

**2026**

**Stanislaus Girls Softball  
Association**

**As written, these are exceptions to the  
National Federation of High School Associations  
rulebook.**

**7-8 age teams use NFHS slow pitch rules**

**9-14 age teams use NFHS fast pitch rules**

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## **STANISLAUS GIRLS SOFTBALL ASSOCIATION**

### **ORGANIZATION**

The association shall be governed by a Board of Directors from the membership (one member or director from each school district) assisted by any other volunteer personnel approved by the Board of Directors. The officers shall consist of a President, Vice President, Secretary, and Treasurer. All motions will be carried by simple majority of those coordinators in attendance unless otherwise specified.

### **QUALIFICATIONS**

Each team shall represent a particular school district or organized program. The school district shall determine the area in which the team shall draw from to pick their team. Each team in the league will have an adult at least 18 years of age to act as coach at each game or that game will be forfeited. The ages of the assistants are optional. A coach will be responsible for the conduct of his/her team, fans and assistants. It is recommended that each coach have an understanding of the fundamentals of softball, knowledge of the rules, and especially the desire to help the young participants in all aspects of the game. However, the number of the registered assistants is limited to two. The names of those assistants must appear on the official roster for the game team. Coordinators must bring rosters and dues to the league scheduling meeting held before league games start. League games played before rosters and dues are turned in will result in a forfeit.

## **AGE BRACKET**

Any girl who is 7 by December 31 of the previous year and not 15 by December 31 of the previous year will be eligible. The League is set up according to age levels as follows:

**7/8 and not 9 by December 31 of previous year**

**9/10 and not 11 by December 31 of previous year**

**11/12 and not 13 by December 31 of previous year**

**13/14 and not 15 by December 31 of previous year**

All 15-year-old 8th grade players within each team's District will be allowed to play on the 13–14-year-old teams: however they will not be allowed to pitch.

Any player who has participated, during the current calendar year, in any tournament outside of county ball league and is in the 9-10 year old bracket or older, shall be considered a travel ball player. Any team with a travel ball player must play in the "American" division. Failure to do so will result in forfeited games.

## **DUES**

The Board of Directors will set league dues at the beginning of each season. Current dues are \$25.00 per team all checks must be made out to County Ball.

## **RULES**

It is the responsibility of the school coordinator that coaches and managers are aware of the rules governing the Stanislaus girls softball. The rule shall be those of the national Federation of high school associations rulebook, unless superseded or modified by the Stanislaus girls softball current rules contained herein. 7/8 age teams will use the NFHS slow pitch rules. 9 thru 14 age teams will use the NFHS Fast pitch rules.

## TEAMS

Rosters will consist of no more than 15 players. A new player maybe added only if a team falls below 10 players and then only with the approval of the majority of the other managers in the division. Each age bracket shall be divided into division according to strength of teams. The American division shall be the strongest division, followed by the National and then Pacific.

- 1.** Players can be brought up one age level but not down. To bring a player up more than one age level he/she must petition.
- 2.** The managers and coordinators of each team must certify and be responsible for the eligibility of each player.
- 3.** League rosters will be kept by the league secretary and may be examined anytime.
- 4.** Any game in which in ineligible player participates shall be forfeited.
- 5.** It is suggested that each girl play at least 2 innings of a 7 inning game. A complete record of games must be kept in a scorebook.
- 6.** If a program has two teams in an age category at least one must play in the American division. If a program has four teams in an age category at least two must play in the American division.

## SCHEDULES

**A.** The schedule of the games for the league season shall be prepared by the Board of Directors and shall not provide more than two games per week for any team, unless it has to be made up because of a tie or by agreement of the representatives.

**B.** All games will have a 2 hour time limit. If the weather is not permitting or a scheduling conflict occurs, the home team must give 3 dates for the makeup game. If the home team can not provide 3 dates then they will forfeit. If the visiting team does not agree to one of the 3 dates given they will forfeit. The home team reserves the right to decide field location and time.

**C.** Copies of all the league schedules will be kept on file along with copies of the roster by the league Secretary-Treasurer.

**D.** Ties within the division must be played off. Home team will be determined by a coin toss. Home team will provide the home plate umpires, visiting team will provide the base umpire.

## REGULATION GAME

A regulation game is 6 innings for 7-8 and 9-10 and 7 innings for 11-12 and 13-14 unless shortened or lengthened legally. It is a regulation game when:

**A.** The home team shall have scored more runs in five innings than the visiting team has scored in six innings.

**B.** The home team scored the winning run in the sixth inning before the inning is completed. If the batter in the last half of the final inning of a game hits a home run over the fence or into the stands, all runners on base at the time, as well as the batter, shall be entitled to score legally. All bases must be touched in order by all runners. The final score of each game shall be total of runs made by each team.

