



Stillwater Softball Club

8's | 10's | 12's

Stillwater Area Sports Assoc. (SASA)

315 E. 9th Ave

Stillwater, Ok 74074

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Executive Director

Carolyn Walstad

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Operations Director

Jared Szlichta

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SASA RAINOUT INFO

(405) 533-3753

You can also sign up to have rainout info emailed to you.

www.stillwaterareasports.com



2026 Baseball/Softball Coaches Information

Due by COB on Feb 25.

We cannot guarantee all schedule requests; however, we will do our very best! We would encourage every team to identify an assistant coach to take over in the event you cannot be at a practice or a game. Thank you for your cooperation!

Paperwork to be returned to SASA office...

1. Coaches Information Sheet/Bad Play Day Form (*This sheet*)
2. Coaches Code of Ethics

Coaches Information (*All league info will be sent to email address or cell# listed below*)

Head Coaches Name: _____

Coaches Cell: _____

Coaches Email: _____@_____

Division Coaching:

☐ KBall ☐ TBall ☐ 8U Coach Pitch ☐ 10U Baseball ☐ 12U Baseball ☐ 14U Baseball
☐ 8U Coach Pitch Softball ☐ 10U Softball ☐ 12U Softball

You may request 1 day of the week (**ONLY 1 DAY**) to not play games.

M Tu Wed. Thurs. Fri. Sat.

Any concerns or conflicts SASA should be aware of?

Stillwater Area Sports Assoc.

Coaches Code of Ethics Agreement

Prior to participating as a coach in any Stillwater Area Sports Association (SASA) related activity, I agree to encourage, demand, exemplify and abide by the following:

1. I accept the duty the duty and obligation to report any known illegal or unethical conduct by any coach, assistant coach, officer, official, spectator, board member or director.
2. I will comply with all SASA rules, bylaws, certifications, regulations and decisions as well as all applicable governmental rules, regulations and laws. I understand that I may request a copy of the SASA articles and bylaws, or review them during regular business hours at the SASA office, and agree to be bound thereby.
3. I agree to ensure that every participant has completely complied with the registration process including completion of all registration forms, waivers, and payment or fees.
4. I will strive to exemplify and instill in my participants that while winning may be an immediate objective, it is secondary to fairness, honesty, integrity, sportsmanship, strength of character, and participation.
5. I will encourage and maintain an optimum sports environment for participants.
6. I will (a) provide a drug free environment; (b) provide conditioning and training instruction to optimize safety and health while minimizing injury; (c) provide equal opportunity for each participant to engage in any SASA activity; (d) provide positive encouragement to each and every participant regardless of race, color, creed, gender, religious orientation, disability, inability, parental influence or economic status.
7. I will require parents and associated spectators to conduct themselves in a manner consistent with the purpose and aims, while also leading by example.
8. I acknowledge and agree that SASA has complete and absolute discretion as to whether an individual is qualified to be a coach in SASA's sports leagues. I understand that before a final decision is made by SASA as to my qualifications to be an SASA coach or any other requirements are imposed for me to be an SASA coach, I will be given an opportunity to present my position on the matter to the SASA board. However, I agree that any decision made by the SASA Board shall be final and I agree to be bound by and follow any such decisions by SASA.

WHEN YOU SIGN THIS AGREEMENT, YOU ARE CERTIFYING THAT YOU HAVE READ AND UNDERSTOOD EACH ITEM, AND YOU ARE VOLUNTARILY WAIVING ANY CLAIM YOU MAY HAVE AGAINST SASA OR THE CITY OF STILLWATER IN THE EVENT YOU ARE SANCTIONED AS A RESULT OF ANY VIOLATION OF THE TERMS OF THIS AGREEMENT. YOU ARE AGREENG TO FOLLOW ANY RULING OF THE SASA BOARD WITH REGARD TO YOUR QUALIFICATIONS TO BE A COACH IN ANY SASA SPORTS PROGRAM.

(PLEASE SIGN BELOW)

PRINT NAME: _____

SIGNATURE: _____ DATE: _____



Coaches/Parent/Staff/Spectator

Awareness and Expectations

Prohibited Behavior

1. Use or under the influence of tobacco and/or alcohol in the presence of SASA athletes.
2. Use of degrading language or behavior. Coaches are also responsible for stopping disrespectful behavior between team members, including sexual harassment
3. Threatening or intentionally inflicting physical injury upon anyone, especially a minor. Coaches are also responsible for stopping threatening behavior by players.
4. Committing any sexual offense against a minor, or engaging in any sexual contact with a minor.
5. Making any sexual advance, or engaging in other verbal, or physical conduct of a sexual nature with a minor.
6. Non-related one-adult/one-child interaction except in an emergency where following this policy would be dangerous to the child. In an emergency situation, the coach or volunteer must contact a representative of the organization to inform him or her of this contact and the reason for it. If a child is receiving individual instruction or working with a private coach, this activity must be in a public setting rather than behind closed doors.

Reporting of Suspected Child Sexual Abuse

1. A member of the Board of Directors or other official representative will be designated to receive reports of sexual abuse or other inappropriate conduct. This representative will promptly notify the proper law enforcement agencies.
2. All coaches, volunteers, parents and program participants are directed to report any incident of abuse or suspected abuse that they witness or that is reported to them to the designated representative of the Board of Directors. *Note:* This does not preclude individuals from reporting abuse, suspected abuse to the proper law enforcement authorities.
3. The designated representative will keep other Board members fully informed.
4. Should a suspected incidence of abuse be reported, the coach/volunteer in question may be temporarily suspended from duties while an investigation takes place.
5. The Board of Directors, when appropriate, shall communicate reports of child sexual abuse to the league members. The confidentiality of any who makes such a report will be protected.



