

## GSA Softball League-Specific Rules (Updated June 2024)

### 1. PITCHING/BATTING

- a. No leadoffs. Runner is out if they leave the base before the ball is struck.
- b. Pitcher must not advance beyond pitching screen and must end up behind it. A batted ball striking the pitcher is batter out; dead ball.
- c. A batted ball contacting the pitching screen is a dead ball and does not count as a pitch.
- d. One team may not hit more than three (3) home runs more than the other team. Home runs hit over this limit are treated as walks.

### 2. FIELDING

- a. Infielders must start play on the infield and no more than one step inside the baseline before the ball is pitched.
- b. No outfielder can start play in the infield. Only a maximum of two short fielders are allowed between the infield boundary and an arc 120 feet from home plate.
- c. A defender standing on a base with no play being made to that base is guilty of obstruction. Baserunner advances an extra base.
- d. An outfielder cannot initiate a force-out of the batter to first base.

### 3. SCORING AND MERCY:

- a. **Divisions A and B**; 8 run mercy in each inning. Unlimited in 8<sup>th</sup> and 9<sup>th</sup>.
- b. **Divisions C and D**; if leading when going to bat, mercy is 6 runs. If trailing, mercy is 6 runs or whatever is needed to take the lead by 1 run, whichever is higher. Unlimited in 8<sup>th</sup> and 9<sup>th</sup>.
- c. No division has a “game mercy” that would end the game early.

### 4. GAME TIME AND PROCEDURES.

- a. Game slots are 90 minutes in length.
- b. No new inning within 10 minutes of the end of the slot (*i.e.* 80 minutes after start) if a game follows on the field.
- c. No new inning after 90 minutes of game time if there is no game following.
- d. The home team for A/B crossover games is determined by coin-flip.

Umpire: Please read and initial these rules: \_\_\_\_\_

Signed:

Andy Duncan (Convenor)

Curt Heckaman (Convenor)

Jake Nease (Treasurer)