**C.** If the score is tied at the end of 6 completed innings, play is continued until one has scored more runs than the other in an equal number of innings: provided that if the home team scores in the winning run before the third out in any inning after the sixth, the game shall terminate and be a regulation game. If the 2 hour time limit is up and a tie still remains the tie game will be played off if the field is available and both coaches agree. Otherwise the tie game will be rescheduled by the home team with a minimum of 3 dates provided to the away team for the game to be finished. Home team shall be responsible for furnishing the playing fields and umpires.

**D.** Terminated by the umpire on account of the weather, darkness or any other cause which makes further play impossible, provided four or more innings have been played, or the home team has scored more runs in three innings or before the completion of its fourth inning, than the visiting team has scored in four completed innings.

**E.** The umpire terminates play after four completed innings. The score of such game shall be the score at the end of the last completed inning, if however the home team have scored more total runs than the visiting team when the game is terminated while the home team is at bat, the score of such game shall be the total runs scored by each team. Also, when a game is terminated after four completed innings, with the visiting team at bat, and the home team ahead, the score shall be the total number of runs scored by each team when the game is terminated.

**F.** All innings which start after 1 hour and 30 minutes shall be open innings. The game must end in 2 hours. Any unfinished innings will revert back to the last completed inning.

**G.** There are NO tie games.

## EQUIPMENT

Uniforms shirts with the numbers are mandatory in the league for identification purposes. It is optional that all teams have baseball caps. Rubber or plastic cleated shoes are permissible. ONLY 13-14 have an option to wear metal cleats. The catcher may wear any glove approved for any position. Little League bats and T-ball bats may be used in the 7-8, 9-10 teams. All Bats must be NSA2012 approved. Umpire must check bats before game begins. The 11-12 and 13-14 teams will use 12" softballs. The 7-8 and 9-10 teams will use the 11" softball. Either synthetic leather or leather softballs may be used. Optic yellow balls are required for all ages. All catchers must wear chest protectors and face mask. Face masks are recommended for batters helmets but not required. Bat stamp needed:



## PLAYING FIELD

If no pitching rubber or home plate is available at the field, their positions shall be determined by the umpire.

**An official pitching rubber is required.**

**Pitching distance is 35 feet for 7-8 and 9-10 games**

**Pitching distance is 40 feet for 11-12 games**

**Pitching distance is 43 feet for 13-14 games**

**ALL DISTANCES MEASURED FROM BACK POINT OF HOME PLATE TO THE FRONT OF THE PITCHING RUBBER.**

**Playing fields shall not have permanent pitchers rubber at 35 feet**

**Distance between bases will be 50 feet for its 7-8 and 9-10. The NFHS rulebook will hold true for 11-12 and 13-14 which is 60 feet.**

The home team shall supply both umpires. Umpires should be at least 15 years old. If an assigned umpire does not appear, a person may be selected from the stands (by approval of

both coaches) to umpire the game. if both coaches don't approve, just 1 umpire will umpire the game time. 7/8 may be played with 1 umpire. if umpires are not at the home field 10 minutes after game time, home team forfeits.

## **BEFORE THE GAME BEGINS**

Home team will supply 2 optic yellow regulation game balls. Both scorekeepers will exchange rosters 10 minutes before each game. The rosters shall show the initials and last name of all players and registered coaches. Each players number will be shown on scorebook.

## **SCORING**

Each team should have a scorekeeper who is qualified to keep a logical scoring records of all game. **Scorekeepers should check the score with each other after each inning.** Any and all discrepancies in the score should be called to the attention of the umpire immediately. These should be resolved before play continues. **The Home teams scorebook shall be the official book unless otherwise designated by the umpire before the game begins.**

## **GAME IN GENERAL**

1. 7-8 AND 9-10 games shall have 6 inning limit. 11-12 and 13-14 games shall have 7 inning limit. In the event of early darkness, the umpires decision to call the game final, or if both coaches agree to call the game, their decision is final.
2. The umpire should note the exact starting time of the game and both teams should enter said time in their score books at the beginning of the game.
3. Four innings will constitute a game for 7-8 and 9-10 and 5 innings will constitute a game for 11-12 and 13-14, EXCEPT WHEN THE TIME LIMIT EXPIRES.
4. Girls and coaches will be allowed to coach at first and third base. One coach per base. coaches should be on the field or in the dugout as much as possible.
5. Disputes should be no more than 5 minutes and no more than 3 people ( Umpire and Head coaches from each team.) Disputes must only involve rule interpretations. Coaches and players may not dispute a judgment call.
6. If the catcher drops the ball on the third strike, the batter may run to first if there are less than 2 outs and first base is not occupied. If there are 2 outs she may run to first even if first base is occupied. **THIS DOES NOT APPLY TO 7-8 AND 9-10 TEAMS.**

7. A team must have a minimum of **SEVEN (7)** players, with no players available to start a game. If a team cannot field seven players 15 minutes after the designated game time, shall be forfeited to the opposing team. A team will field 10 players, with an exception of 9 players on 13-14 teams. The four outfielders should be an equal distance from the infield and must be at least five feet behind the baselines. Also, infielders may not be closer to home plate than the back of the pitchers circle until the batter hits the ball.

