team next spring.
 - b) Players wishing to play for another team **MUST** notify their current team manager by June 1 of the current playing year, but it will not be effective until the end of the First Season.
 - c) Participation by any player on a Second Season team which is different from her First Season team does not in any way change the player protection rights of her original First Season team.
3. In forming Second Season teams, managers or coaches can recruit players from any Sapulpa team or other area teams **AFTER THE END OF THE FIRST SEASON**.
 - a) A Second Season Roster Form will be given to the manager/coach to be completed with the players that are going to play Second Season.
 - b) Once the Second Season roster for a team has been established and turned in to the AGC, the manager has full protection rights against recruitment by other managers/coaches.
 - c) The roster **MUST** be turned into the AGC by the third Friday in June.
4. Existing First Season managers may retain the team name for Second Season play, but may voluntarily pass the right to coaches, parents or others if desired.
5. Existing teams and new (re-organized) teams are eligible to enter the Second Season league(s) provided that players are USSSA sanctioned and the players names have appeared on an USSSA sanctioned roster.
 - a) Re-organized teams is defined as two (2) or more First Season teams that blend together to create a new Second Season Team.
 - b) Players recruited by Sapulpa teams from outside the Sapulpa School District or City Limits of Sapulpa will require the formal SGSA Player Transfer Form.
 - c) Insurance — Rules and Regulations apply to the Second Season league(s). Second Season manager must ensure that any new players/transfers, etc. who are not listed on any Sapulpa First Season Roster pay the Second Season SGSA Registration fee established by the SGSA Board.
 - d) Any team playing Second Season under a new team name must pay these fees: USSSA Registration and Team Insurance.

E. CONDUCT OF FALL LEAGUE

1. A Fall League may be formed in any age group where sufficient interest exists.
2. The Fall League may include Sapulpa Drafted and Metro teams, as well as USSSA sanctioned teams from other areas (existing or newly formed).
3. Players are free to play on any Fall League team. However, this does not in any way change the player protection rights of her original First Season team. Fall League managers must turn in rosters prior to their first game with required registration or entry fee and ensure that players are covered by insurance.

IV. PLAYING RULES & REGULATIONS — DRAFTED TEAMS**A. STARTING TIME, FORFEITS AND LINEUPS**

1. All games will start at scheduled time. There will be a 10-minute forfeit time allowance for the first game ONLY each evening. The second game will start as scheduled.
2. Managers/coaches must be available for umpire pre-game conference 5 minutes prior to game time.
 - a) Lineups must be exchanged between teams prior to game time.
 - b) Lineups exchanged between each team before the game will be given to the plate umpire.
 - c) These lineups will list all players present by their first and last names in a permanent batting order sequence with the starters identified with their field positions.
 - d) A team must have at least seven (7) players or the game is forfeited.
 - In the interest of playing time, the forfeiting team may elect to "borrow" players from their opponent in order to play the game.
The forfeiting team's players shall just continue to bat the order until they have three outs or the inning is otherwise over, and will not be required to take outs as described in subparagraph .
 - e) Any late players entering the game will take their place at the bottom of the line-up.
3. Each substitution in the field will be officially reported to the plate umpire who will mark the change on his lineup showing the inning the new player entered the field and the player who was replaced.
 - a) The umpire will notify both scorekeepers of the change.
 - b) It is not necessary to notify the plate umpire when players are shifted between positions in the field, ONLY entries and exits from the field.
4. A maximum of 6 players, including the pitcher and catcher may be on the infield (inside the diamond).

B. MAXIMUM RUNS — Teams will change sides when 6 runs are scored in any half inning by one team, or 3 outs are made.

C. GAME LENGTH

1. All games will be as listed below. In case of serious injury, game time will be appropriately suspended by the umpire.
2. Maximum length of regulation games:
 - a) 6 & Under — 5 innings and/or 1 hour
 - b) 8 & Under — 5 innings and/or 1 hour and 15 minutes
 - c) 10 & Under, 12 & Under — 6 innings and/or 1 hour and 15 minutes
 - d) 14 & Under, 16 & Under, 18 & Under — 7 innings and/or 1 hour and 15 minutes8 & under thru 16 & under will play complete time limit. If home team can win, they will get the last at-bat. NO INTERNATIONAL TIE-BREAKERS. Only team allowed to call the game in a run rule before time has expired is the losing team.

