



El Segundo Girls Softball

League Rules

Manager's/Coach's Guide

	8U	10U	12U	14U
FIELD LAYOUT	55' bases, 30' pitch	60' bases, 35' pitch	60' bases, 40' pitch	60' bases, 43' pitch
BATS & BALLS	Tee ball or softball bat, 10" RIF softball	Softball bat 11" softball	Softball bat 12" softball	Softball bat 12" softball
ASA RULES	Yes	Yes	Yes	Yes
GAME LENGTH	6 innings or 1 hr 30 min Drop dead	7 innings or no new inning after 1 hr 30 min Drop dead 1 hr 40 min	7 innings or no new inning after 1 hr 30 min Drop dead 1 hr 40 min	7 innings or no new inning after 1 hr 30 min Drop dead 1 hr 40 min
RUNS / INNING	3 runs, every inning	4 runs, unlimited in the 5th, 6th, and 7th inning	5 runs, unlimited in the 5th, 6th, and 7th inning or last inning if declared by umpire	N/A
MERCY RULE	15 after 4 or both managers agree	15 after 4 or both managers agree	15 after 4 or both managers agree	15 after 4 or both managers agree
PITCHING** See notes below	Pitch 4 innings/week 2 innings per game ** See Notes Below	18 outs / week max then 21 outs max per pitcher after spring break	18 outs / week max then 21 outs max per pitcher after spring break	Unlimited No limit in Interleague
GAME ROSTER	10 defense, all bat	9 defense, all bat	9 defense, all bat	9 defense, all bat
PLAYER ROTATION	2 innings Max in one position; All players must play 2 innings in the infield	Must play every other inning min for the whole season; must play min 1 inning on defense for a 4 inn game, 2 inn for a 5+ inning game in the infield	Must play every other inning min for the whole season; must play min 1 inning on defense for a 4 inn game, 2 inn for a 5+ inning game in the infield until spring break	Must play every other inning
BASE STEALING**	ASA rules; 1 base See notes below	ASA rules	ASA rules	ASA rules
METAL SPIKES ALLOWED	No	No	No	Yes per ASA rules
NO-FAULT THROWS	On putout attempt & pickoff plays	N/A	N/A	N/A
FIELD COACHES	ASA rules	ASA rules	ASA rules	ASA rules
INTERLEAGUE PITCHING & RULES	See LA/So Bay Interleague Rules	18/21 outs rule does not apply See LA/So Bay Interleague Rules	18/21 outs rule does not apply See LA/So Bay Interleague Rules	All pitchers eligible Win/Loss count in standings See LA/So Bay Interleague Rules

NOTES AND CLARIFICATION

If a person (manager or rostered staff) is found to be non-compliant with the ESGS rules, each game in question will be a forfeit and the following penalties will also apply

- 1st violation: he/she receives a written/verbal warning
- 2nd violation: he/she is suspended for the following game
- 3rd violation: he/she is removed from the team's staff for the season
- Upon the 3rd violation, it is up to the discretion of the board as to whether the person in question will be allowed to hold a future ESGS position.

Drop dead - Score reverts to last complete inning

Players - You can only add a player to the end of the lineup the first time through. A late player may only be added if an out was taken in the batting order. If the player doesn't arrive by her second at bat she is automatically dropped from the lineup with no penalty.

If someone leaves the game for any reason or starts short-handed (not 8U), it's an out only the first time her spot comes up in the order.

Coaching Staff - Each team may have up to 4 rostered coaching staff members in the dugout during a game, which includes the manager, two coaches, and a chaperone; at least one of the staff members must be female. All adult coaching staff members must be registered with ASA with a background check. If needed, an ESGS Board member may fill in as part of the coaching staff at game time.

Other Manager Responsibilities

- No pre-game infield practice. Sidelines only! No Batting cage before games!
- Fill out lineup cards correctly and completely; record pitchers outs/availability on the lineup card
- Home team provides game balls; all teams have game balls (must also be turned in at end of season)
- Home team responsible for field prep; if field is not lined, home team is responsible to line it.
- Home team responsible for official scorebook.

8U DIVISION RULES

Stealing

- Stealing is allowed once the ball is released by the pitcher as per ASA rules. Runners can only move 1 base per pitch

Pitching

- Before Spring Break
 - Coach Pitch - Once the batter count reaches 4 balls, the Manager or Coach, will come in and resume the strike count on the batter. The umpire will call balls and strikes. If the batter does not put the ball in play, the batter is out when the strike count reaches 3. If the batter puts the ball in play from a coach pitch, the batter/runner and any runners already on base can only advance 1 base.
 - Hits off player pitcher does not have the 1-base advancement rule.
- After Spring Break
 - Pitching (Coach Pitch Hybrid) - Innings 1 and 2 will be coach pitch based on the following...
 - Once the batter count reaches 4 balls, the Manager or Coach, will come in and resume the strike count on the batter. The umpire will call balls and strikes. If the batter does not put the ball in play, the batter is out when the strike count reaches 3.
 - Innings 3-7 will be kid pitch only.** All other rules stay the same.

When a team is on Offense

1. The batter is out on the 3rd strike dropped by the catcher; however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runner on 3rd may not advance home.
2. Runners on 1st and 2nd may steal only one (1) base per pitch.
 - The ball is live and in play.
 - Runners may not leave the base until the pitch has left the pitcher's hand. The umpire will declare "no pitch" and an out when a runner leaves too soon. If more than one runner leaves early, the umpire must determine which runner left too soon first and only that runner will be called out.
 - A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.
 - Overthrows by the catcher to the pitcher or to the bases do not result in additional bases by the runners. After all play has stopped, if a runner(s) have advanced beyond the one base to which they are entitled, the umpire will call "time" and return runners back to the proper base(s).
 - A runner cannot steal home, even on a play to another base or an overthrow to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rd base. Note: the runner may be tagged out while off the base.
 - A runner cannot steal during coach pitch.

When a Team is on Defense

3. No more than 10 players will be allowed to play defense at one time.
4. No more than 6 players including the pitcher and catcher can be positioned in front of the base line.
5. Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner (as a result of a batted ball).
6. No player, except the pitcher, shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.

10U DIVISION

Short-handed Rule

- Borrowing players: A team must start with at least 7 of their own players and can borrow up to two players from another team in the division or below. The borrowed player(s) must bat last and play in the outfield. If the borrowed player has batted and a player from the team arrives late but before they have gone through the lineup once, the borrowed player remains in the lineup and the late player is added to the end of the lineup. Once a team has batted through the order, a late player may no longer be added to the lineup unless an out is taken for that player. A team may only take an out the first time through the order. The borrowed player must be of "like" skills as determined and handled through the division rep.