8. DH rule will not be used.

9. Infield fly rule will not be used by the 7-8 and 9-10 age. It may be used in the 11-12 and 13-14 age league if agreed upon prior to the game. If the home team wishes to use it, it must be used.

10. **UNSPORTSMANLIKE CONDUCT** is any act that the umpire feels impeded the objectives of the program. Unsportsmanlike conduct may result in suspension from the game and/or league. **THERE WILL BE NO FOUL LANGUAGE.**

11. **STATE LAW PROHIBITS THE CONSUMPTION OF ANY ALCOHOLIC BEVERAGE WHERE CHILDREN ARE PARTICIPATING IN AN ORGANIZED ACTIVITY.**

12. The 7-8 age teams will use a 16' circle around the pitchers rubber. The ball is dead as soon as a thrown ball breaks the plane of the pitcher's circle. A baserunner must reach the next base safely before the ball enters the circle or they will be returned to the previous base. First base is exempt. **PUSH RULE:** When a player at the 7-8 year old age level, the "**PUSH**" rule will be in affect when, there are two or more runners on base. if the trailing runner reaches their base safely before the ball reaches the pitching circle, the advancing runner will be awarded their base even if they have not made to their base.

13. When a runner is legitimately off a base after a pitch or as a result of a batter touching first base, and while the pitcher has possession of the ball with the 16" circle, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base. For ages 9 and up, the runner will be declared out if she hesitates off the base, or if she leaves a base after stopping at a base. For ages 7-8 in the above circumstances the runner will be sent back to the base.

14. 7-8 age teams will have the coach or assistant coach pitch to his or her own players. Batter is out after 3 strikes, or after 7 pitches and no hits, except if the seventh pitch is fouled.

15. 7-8 age games will be 6 innings. The consecutive batting order must be used. Players may re-enter at anytime at any position. A batter is considered out every time she misses her turn at bat in the batting order.

16. A consecutive batting order is **OPTIONAL** for the 9-10, 11-12, and 13-14 teams. If a player doesn't bat for **ANY** reason, it is counted as an out. Late arriving players may be added to the bottom of the batting order.

**17.** NO bat throwing. First time is a warning, second time batter is out.

**18.** Only 13-14 age may steal home according to the NFHS rules.

**19.** Helmets are mandatory for all batters, on deck batters and base runners.

**20.** In 7-8 and 9-10 leagues, if one team is ahead by 15 or more runs after 4 innings, the game will be over ( if after 4 innings one team is not ahead by 15 runs, an open inning may be subsequently called as long as the time limit is met.) In 11-12 and 13-14 leagues, if one team is ahead by 15 or more runs after 5 innings the game will be over ( if after 5 innings one team is not ahead by 15 runs an open inning may subsequently be called as long as the time limit is met.)

**21.** All teams have a 5 run rule. If a team scores 5 runs in an inning the team will switch from offense to defense except in "OPEN" inning.

**22.** An "OPEN" inning will be called for every inning started after 1 hour and 30 minutes. (you can have more than 1 open inning as long as time allows or maximum innings has not been reached). "OPEN" innings may only be called at the start of a full new inning. For 7-8 age and 9-10 age the 6th inning is "OPEN" regardless of time. For 11-12 age and 13-14 age the 7th inning is "OPEN" regardless of time.

## **PITCHING**

The Starting pitcher having been removed from the mound may return one time only. if the pitcher pitches the ball while the catcher is not in the box, it will be ruled "no pitch" and the ball considered not in play. All 9-10 age pitchers will only be allowed to pitch **4** innings per game. There is no limit on the number of innings an 11-12 and 13-14 player may pitch. One (1) ball will constitute an inning pitched. **AS PER HIGH SCHOOL RULES THE PITCHER SHALL START WITH THEIR DRAG FOOT IN CONTACT WITH RUBBER WITH THE PLANT FOOT ON OR BEHIND THE RUBBER. THE PITCHER SHALL MAKE ONE MOTION FORWARD TO DELIVER THE PITCH.**

### **9/10 National and Pacific divisions only!!!!!!**

There will be no walks. However, if the player pitcher hits a batter with a pitch, the batter will be awarded first base and it is recorded as a hit by pitch.

