

2018 SGSL Local Rule Summary By Division V2.13.2018

Game Time Limits

	A (6U)	AA (8U)	AAA (10U)	4A (12U)
Base Path	50 ft	60 ft	60 ft	60 ft
Pitching	N/A	30 ft**	35 ft	40 ft
Max Innings	N/A	N/A	5*	6
One Final Inning After	N/A	N/A	N/A	1 Hr 20 Min*** (80 Min)
Drop Dead	1 Hr (60 Mins)	1 Hr 20 Min (80 Mins)	1 Hr 40 Min (100 min)	None
Score	Not recorded	Not recorded	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)
Max Runs Per Inning	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
Mercy Rule	N/A	10 runs after 4 innings	13 runs after 4 innings

ASA Rules In Effect

	AA (8U)	AAA (10U)	4A (12U)
Leave Base Early*	YES - Runner is out	YES - Runner is out	YES - Runner is out
Lookback	NO Runner returned to last base	YES Runner returned to last base	YES Runner is out
Dropped Third Strike	NO	NO	YES, 1B unoccupied or 2 outs
Infield Fly	NO	NO	YES, force at 3B with less than 2 outs

* One warning, then immediate dead ball (no pitch) and runner is called out.

Coach Pitch

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

Advance on Overthrows

	AA (8U)	AAA (10U)	4A (12U)
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 run on her own fair bunt with enough overthrow errors	NO - advance is limited to next base at time of first possession on infield	YES Once ball is put in play fair, it is the same as 10U travel rules.	YES

Stealing

	AA (8U)	AAA (10U)	4A (12U)
Steals Allowed	NO	YES	YES
Max Bases allowed on non-batted pitch	N/A	1	Unlimited
Batter can advance to 2B on Walk	N/A	N/A	YES
Batter can advance to 2B on HBP*	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	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

	AA (8U)	AAA (10U)	4A (12U)
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

	AA (8U)	AAA (10U)	4A (12U)
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

	AA (8U)	AAA (10U)	4A (12U)
Per Inning	3	3	3
Per Game	4	4	4

Pitching Limits

	AA (8U)	AAA (10U)	4A Silver (12U)	Interleague (12U)
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