

Georgetown Youth Girls' Softball Association

Rules of Play

The Georgetown Youth Girls Softball Association (GYGSA) league rules have been approved by the GYGSA Board of Directors, in conjunction with the Softball Director of Umpires, to ensure appropriate play. The GYGSA Board retains the authority to modify or add rules throughout the year to enhance the program and safeguard players.

All GYGSA games will be played according to the Official Rules of Softball published by Texas Diamond, along with league-specific modifications and exceptions outlined in these Official Rules of Play. In case of any conflict between any past, present, or future printed version of these rules and the GYGSA online version posted on the league website, the online version shall take precedence. If any situations occur or rulings are needed that are not covered in these rules, the decision of the GYGSA Board of Directors will be final and binding. All decisions made by the Board of Directors or the Board Member on Duty (BMOD) are final and cannot be appealed.

Any reference to a particular gender contained within this document, such as she, hers, herself, etc., shall be meant to also include he, his, himself, and are to be interpreted as gender neutral.

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1.00 Field of Play & Game Times

1.1 Field of Play

Playing field dimensions are defined and listed below for each age group. Actual field measurements can only be contested before the game.

Table 1.1 Field of Play

Age Group	Pitching Distance	Base Paths	Fields Available for Play
6U	40'	55' w/10' Safety Line	West, Central, East
8U	40'	55' w/10' Safety Line	West, Central, East
10U	35'	60'	West, Central, East
12U	40'	60'	West, Central, East
14U	43'	60'	West, Central, East

The pitching mound-to-plate distance is measured from the rear of home plate to the front of the pitching mound.

The base distance is measured from the rear of home plate to the front of the base.

1.2 Game Times

Games can be started no earlier than fifteen (15) minutes before game time. If a team is missing players, the team has until posted scheduled game time to gather the required number of players. For rules on substitutions, please see **3.12 Pick Ups**.

Table 1.2 Game Times

Division	Game time	Tie-Breaker
6U	60 minutes, finish the inning, no new inning after 55	None
8U	60 minutes, finish the inning, no new inning after 55	None
10U	70 minutes, finish the inning, no new inning after 65	None
12U	70 minutes, finish the inning, no new inning after 65	None
14U	70 minutes, finish the inning, no new inning after 65	None

1.3 Run Limitations & Mercy Rule

The following limitations will apply to all GYGSA games. The imposed Mercy (run) Rule shall be used to complete a regulation game when one team’s margin of lead is greater than or equal to the listed run differential.

Table 1.3 Run Limitations & Mercy Rule

Division	Runs per ½ inning	Mercy Rule
6U	5	12 after 3, 10 after 4, 8 after 5
8U	5	12 after 3, 10 after 4, 8 after 5
10U	5	12 after 3, 10 after 4, 8 after 5
12U	5	12 after 3, 10 after 4, 8 after 5
14U	5	12 after 3, 10 after 4, 8 after 5

1.4 Suspended Games

If a game is called due to weather or other conditions, it will be ruled an official game provided:

1. Two and one-half (2 ½) innings have been completed, and the home team is ahead, or three (3) innings if the home team is behind.
 2. All games stopped by a league official for weather or other necessary safety reasons before a game officially begins are declared suspended games.
 - a. Suspended games, if rescheduled (not guaranteed), will resume at the exact point where the game left off. The umpire will verify all game details with the scorebook so the game can be resumed at its exact point.
- Suspended games may not be rescheduled due to various reasons. All decisions to reschedule are at the discretion of the Board of Directors.

1.5 Scorekeepers

The home team must provide a scorekeeper for all scheduled games. This individual will be responsible for keeping score. **The league's official scorebook must be used.**

2.00 League Regulations

2.1 Team Sizes & Age Brackets

Each team shall consist of no more than fourteen (14) players and no fewer than twelve (12) players. Any exceptions are at the discretion of the Board of Directors.

- A. 6u Players should be of age four (4) to six (6), based on age as of September 1st.
- B. 8u Players should be of age seven (7) to eight (8), based on age as of September 1st.
- C. 10u Players should be of age nine (9) to ten (10), based on age as of September 1st.
- D. 12u Players should be of age eleven (11) to twelve (12), based on age as of September 1st.
- E. 14u Players should be of age thirteen (13) to fourteen (14), based on age as of September 1st.

2.2 Coaching Staff.

Each team is permitted one Team Manager and three assistant coaches, which includes team parents. Only league-approved managers, coaches, and players may be in the dugout or on the field. In the event a team is short on coaches, an approved coach from another GYGSA team may temporarily assist with team duties. All managers and coaches must undergo and pass background checks before the first practice. Only approved managers and coaches are authorized to conduct practices and participate in game duties.

2.3 Selection of Players (Draft)

2.31 Draft Rules

The GYGSA Board of Directors will oversee the draft. In situations that arise that are not defined in these draft rules or are unclear, the Board of Directors will make a ruling, and it will be final.