D. TIE BREAKER

No tie breakers will be played, except when necessary in the case of teams playing home and away games with another association. In this event, USSSA tie breaker rules shall apply.

E. IN-FIELD FLY RULE

There will be no infield fly rule for 6&Under, 8&Under, or 10&Under recreational teams.

F. RAINOUTS

1. In the event of rainout, the following constitutes a legal game.
 - a) 6 & Under, 8 & Under, 35 minutes.
 - b) 10 & Under, 12 & Under, 14 & Under, 16 & Under, 18 & Under — 40 minutes.

2. In the event a legal game has not been played, see rescheduling procedures.

G. RESCHEDULING OF RAINOUTS AND GAMES

1. If it has rained the day of scheduled play, SGSA will post a **RAIN OUT MESSAGE** on the concession stand telephone number **918-512-6267**. This message will be posted no later than 4:30 p.m. Please check the recorded message and notify your parents accordingly. (Metro coaches please pass this number on to your opposing team coaches so that they may check the recorder before trying to travel to our ball fields.) Rainout information *may also* be posted on our website at **www.sapulpagirlssoftball.com** and on our **Facebook page**.
 - a) Games not played due to rain or other postponements by the league may be rescheduled by the League Scheduler/AGC after Board Approval.
 - b) AGC will notify managers/coaches associated with the changes, informing them of the new game time and date.
2. If a manager wishes to reschedule a game, he/she must notify the AGC **no less than 72 hours** before the game is to be played. **ONLY** legitimate reasons will be accepted, such as a school function or tournaments. A manager may reschedule a game only **ONCE**.

H. SCOREKEEPING

1. The home team will be designated on the schedule.
2. The home team is the official scorekeeper.
3. All girls playing in a game will be listed by last name, first initial on the score sheet.

I. PLAYER MINIMUM PLAYING TIME

1. Every player must bat (all age groups).
2. Girls not starting in the field must be substituted in the field no later than the inning listed below if their minimum playing time in the field has not been satisfied.
 - a) It will be the responsibility of the managers/coaches to see that the above rules are carried out.
 - b) 6 & Under, 8 & Under, 10 & Under, 12 & Under — beginning at the top half of the 3rd inning (prior to the 1st pitch).
 - c) 14 & Under, 16 & Under, 18 & Under — beginning of the top half of the 4th inning (prior to the 1st pitch).
3. All players must play a minimum of two innings in the field unless the game is stopped.
 - a) The penalty for not carrying out the minimum playing time rules will be forfeiture of the game being played and suspension of manager for next scheduled game.
 - b) Exception: The manager is not required to play a girl that does not arrive by the start of the game. However, if the manager chooses to allow her to play, player may only enter the game as follows:
 - 1) Any late players entering the game will take their place at the bottom of the line-up.
4. Free substitution in the field is permitted — defensive player for a player on the bench. Substitutions must be made through the umpire. .

J. PROCEDURE FOR ENFORCEMENT OF THE MINIMUM PLAYING TIME RULE

1. Upon completion of the game, the plate umpire will turn in the official scorecard to the O1C.
2. Any manager/coach who believes that the minimum playing time rule has been violated in the game in which he/she is participating in or has completed, must notify the plate umpire immediately following the game.
3. The plate umpire will determine the facts using the official lineup turned in by the manager and decide whether the minimum playing time rule has been violated. The penalty for non-compliance with the rule is forfeiture of the game played and suspension of manager for next scheduled game.

K. DETERMINATION OF FINAL STANDINGS AND TROPHIES

All teams will have the opportunity to participate in year-end tournament. (Only teams playing all games at SGSA fields.)

