

## 2026 MARSHALL GIRLS SOFTBALL PLAYING RULES

### SECTION D: GENERAL PLAYING RULES

1. ASA rules will be followed except for Marshall Girls Softball specific rule changes.
2. Players are expected to attend all practices called by the coach or manager. It is the responsibility of the coach to inform a Board Member of problems concerning a player missing practices on a constant basis.
3. If a player must leave the game early, she must inform the coach prior to the game to allow the coach time to adjust the roster accordingly.
4. Any player warming up a pitcher on or off the field must wear a catcher's mask.
5. No new innings shall begin after 60 minutes for 6U and 75 minutes for all other age divisions. The umpire will declare the official starting time of each game. The final inning shall be played in its entirety. The score at the end of the last inning played shall be the official game score.
6. Games will start promptly at the official game time.
7. Beginning with the first week of the season, a player must attend half of the league games to be eligible for league tournament play. Except in the case of injury or illness or rain outs that are not made up.
8. Win-Loss records will be recorded for all divisions except T-Ball, and will be used for tournament seeding. In case of a tie at tournament time, it will be head to head, and then most runs earned.
9. No batting or pitching against the fence with a softball. Whiffle balls only and this includes league play and during practices.
10. No skullcaps will be allowed.

### SECTION E: TBALL 5U RULES

#### (AGES 4, 5 – Age as of 9/1/26)

1. They will bat the entire roster. The offensive side is retired when all players have batted. Games will be played with five pitches and the player hits off the tee. When a ball is stopped in infield, player stopped at one base. When ball is hit to grass results the runners to be awarded two bases.
2. A ball will be out if it is foul according to ASA rules with two (2) exceptions:
  - A. The ball is foul if it travels less than 15 feet in front of the home plate. This area will be chalked prior to the start of the game.

- B. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
3. No strikeouts will be allowed in T-Ball.
4. Bunting is not permitted. Batters are not to take a half swing. If the coach or manager feels the batter is not taking a full swing, the batter will be called back to bat again.
5. The infield fly rule does not apply to T-Ball.
6. There shall be no protest in T-Ball.
7. Game time limit will be 60 minutes. No new inning shall be started after 60 minutes of play.
8. All players will play defense. Positions in addition to the normal nine (9) softball positions will play in the outfield. No player will be allowed to play in the base lines.
9. Defensive coaches will position themselves in the outfield during the game for instructional reason only. No coach may touch a player while the ball is in play.
10. There will be no catcher. A coach or volunteer will be the catcher.
11. One base only will be allowed on an overthrow.
12. No score will be kept in T-Ball. HAVE FUN!! THIS IS A GAME FOR THE GIRLS TO ENJOY!!

## SECTION F: COACH PITCH 8U RULES (Ages 6,7,8 – Age as of 9/1/26)

1. ASA rules will be followed except where there are exceptions described in this document.
2. All games will be played with an 11" softball and a regular softball bat.
3. When the ball is hit, the pitching coach must avoid all contact with the ball and all defensive players.
4. If the pitching coach is struck with a batted ball or makes contact with a player attempting to field a live ball, the ball shall be ruled dead; all runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
5. This age group will play five (5) pitches and you're out. If the fifth pitch is fouled, the player continues to bat until she hits a fair ball, swings and misses or lets the ball pass by.
6. Whichever is higher of 10 batters or a number of batters equaling the highest roster number of the 2 teams will have a chance to bat. The ball must get to the circle or home plate to end the inning unless the out is made.
7. No balls or walks will be awarded. Strikes will be awarded.
8. The five (5) run rule per inning or three (3) out to retire the side will apply. Start of the fourth inning unlimited runs or bat the entire lineup will take effect.

