

## 2018 SGSL Local Rule Summary By Division V2.13.2018

### Playing Field & Game Time Limits

	A (6U)	AA (8U)	AAA (10U)	AAA 10U IL	4A (12U)
<b>Base Path</b>	50 ft	60 ft	60 ft	60 ft	60 ft
<b>Pitching</b>	N/A	30 ft**	35 ft	35 ft	40 ft
<b>Max Innings</b>	N/A	N/A	5*	5	6
<b>Time Limit</b>	N/A	N/A	N/A	No new innings after 90 min	1 new inning after 80 Min***
<b>Drop Dead</b>	1 Hr (60 Mins)	1 Hr 20 Min (80 Mins)	1 Hr 40 Min (100 min)	None	None
<b>Score</b>	Not recorded	Not recorded	Revert to last full inning	Revert to last full inning	Recorded

\*For AAA prior to tournament, teams may play to drop dead if managers agree.

\*\* 25-30 ft prior to Spring Break, 30 ft after Spring Break

\*\*\* Do not play bottom of final inning if home team is ahead after top of inning.

### Run Limit Rules

	AA (8U)	AAA (10U)	4A (12U)
<b>Max Runs Per Inning</b>	4	4 for first 3 innings, then 4 up rule (4 if ahead, or enough to go up by 4 if behind)	4 for first 3 innings, then unlimited
<b>Mercy Rule</b>	N/A	10 runs after 4 innings	13 runs after 4 innings

### ASA Rules In Effect

	AA (8U)	AAA (10U)	4A (12U)
<b>Leave Base Early*</b>	YES - Runner is out	YES - Runner is out	YES - Runner is out
<b>Lookback</b>	NO Runner returned to last base	YES Runner returned to last base	YES Runner is out
<b>Dropped Third Strike</b>	NO	NO	YES, 1B unoccupied or 2 outs

<b>Infield Fly</b>	NO	NO	YES, force at 3B with less than 2 outs
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\* One warning per team, then immediate dead ball (no pitch) and runner is called out.

## Coach Pitch

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>AAA (10U) IL</b>
<b>Walks Are Allowed</b>	NEVER	NEVER	YES, 2 per inning
<b>Coach Pitcher Enters On</b>	3 balls and 0 strikes or 4 balls if at least 1 strike.	4 balls	4 balls
<b>Coach Pitch Inherits Strike Count</b>	YES	YES	YES
<b>Coach Pitch Position</b>	Both feet must remain in the pitching circle	Must start from pitching rubber, one step allowed	Must start from pitching rubber, one step allowed
<b>Number of Coach Pitches</b>	4, repeat 4th pitch if foul	3, repeat 3rd pitch if foul	3, repeat 3rd pitch if foul
<b>Effect if hit ball hits Coach Pitcher</b>	Dead ball, do over	Dead ball, do over	Dead ball, do over
<b>Player Pitcher Position</b>	One foot in circle	One foot in circle	One foot in circle

## Advance on Overthrows

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>4A (12U)</b>
On Batted Ball	Can only advance to base running toward when ball is first possessed on dirt by defense	Unlimited	Unlimited
On Attempted Steal	N/A - steals are not allowed	NOT ALLOWED May only advance one base on steal attempt. Once play ceases runners are returned to allowed base	Unlimited
Batter can score a home	NO - advance is	YES	YES

run on her own fair bunt with enough overthrow errors	limited to next base at time of first possession on infield	Once ball is put in play fair, it is the same as 10U travel rules.	
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## Stealing

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>AAA (10U) IL</b>	<b>4A (12U)</b>
Steals Allowed	NO	YES	YES	YES
Max Bases allowed on non-batted pitch	N/A	1	1	Unlimited
Batter can advance to 2B on Walk	N/A	N/A	YES	YES
Batter can advance to 2B on HBP*	NO	NO	NO	NO
Can Steal Home	N/A	NO * After securing the pitch, if catcher or pitcher throws to make a play, runner at 3rd may steal home	NO until April 1, then YES	YES

\* HBP is an immediate dead ball, batter can only advance to first base

## Bases Granted When Ball Leaves Field of Play On Batted Pitch

Leaving field of play is going beyond the fence line, or into a dugout

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>4A (12U)</b>
As result of throw	Granted base running towards at time ball first possessed by defense on dirt	2 from start of play	2 from start of play
As result of hit	2 from start of play	2 from start of play	2 from start of play

## First Base Granted on Hit By Pitch

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>4A (12U)</b>
Must be on the fly	YES	NO	NO
Pitch must not be in the strike zone	YES	YES	YES
If hit on hands and pitch not in strike zone	YES	YES	YES
Option to coach pitch instead of taking 1B	YES only until Tournament*	YES only until Tournament*	NO

\* during tournament play a hit batter must take first base.

## Allowed Hit Batters by Pitchers Before Being Relieved

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>4A (12U)</b>
Per Inning	3	3	3
Per Game	4	4	4

## Pitching Limits

	<b>AA (8U)</b>	<b>AAA (10U)</b>	<b>4A Silver (12U)</b>	<b>Interleague (12U)</b>
Max innings per game	2	2 if 4 inning game 3 if 5 or more innings	3 in a 5 inning game. 4 in a 6 inning game.	No limit
Max innings per week	2	N/A	N/A	N/A