6 & Under through 18 & Under

- a. At the end of the first season, final standings in 8 & Under through 18 & Under age groups will be determined and used to seed teams in the year-end tournament.
- b. Should two (2) or more teams finish the regular season with the same win-loss record, order will be determined based on 1) runs given up; 2) runs scored; 3) head-to-head play; and 4) coin flip.

L. PLAYING RULES AND REGULATIONS — 6 & UNDER — TEE BALL**1. EQUIPMENT AND SAFETY REGULATIONS**

- a) An 11" USSSA softball shall be the official ball of this age group .
- b) Bats used in the 6&U age group will be no smaller than the 25 inches and no larger than the 28 inches. Tee-ball bats will be allowed. Tee Ball managers/coaches should be aware that baseball bats may be illegal in certain tournaments, etc. sponsored by the organizations.
- c) Batters will bat off a designated Batting Tee, which shall be adjustable.

2. PLAYERS AND POSITIONS

- a) Teams shall consist of 10 to 12 active players, ten (10) of which will be used on the playing field.
- b) All players must play minimum of 2 innings in the field, unless the game is stopped.
 - 1) Players not starting in the field must enter the field at the beginning of your defensive 3rd inning, unless their minimum playing time has already been satisfied.
 - 2) It will be the responsibility of the Managers/Coaches to exchange line-ups before each game to see that the above rules are carried out.
 - 3) The penalty for not carrying out the minimum playing time rules will be forfeiture of the manager's participation in the next game.
- c) If a player does not attend practices, the coach may bench the player for the following game. The coach must go to the opposing team before the game and tell them that the player is being left off the roster for that game.
- d) Free substitution in the field is permitted — defensive player for a player on the bench. Substitutions must be made through the umpire.
- e) A Manager shall not switch an individual defensive player with another more than once during an inning: e.g. pitcher to first, third to center.
 - 1) Once a switch has been made, that player must stay in that position for the remainder of the inning.
 - 2) If a violation in defensive switching is noted, it will be corrected without penalty to either team.
- f) Defensive shifting will not be allowed to eliminate loading one side or the other of the diamond according to how a batter is positioned.
 - 1) First and Second base fielders must stay on the right side of the infield until the ball is hit off the tee.
 - 2) Shortstop and Third base fielders must stay on the left side of the infield until the ball is hit off the tee.
- g) No defensive player can play closer to Home Plate than where the Pitcher is positioned. Pitcher cannot make non routine play out at First Base.

3. BATTING ORDER

- a) All players will bat. No child will be passed over when it is his/her turn to bat.
- b) A lineup will be given to each scorekeeper before the start of the game and lineup shall be followed during the game.
- c) If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat. Correct batter will resume current pitch count.
- d) If a player becomes ill or injured, but wishes to resume the game at a later time, the child may do so, but only at the start of the next inning and only after the manager notifies the home plate umpire, scorekeeper, and the manager of the opposing team.

4. THE GAME

a) Batter

- The umpire will announce "Play Ball" before each swing of the batter, so that defensive players know that the ball is about to be put into play.
- If the ball is hit beyond the Arc, it will be considered live and fair.
- The at-bat:
 - After five (5) strikes at the ball, the batter will be called out.
 - A coach may interrupt a player before/after the first or subsequent swings to reposition the batter or adjust the Tee.
 - If the ball is hit foul on the fifth strike, the batter will be called out.
 - A batter will be allowed 3 practice swing prior to each swing in the batter's box. Any excess practice swings will be a called strike.
- Any batter who throws the bat intentionally will be called out and the ball considered dead. Runners will return to the bases they occupied before the infraction occurred, without liability of being tagged out.
- The batter may not reach first base carrying the bat. If the player does, they will be called out.
- The pitcher must stand no closer than the pitching rubber inside the circle prior to each swing of the batter.
- The play will be deemed over when one of two conditions exists:
 - Either in the judgment of the umpire, the lead runner has been forced to cease advancing by a defensive player OR
 - The pitcher has possession of the ball within the pitching circle.