9. All girls will play defense. The six (6) infield positions: pitcher, **catcher**, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and shortstop will remain the same. All extra players will be positioned in the grass.
10. No stealing of bases will be allowed.
11. No infield fly rule.
12. The games will require at least one (1) umpire behind home plate at all times.
13. The pitching distance for division will be 30 feet. All pitchers will pitch from the pitching rubber or the front of the circle.
14. A 37-foot arc from home plate will be marked on the field. During coach pitch, all defensive players including the pitcher must stay behind the arc until the ball is hit.
15. The base paths will be 60 feet in length with six (6) foot hash-marks between the bases. If the runner is past the hash mark they will advance to the next base. If the runner has not reached the hash mark, they go back to the previous base.
16. The base runner may leave the base when the ball crosses the plate, or is put into play by the batter. She must return to the base if the ball is not hit fair.
17. If a player arrives after the start of the game, she will be added to the bottom of the line-up.
18. When the ball is in the control of the player pitcher inside the pitching circle, the runner will not be allowed to advance extra bases. Exception in Rule 19.
19. A runner may advance only 1 base in the event of an overthrow. After one overthrow anywhere, the play is dead. Except for the last batter of the inning.
20. Time limit is 75 minutes.

## SECTION G: KID PITCH / COACH PITCH

### 10U RULES (Ages 9, 10 – Age as of 9/1/26)

1. ASA rules (including 10 & Under) will be followed except where exceptions are described in this document.
2. No dropped third strike (ASA rule for 10 & Under).
3. Pitching Rules specifically for this league.

No batter will be awarded 1<sup>st</sup> Base by virtue of a walk. If a batter is hit with a pitch from the opposing pitcher, the batter has the option to either take first base or continue the at bat as long as she made an effort to get out of the way. If the batter receives 4 balls from the pitcher, the hitting teams coach will come out and finish pitching to the batter. Coaches shall pitch from within the pitching circle (at least one foot must remain in the circle). If the coach violates this pitching rule, “no pitch” will be declared by the umpire and the pitch will count as one of the (5) pitches allowed. The batter will not be awarded 1<sup>st</sup> base if their coach hits them

with a pitch. The batter will retain the number of strikes from the kid pitcher before they were thrown ball 4. The coach will have no more than 5 pitches to throw until the batter strikes out swinging or puts the ball in play. Additional pitches would be thrown if the 5<sup>th</sup> or last pitch thrown was hit for a foul ball. If the batter does not swing at the last pitch (5<sup>th</sup> or ensuing pitches due to foul balls), the batter is out. Bunting is only allowed off of the kid pitcher.

If the pitching coach is struck with a batted ball or makes contact with a player attempting to field a live ball, the ball shall be ruled dead; all runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.

When the ball is in the control of the player pitcher inside the pitching circle, the runner will not be allowed to advance extra bases.

4. Pitchers can pitch four (4) innings per game and eight (8) innings per week.
5. During tournaments, there WILL NOT be a pitching limit.
6. Runners starting at first or second base are entitled to steal only one (1) base per pitch, with liability to be put out, and only when there is a kid pitcher. Runners starting at third base may not steal home or steal home on a passed ball. They may steal home on an overthrow to the pitcher or a throw to any base. NOTE: A runner attempting to advance beyond the one (1) base they are entitled to steal may be put out while between bases. A runner cannot be put out while in sole contact with a base. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.
7. A team will be retired after five (5) runs or three (3) outs for the first three (3) innings. Any extra runs scored in the same play, as the fifth run will be counted. Beginning with the fourth inning a team is retired after three (3) outs or ten (10) runs. The time limit is 75 minutes.
8. Each player must play: A minimum of two (2) full innings in every league game and must play at least three (3) innings in two (2) consecutive games and must play at least one (1) full game [no innings missed] before the season is over, provided she is present at official game time. NOTE: The Board upon notification by the team coach may exempt girls who are not attending practice from this rule pending a decision.
9. The game is over if a team is ahead by:
  - A. Twelve (12) runs after three (3) innings.
  - B. Ten (10) runs after four (4) innings.
  - C. Eight (8) runs after five (5) innings.

10. The entire roster will bat, and (10) players are allowed on the field.
11. A complete scorebook must be kept for the seeding of teams for the league tournament. This must be turned in to the Board of Directors for review before the tournament.

**PLEASE REMEMBER TO HAVE FUN AND MAKE THIS AN  
ENJOYABLE EXPERIENCE FOR EVERYONE INVOLVED!!**