- A. There will be no "returning teams" in any age bracket. All teams will be drafted under these regulations.
- B. Each team will be represented by one Team Manager and a maximum of one Assistant Coach (if designated) at the time of the draft unless otherwise approved by the Board of Directors.
- C. Players who are not protected and did not attend a scheduled Skills Assessment are not eligible for name selection in the draft. These players will be chosen through the "Hat Pick" process after all other draft-eligible players have been selected.

2.32 Player Selection and Draft Order

1. Player selection will be made by the Team Manager or designated coach for the draft.

2. Team draft order will be determined by blind drawing at the draft site.
3. The draft order will alternate each round. Snake Format (i.e., first round 1 to 10, second round 10 to 1).
4. After the Player Protect & Coaches Children round, any teams that are uneven due to not protecting players will “even up” by picking one player at a time in the same order/process as the regular draft until all teams are even.

2.33 Special Requests

- A. Sisters who are playing within the same division will automatically be placed on the same team in the next draft position once one is picked. For the sister rule to apply, the players must be registered together.
 - a. Exception: Parent request to NOT place sisters on the same team is made.
- B. There will be NO ride shares allowed, including cousins, nieces, friends, etc.
 - a. Exception: Before the draft, approval has been obtained from the Board of Directors.
- C. Unless there are only two teams in a division, each player is entitled to indicate on the sign-in form the name of one coach they do not want to play for. That coach may NOT draft that player. If a coach drafts a player who had specified not to play on their team, then the coach will be asked to ‘pick again’ at that time.

2.34 Player Protections

1. Each team will be allowed two (2) player protections. All players who are not protected are eligible to be drafted by any team. The head coach’s daughter/granddaughter is automatically placed on the team in the first position and is not counted towards player protection.
 - a. Note: If the head coach has 2 daughters in the same division, then the second daughter will use one of the coach’s protections.
 - b. Protects & the sister rule can not be used simultaneously if it results in the protection of more than two players.
2. The GYGSA Player Protection Form must be completed and signed by the player’s parent/guardian, indicating they accept the protection. This form must be turned in at the start of the draft. If no GYGSA Player Protection Form is produced, then the player protection will not be awarded.
3. Any protected player who also has a sister playing in the same division must result in the second sister using one of the coach’s protections.

2.35 Hat Picks

- A. Players who were not protected and who did not participate in any of the scheduled skills assessments are not eligible to be selected by name during the draft process, they become Hat Picks.
- B. Once all players who were eligible to be selected (by name) during the draft have been drafted, the players identified as “Hat Picks” will be identified and entered into a blind drawing. The blind drawing will start where the draft left off and continue until all “hat pick” players have been assigned to a team.

- a. Hat Picks can not be traded.

2.36 Player Trade

After the completion of all the players have been selected, and the GYGSA designated overseer of the draft indicates the draft has completed and the player trade window has started, Coaches will have no more than 15 minutes to make player trades if they choose to. At the conclusion of 15 minutes, the draft will be closed, and no more trades will be accepted.

2.37 Late Registration

Late registrants will be assigned to teams based on their position in the draft order.

Exception: If a team has fewer players than others or loses a player, the late registrant will be assigned to that team.

2.38 Rosters

Team rosters are limited to the number of players assigned by the Board of Directors. All players must be registered in the appropriate age division. Coaches using players in violation of team roster rules, will receive a warning for a first offense. Additional offenses or failure to comply may result in the manager's suspension from the next scheduled game, with the possibility of ejection from the League.

2.4 Uniforms, Protective Equipment, and Gear

2.41 Uniforms

Players must have proper uniforms on during games. This includes team jerseys, softball pants, & cleats. Metal cleats are not allowed.

Note - Issues involving a player's attire and uniform legality will be resolved at the discretion of the umpire and/or the Board Member on Duty.

2.42 Protective Equipment

1. All offensive players must wear a double ear helmet with a protective facemask while on the playing field, outside of the dugouts. This includes bat girls and boys while performing their duties. Youth coaches under 18 years of age must adhere to this standard for fastpitch.
2. All defensive players playing in any of the fielding positions must wear a face mask.
 - a. The catcher must wear a head protector, a body protector, shin guards, and a mask. The helmet must have full ear protection.
 - i. In 6U, the catcher's position must be filled, and a helmet and chest protector must be used. Shin guards are optional but highly recommended.

2.43 Softball Bats

The bat shall be a smooth cylinder with a knob. Only bats that pass through a 2-1/4- inch (5.7150 cm) diameter bat ring are legal. Each bat shall be no more than 2-1/4 inches (5.7150 cm) in diameter at its thickest part, no more than 34 inches (86.360 cm) in length, and not exceed 38 ounces (1077.30 g) in weight.

There shall be no devices, attachments, or wrappings that cause the handle to become flush with the knob. All bats shall meet the USA/ASA bat performance standard. Laser etching, other than on the barrel, is permissible. No baseball bats allowed.