b) The Batting Tee

- 1) The tee must be in contact with home plate.
- 2) When the defensive team makes an overthrow attempting an out on the runner or batter/runner at any base, the runner or batter/runner(s) will only be allowed to advance one base on the overthrow. (overthrow is a ball to either side or over the defender that's not playable)
- 3) No coach shall be allowed to physically hinder or advance a player while the ball is in play. A violation of this rule will result in the players being called out.
- 4) In the event a coach/manager does not leave the field of play, upon instruction of the umpire, the game will be forfeited to the opposing team.
- 5) Defensive coaches will be allowed between each base. Coaches are not permitted to touch the ball, but they are free to coach the players.
- 6) Offensive coaches are permitted in the coaching box at first and third and at home. The home-plate coach is responsible for removing the tee and bat in the event of a play at the plate. Coaches are not permitted to touch the base runners, but are free to coach the players. Only one coach is permitted to approach the umpire.

c) Runner

- 1) A runner is not allowed to leave their base until the ball is hit by the batter. If this occurs, the runner will return to the base they occupied. A non-strike dead ball will be called.
 - a) If a runner and/or batter/runner is *less than* halfway to second or third base (in the judgment of the umpire), when the ball is dead, that runner must return to the base from which they came.
 - b) If a runner and/or batter/runner is *more than* halfway to second or third base (in the judgment of the umpire) when the ball is dead, the runner will be awarded the base they are running to.
 - c) If a runner is more than halfway to the base when the ball is dead and there is a runner already on that base, they must retreat to the base they last touched unless there is a force play and they must advance.
 - 2) If a runner is not more than halfway to a base when the ball is dead and there is a runner on the base they last touched, then they must advance to the base they were running to.
 - 3) Any runner rounding third base is considered attempting to score.
- d) Ten (10) Foot Batting Arc
- 1) Any ball hit within the 10 foot batting "Arc" shall be defined as foul/strike. Any ball that comes to rest within the 10 feet radius and touched by a defensive player in that area shall be designated foul/strike.
 - 2) Any ball hit which lands on that 10 feet line will be considered a fair ball. If a ball crosses the 10 feet radius and backspins into the 10 feet area, the ball will be considered a fair ball.
 - 3) No intentional bunting is allowed. Hands must be no more than 2 inches apart. Any batter attempting to bunt will be called out.

M. PLAYING RULES AND REGULATIONS — 8 & UNDER**1. EQUIPMENT AND SAFETY REGULATIONS**

- a) An 11" blue-stitch softball shall be the official ball of this age group (per USSSA rules).
- b) Baseball bats will be allowed. 8 & under managers/coaches should be aware that baseball bats may be illegal in certain tournaments, etc. sponsored by the organizations.

2. GAME PLAYING RULES

- a) All players will bat. No child will be passed over when it is his/her turn to bat.
- b) Designated hitter rule does not apply.
- c) Runner may leave the base when the ball leaves the pitcher's hand. However, they can be thrown out while off the base.
- d) A runner may not steal.
- e) A batter cannot run on a dropped third strike.
- f) Play will cease when in the judgment of the umpire the lead runner has ceased advancing by a defensive player
- g) A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
 - 1) Ten (10) players may be used: Four out fielders designated as Left, Left Center, Right and Right Center.
- h) Bunting is allowed if you show bunt you must bunt if you pull back and swing batter is out) Coach Pitch Rules are as follows:
 - 1) The pitcher will be the Head Coach from the team that is at bat, or an individual 16 years of age or older designated by the Head Coach.
 - 2) The Head Coach or designated pitcher shall pitch from the pitcher's rubber, while in contact.
 - 3) Defensive pitchers may play no closer to the batter than the pitcher's rubber prior to release of the ball.

- 4) Each batter will be allowed either three (3) swings or five (5) pitches to hit the ball.
 - a) If the ball is hit foul on the third swing or the fifth pitch, the batter will continue to bat until the ball is missed or the ball is hit into fair territory.
 - b) The batter **MUST** hit the ball in fair territory in order get on base.
- 5) If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. The pitcher/coach **SHALL NOT** intentionally interfere with any play or his/her batter is out.
- 6) The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
- 7) All other USSSA Rules will apply.