Once the pitcher throws ball four the batting team's coach shall come in and pitch to the batter according to count. If ball 4 is thrown with a 3-0 count the coach shall throw 3 pitches, a 3-1 count will result in the coach throwing 2 pitches and a 3-2 count shall result in the coach throwing 1 pitch. If the batter fails to hit after the coach pitches then it is recorded as an out. If the last pitch is fouled off the batter will get another pitch as if it was 3-2 count.

If a pitcher hits 2 batters in the same inning the pitcher must be removed for the rest of that inning. The pitcher may return the next inning.

Coaches must pitch underhand with one foot on the pitching rubber.

The defensive team's pitcher must play with one foot in the pitching circle to the left or right of the opposing team's coach who is pitching.

If a batted ball hits the coach that is pitching, it is a live ball.

No stealing will be allowed while the coach is pitching.

If the coach pitcher hits the batter with a pitch it will be counted as 1 pitch and the batter will not be awarded first base.

## **BASE RUNNERS AND BATTERS**

### **FAST PITCH**

13-14 age players will go by NFHS rules.

In 9-10 and 11-12 age league, a runner on third base shall not be allowed to score by stealing home or by a passed ball by the catcher unless the catcher makes a play at another base or if the catcher makes a bad throw or the pitcher misses the ball and it rolls anywhere behind the pitcher's rubber the runner at third may try to score at risk of being tagged out.

If a runner tries to score from third on a steal and a play has not been made at another base or the ball has not rolled behind the pitcher's rubber they will be returned to third if they make it safely to the plate. She may be tagged out on such an attempt. 11-12 and 13-14 age players can run on third strike if the catcher drops the ball. 9-10 players may not run on a third strike if the catcher drops the ball.

**9-10:** Runners may steal second or third base after the ball crosses home plate.

**11-12** Runners may steal second or third base after the ball leaves the pitchers hand.

**13-14** Runners may steal second or third and steal home after the ball leaves the pitchers hand.

**7-8** This division is coach pitch. Runners may not steal.

**Slide rule:** A runner must slide if the catcher has possession of the ball before the runner has reached the plate. If the catcher does not have possession of the ball, the runner does not have to slide. However, if a runner deliberately runs over fielder attempting to catch the ball with the intention of knocking her over, the runner shall be declared out and the ball is dead. This does not mean a runner must avoid a fielder in the baseline or covering a base, but if there is a deliberate attempting of Football tactics, it is not in keeping with Stanislaus Girls Softball Code of Sportsmanship and will not be tolerated. First time offenders will be removed from the game and the second offense will result in removal from the league. The catcher must give the runner

a lane to reach the plate. If the catcher blocks the plate off the runner will be declared safe. It is recommended that all catchers be in front of the plate and tag with a sweeping motion to the left. This same rule will also apply to second and third bases.

## **PROTESTS**

The umpire and the opposing Coach must be notified and it must be written in the score book what the score is and the time, before the game resumes. A letter must be submitted to the league Secretary within 72 hours after the game, for action on the protest. The vote of the protest committee will be final. A \$20.00 protest fee will be due when the protest is submitted. Game protest must be acted upon within 14 days after the league President receives the written protest. In the case that no action is made within 14 days, the decision of the protest committee will prevail.

## **POINT OF EMPHASIS**

### **OBSTRUCTION**

Obstruction is the illegal act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. When obstruction occurs, the umpire shall call or signal "obstruction."

- A. If a play is being made on an obstructed runner, or if the base runner is obstructed before she touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the base she would have reached in the umpire's own judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base she had last legally touched before the obstruction. Any preceding runner, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability of being put out.
- B. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall call time and impose such penalties, if any, as in his judgement will nullify the obstruction.
- C. In a run down play, if the runner's progress is impeded by a defensive player who does not have the ball in her possession, the umpire shall call "obstruction" and the runner awarded the base she had originally attempted to reach.

Examples include

- A. Standing in the baseline when the defensive player is not involved with the play and causes the runner to go out of the baseline to avoid the defensive player.
- B. Standing on a base when the defensive player is not involved with the play and causes the runner to go around or not be able to reach the base.

## INTERFERENCE

Interference is the illegal act of an offensive player who impedes, hinders or confuses a defensive player from attempting to execute a play or touches the ball in a live play.

- A. When interference occurs the ball is dead and the interfering runner will be declared out and all other runners, if any, will be returned to the last base they legally touched before the interference occurred.
- B. If a base coach or other offensive team member causes the interference, the ball is dead and the lead runner will be declared out and all other runners, if any, will be returned to the last base they legally touched, unless pushed by the batter runner going to first, before the interference occurred.

Examples include

Physically interfering with a defensive player while attempting to make a play.

Any verbal or visual distraction that hinders the defensive player.

Kicking a ball away from a defensive fielder.

Deliberately impeding the catcher from getting to the ball on a wild pitch.

A base coach or other offensive team member impeding a defensive player from attempting to make a play or verbally or visually distracting a defensive player from making a play.