



LOCAL RULES OF PLAY



XIII. GROUND RULES

- A. These local rules are not to be confused with the ground rules of a particular field.
- B. Any ground rules will be discussed at the beginning of each game with all participating Head Coach and/or Assistant Coaches and all Umpires involved.

XIV. DISTANCE

- A. Base Distance – 60 Feet
- B. Pitching Circle – 8-foot Radius or 16-foot Diameter
- C. Pitching Plate
 - 1. 6U & 8U 35 Feet
 - 2. 10U 35 Feet
 - 3. 12U 40 Feet
 - 4. 18U 43 Feet

XV. SAFETY

- A. All batters and runners must wear a safety helmet with a face mask while batting or running bases.
 - 1. Players waiting in the “on-deck” circle must also wear a helmet.
 - 2. All helmets must be kept on until players have entered the dugout area.
 - 3. Players who, in the judgment of the Umpire, intentionally discard their helmet while running shall be called out.
- B. Batters shall drop (not throw) their bat after swinging at the ball.
 - 1. If a bat is accidentally thrown, the Umpire shall warn the player & her coach on the first occurrence; any subsequent “bat-throwing” by that player or any other team member shall constitute an out.
 - 2. If at any time, in the opinion of the Umpire, a bat is intentionally used in an unsportsmanlike manner, the player shall be ejected from the game.
- C. All players should consider always wearing a fielder’s mask. In the following cases, wearing a fielder’s mask is required:
 - 1. In 6U, 8U, and 10U, all players in the field of play are required to wear a fielder’s mask while playing a defensive position to be furnished by the player. This is regardless of fielding position.
 - 2. In 12U and 18U, all infield positions with a 2004 or later birth year are required to wear a fielder’s mask to be furnished by the player. Players with a 2003 or earlier birth year or players playing an outfield position shall not be required to wear a fielder’s mask.



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XVI. GAMES

- A. All league games shall be played at Whitlock Park.
 - 1. Non-league games shall be played as scheduled by SRSA.
 - 2. SRSA may elect to play and / or practice at other fields in Coweta County including, but not limited to, Hunter Complex.
- B. All equipment used shall be approved by the sanctioning body(s). This includes balls, bats, and safety equipment.
- C. All games shall be either 7 innings or have a 75-minute (1 hour 15 minutes) time limit.
 - 1. EXCEPTION: 6U games shall have a time limit of 60 minutes.
 - 2. No inning shall start after this period unless play is required to determine a winner.
- D. Extra innings required to determine a winner shall be played under SRSA Tie Breaker Rules.
 - 1. Starting with the top of the first extra inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base.).
 - 2. During Regular Season (or SRSA sponsored Tournament Pool) play, one (1) extra inning shall be played. If at the end of the extra inning of play a winner cannot be declared, the game shall end in a tie.
 - 3. During Post Season (or an SRSA sponsored Tournament Bracket) play, play shall continue until a winner can be determined.
- E. When a game is called due to inclement weather, 3 innings must be completed before it constitutes a complete game. Any game called before three (3) innings are completed, shall be continued from the point of stoppage with the same line-up (as close as possible) and the same batter-up at the point of stoppage.
- F. The Head Coach must remove a pitcher from the pitching position after two (2) visits in one inning. The player can return to the pitching position after the completion of that inning.
- G. There will be a continuous batting order for all ages. This means that all players present at the game must be put in the batting lineup.
 - 1. A player, who must be taken out of a game for sickness or injury, will not be counted as an out when her at bat comes up.
 - 2. A player ejected from a game or not taken out due to sickness or injury will, however, be counted as an out.



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- H. All players are required to play (field) in two (2) complete innings and remain in that game. The two (2) innings do not have to be consecutive.
- I. Late arrivals may be added to the bottom of the line-up. Their entry into the game will not preclude another player from playing their minimum innings.
- J. For any game, a Head Coach may recruit up to two (2) players from another team(s). This shall only be done to replace a corresponding number of players who are sick or must miss a game for another reason.
 - 1. Substitutions shall be made as follows:
 - a) *If a frozen player is absent, they may be replaced with a freeze from another team.*
 - b) *A freeze may not be substituted for a player that was not a freeze.*
 - 2. At no time shall a team:
 - a) *use a player(s) from another team when that team has the correct number of players required to play the game*
 - (1) 10 players in 8U and 10U age groups
 - (2) 9 players in 12U and 18U age groups
 - (3) EXCEPTION: When a team does not have a player on the available roster who can perform adequately as a pitcher or a catcher,
 - (a) the Head Coach of the team needing the substitute for a pitcher must contact and get agreement from the opposing Head Coach before proceeding. If the opposing Head Coach agrees to the proposed substitute pitcher, proceed to the next step;
 - (b) the situation should be evaluated and approved by the Age Group Coordinator and the Executive Board.
 - (4) EXCEPTION: In the case where a pitcher is needed as a substitute, any other player on the roster who can perform the role of pitcher in any capacity must be used to start and complete the first two innings of play. This can be done by the recording of any 6 outs or completing innings due to the opposing team scoring the maximum run limit for those innings.
 - b) *change a player who was chosen as replacement for another replacement during the game.*
 - 3. Girls considered as a substitution from a younger age group must be approved by the Age Group Coordinator.
 - 4. Players recruited from another team shall:
 - a) *Only play an outfield position.*
 - b) *Bat last in the continuous batting order.*
 - c) *Must be registered within the current season of the SRSA league.*



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- d) *Must wear their own team's jersey.*
- K. A written or printed roster of players, showing numbers, names, and batting order, must be presented to the official scorekeeper, and opposing head coach prior to game time.
- L. Teams, time permitting, must complete on-field warm-up five (5) minutes prior to game time.
- M. A four (4) runs per inning limit shall apply to the first two (2) innings of a game. All subsequent innings shall have a six (6) runs per inning limit.
- N. During a game, players shall stay within their respective dugouts. Only persons designated by the Team Head Coach are permitted in the dugout during the game. The dugout gate shall remain closed during live play when the game is in progress.

XVII. PROTESTS AND RIGHT TO APPEAL

- A. Protests shall be considered concerning ONLY matters of rule misinterpretation. Protests shall not be considered if they are based solely on decisions involving a judgment of an Umpire.
- B. A protest form and the \$50.00 protest fee must be given to one of the Age Group Coordinator or another member of the Board of Directors within 24 hours of the game in question. The Board will make every effort to advise all parties involved upon receipt.
- C. A protest may be withdrawn, with no penalty, during the 24-hour "cooling down" period after it has been filed.
- D. A Protest Committee (made up of the Umpire Director, Age-Group Coordinators) shall rule on the protest within one week of filing. If their decision is in favor of the protesting head coach, the \$50.00 protest fee shall be returned. If they rule against the protesting head coach, the fee shall be deposited into the SRSA account.
- E. Any player or coach adversely affected by a decision of the Protest Committee and/or Violation Committee who believes such decision was
 1. arbitrary and capricious and an abuse of discretion; or
 2. made in violation of the SRSA published rules, shall have the right to protest.
 3. Any protest must comply with the above section on Protests.



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XXII. AGE GROUP PLAYING RULES – 12U, 14U, 16U, 18U, or 13+ FASTPITCH

A. Umpires and General Playing Rules

1. These groups are player pitch and shall follow the USA Fast Pitch Pitching Rules.
2. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. One (1) coach is permitted to stand in front of the dugout during his or her team's defensive play.
2. Each team will field no more than 9 players on defense unless approved by the Board of Directors.

C. Offense

1. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.