3.00 Play Regulations

3.1 Minimum Players and Player Pick up

3.11 Minimum Number of Players

A team must have eight (8) players to start/continue/finish a game. If a team has only eight (8) players, play will continue, and an out will be taken when the 9th position comes up to bat. If a team only has seven (7) players, the game can continue as a scrimmage, but will be ruled as a technical forfeit. No extra outs will be enforced.

3.12 Pick Ups

A. Fall Season Pick Ups

- a. Teams may pick up GYGSA players if the team can not supply eight players. Pick-up players must be in the same age bracket as the team or lower. Teams may only pick up a maximum of two players to get them to nine players. Teams may not pick up a player for the tenth spot.

B. Spring Season Pick Ups

- a. Pick-ups are not allowed during the Spring Season play for official games. If a team cannot supply a minimum of eight players, the game will be considered a technical forfeit.
 - i. The game can continue to be played as a scrimmage under Fall Season Pick Up rules, and will be ruled a technical forfeit.

C. Tournament Play

- a. A team may not use pickup players during GYGSA internal tournament play without express consent from the Board of Directors.
- b. For external Tournaments, teams may pick up as many GYGSA players as needed to complete the game. Pick-up players must be in the same age bracket as the team. Age bracket guidelines are determined by the Tournament host.
- c. No external tournament may be played without prior Board approval.

3.13 Line-Up and Substitutions

Each team will bat the entire roster. A late-arriving player will be inserted at the bottom of the lineup.

- A. If a team's player is expected to arrive late to the game, the Team Manager must announce during the plate conference and advise both the plate-umpire and the opposing team that a player will be arriving late. The late arriving player must be added as a substitute to the official roster to be eligible to play.

- B. When the player arrives, the player is announced to both the plate umpire and the opposing team. The late-arriving player is placed in the bottom or last position in the line-up. The game resumes as if they were there at the start of the game. Until the player arrives, an out is recorded if there are fewer than nine (9) players. If a pick up player is being used to avoid an out, they will be substituted in the lineup by the late arriving player.
- C. If a player is removed from the game due to any reason, the player's position in the lineup will be skipped without an out unless the team falls below nine (9) players.

3.2 Game Play Regulations

Coaches on the Field

The acting Team Manager is allowed to stand outside the dugout while their team is on the field. All other personnel must remain in the dugout while on defense. All coaches must remain in the coach's box while on offense.*

**Exceptions*

For 6u, a batting coach is allowed at home.

For 8u, an extra coach is allowed for coach pitch.

Appealing Plays

A Team Manager is the only person allowed to request an appeal. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. If the defensive team has left the field when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench or dugout area.

1. There will be no appeal allowed on judgement calls.
 - a. Balls and Strikes
 - b. Fair and Foul Balls
 - c. Safe and Out
 - d. Legal vs Illegal Pitch
 - e. Application of obstruction or interference
 - f. Any other matter questioning the accuracy of the umpires judgment

Sliding

Sliding into the base feet first is allowed for 8u & up. Sliding head first for 8u is **NOT** allowed and that player will be called out. headDiving back to base is allowed.

Lead Offs

Leading off is permitted only in 10u and up age divisions.

8u Coach Pitch

Once the ball is hit fair, the coach pitcher must move to the side of the field, the opposite direction of where the ball is hit. When the coach interferes with an offensive player, the play

stands. When the coach unintentionally interferes with a defensive player, then the umpire has the option to call the baserunner out, if intentional, then the runner will be called out.

If the coach pitcher unintentionally interferes with an offensive player, the play stands. If the coach pitcher unintentionally interferes with a defensive player, the umpire may call a base runner out. If the interference with a defensive player is intentional, the runner will be called out.

Dead Balls/ Special Outs

- A. A batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.
- B. A baserunner is out if they are hit by a fair batted ball while off base.

4.00 Sportsmanship and Ejections

The following conduct shall result in immediate ejection from the game/fields for the duration of the day and the following game. Multiple offenses will result in banishment from the league.

A. Coaches & Players

- a. Openly disputing or arguing any decision by an official, outside of the official appeal process.
- b. Throwing items in response to play/call.
- c. Using obscene or vulgar language or gestures, including swearing, at any time, even if not directed at a particular person, is prohibited.
- d. Displays signs of dissatisfaction with an official's decision with the *intent* of inciting the officials, players, or spectators.
- e. Displays of unsportsmanlike behavior towards any player or coaches, including verbal and physical violence.

B. Spectators

- a. Use of obscene or vulgar language and or gestures in a boisterous manner to anyone at any time.
- b. Taunting of players, coaches, officials, or other spectators by means of baiting, ridiculing, threat of physical violence, or physical violence.
- c. Throwing of any object in the spectator's viewing area, player's bench, or directed in any manner as to create a safety hazard.

Updates & Edits

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- Jessica Fabilia, Elvia Lozoya, Jackie Daniel, Michael Gomez, Rhiannon Gomez