N. PLAYING RULES AND REGULATIONS —10 & UNDER

1. GAME PLAYING RULES

- a) All players will bat. No child will be passed over when it is his/her turn to bat.
- b) Designated hitter rule does not apply.
- c) A batter cannot run on a dropped third strike.
- d) A base runner may steal 2nd & 3rd base. Under no circumstances can a base runner steal home, including attempted pick-off over throws.
- e) A base runner cannot, under any circumstances, steal more than one base per pitch. If a runner is attempting to steal second and the catcher's throw is wild and goes into the outfield, the runner shall not be allowed to advance to third base.
- f) No stealing is permitted while a coach is pitching.
- g) A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
- h) **NO WALK RULE:** When a batter receives four (4) balls, a coach will finish the count to his/her batter. If the coach is hit by the batted ball, the ball is dead and is re-pitched, and all runners sent back to their previous base.
- i) Ten (10) players may be used.
 - 1) Four outfielders designated as Left, Left Center, Right and Right Center.
 - 2) All other USSSA Rules will apply.

O. PLAYING RULES AND REGULATIONS -12 & UNDER

- a) All players must bat.
- b) All other USSSA Rules will apply.
- c) If teams are playing home and away with another association, please contact your Age Group Coordinator to obtain rules.

P. PLAYING RULES AND REGULATIONS -14 & UNDER; 16 & UNDER & 18 & UNDER

- a) All players must bat.
- b) All other USSSA Rules will apply.
- c) If teams are playing home and away with another association, please contact your Age Group Coordinator to obtain rules.

V. RULES AND REGULATIONS — METRO AND OTHER COMPETITIVE TEAMS**A. APPLICATION PROCEDURE AND REQUIREMENTS FOR METRO TEAMS**

1. SGSA METRO TEAMS:
 - a) See Rule II, page 1.
2. METRO TEAMS FROM OUTSIDE SGSA (NOT APPLICABLE TO ENTIRE ASSOCIATION AGREEMENTS)
 - a) Managers wishing to play in SGSA must notify the SGSA Board of his/her intentions by submitting a signed Managers Contract and proposed player roster by the last sign-up date of the current playing year to SGSA, P.O. Box 941, Sapulpa, OK 74067.
 - b) ASA ACE (Achieve-Certify-Educate), or NYSCA — rating for manager & coaches.
 - c) Coaches from outside Sapulpa have no voting rights at General Membership meetings.

B. IT IS THE RESPONSIBILITY OF THE SGSA DIRECTORS TO:

1. Maintain an adequate number of teams for drafted league competition by knowing:
 - a) The number of returning drafted league teams in the particular age group.
 - b) The number of returning drafted league teams moving up from the lower age group.
2. Prevent the deterioration of the competitive quality of the Metro "A" leagues by knowing:
 - a) **The previous year's standing and win/loss record of the team wishing to go Metro must be considered.**
 - b) The previous year's tournament finishes of the team wishing to go Metro must also be considered.
3. Any previous season problems with the team wishing to go Metro need to be reviewed by the SGSA Board.
4. Establish how many teams from outside SGSA can be accepted.
5. Once the above has been reviewed it is the responsibility of the SGSA Directors to approve or disapprove applications of teams to play in competitive leagues (metro, etc.)
6. All SGSA teams should be considered for Metro play at the same time and those approved will be notified at the same time.

C. TRANSFERS

1. Teams may add players outside the eligibility area provided the proper transfers are obtained from the player.
2. Girls wishing to transfer into another association from SGSA must provide a Transfer Form to the SGSA President or in the absence, the Vice President, or in both tier absences the PPC.
3. All transfers from other associations must be attached to the Players Parents Contract by March 1st of the current play year.
4. A Metro player **MUST** notify her manager of the current playing year before Metro Tournament Official Championship Rosters are turned in, of her intention to stay or be released from the team.

D. METRO "B" CLASSIFICATION

1. The SGSA Classification Committee will rate all Metro teams as "A" or "B."