Recreational Youth Softball

Program Organization and Administrative Personnel

The SASA Rec. Youth Softball Program shall be operated under the direction and supervision of the SASA Directors and their staff, all of whom are employed by SASA. **The final decision(s) on anything covered or not covered in this rule book will be made by the SASA Board of Directors and/or its representatives. Be it understood that by coaching in this program, you accept the purpose, direction and philosophy of the program.**

Purpose

The general purpose of the SASA Rec. Youth Softball Program is to allow each player to grow within the game through fundamental development, physical fitness, sportsmanship and inspiration.

Philosophy

The established philosophy of the SASA Board of Directors is that all participants enrolled in youth sports have the guaranteed right to play in every game regardless of skill level. However, SASA understands that practice habits, attitude and effort are contributing factors towards playing time.

Sportsmanship

1. Poor sportsmanship and/or foul language will not be tolerated. Any derogatory remarks to officials, opposing coaches, fans, or players can result in suspension from play or forfeiture of the game.
2. Any coach/fan/parent ejected from a SASA event (games or practices) must leave SASA property immediately and may not re-enter SASA property for the remainder of the day.
 - a. Ejected coaches will be suspended from coaching their team's next game.
 - i. If the coach is responsible for multiple teams, the suspension will apply to the next game of the team involved in the ejection.
 - ii. If the coach is coaching multiple teams in the same sport/season and the ejection occurs during the last game of one team's season, the suspension will be served during the next scheduled game of the other team.
 - iii. If the ejection occurs during the last game of the season and the coach will be coaching in a future season or another sport, the suspension will carry over to that team's first game of the next season.
 - b. Ejected fans/spectators/fans will be suspended from attending their team's next game.
3. Ejected coaches/fans/parents may petition to the SASA Board of Directors through the Grievance Chair to have their suspension nullified.
4. Repeated ejections or acts of poor sportsmanship and/or use of foul language could result in suspension or removal from all SASA programs for the remainder of the calendar year.



SASA Rec. Youth Softball Program Rules

(Unless otherwise stated in this rules packet, NFHS Rules will be applied.)

8U Coach Pitch League

1. Games will play 60 minutes or 5 innings. All games will start with a plate meeting with umpire and coaches 5 mins prior to start time. We will flip a coin to determine home and away teams. Game clock will start on the first warm up pitch.
2. Game balls are provided by SASA. 8U will play a 11" Optic Yellow Cover ball that is ASA or USSSA stamped with "Fastpitch" markings and .47 COR. **DEFENSIVE TEAMS WILL NOT TAKE THEIR GAME BALL INTO THE DUGOUT AFTER THEIR DEFENSIVE HALF INNING IS OVER. LEAVE THE BALL IN THE CIRCLE.**
3. All Fastpitch Softball Bats must have a Bat Performance Factor (BPF) of 1.20 stamped on the taper of the bat or stamped with one of the following certifications. USSSA, ASA, ISA, NSA, ISF, NFHS or NCAA
4. All 8U Softball divisions will pitch from 35ft rubber with a 12ft diameter pitcher's circle. Bases will be standard 60ft with a safety base at 1st.

Safety Base - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion.

- a. If the batter-runner touches only the white portion when there is a play being made at first base, it is treated the same as missing the base. The batter-runner is out providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion, no appeal can be made.
- b. If the defense touches only the colored portion, it is treated the same as being off the base.

EXCEPTIONS: The defense and batter runner can use either portion when:

- c. The ball is thrown from the foul side of first base line.
- d. On any force out attempt from the foul side of first base.
- e. On any fair batted ball or errant throw that pulls the defense to foul territory
- f. When no play is being attempted at first base, the batter-runner may touch the white or colored base.

If there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, interference is ruled.

PENALTY: The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

5. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
 - c. Auto-outs will be called for every empty lineup spot under 10 hitters.
 - d. Auto-outs may be waived by the opposing coach at the plate meeting only.
6. Teams must include all present and available players in their batting lineup. This will allow for open substitutions and re-entry for all players
7. 10 player defense (4 outfielders)

- c. Player Pitcher must keep 1 foot on or within the pitcher's circle until contact
 - d. Only 6 players on the infield
 - e. Infield is identified as beyond the "skinned" dirt area. Ie "outfielders gotta be in grass".
8. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense. Once stopped on the bases and time is called all base runners may only advance once a pitch has been hit.
- Example**...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.
 - Example**...A batter/runner that is stopped at 2nd may only advance when a pitch has been hit.
9. "Time" will be called when...
- c. The lead runner is no longer attempting to advance
 - d. While the defense (any player irregardless of position) posses's the ball on the infield dirt.

If a defensive player does not posses the ball or is not on the infield "Time" will not be called irregardless if runners are attempting to advance or not.

***Rule 4 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

- 10. No bunting
- 11. No stealing
- 12. 35ft Safety Arc, all infielders must start each pitch behind this line until ball is hit
- 13. Adult pitcher must pitch under hand from between the front side of the pitchers circle and the rubber at 35 feet (min. age of 16). If the adult pitcher needs to move closer to the plate than the front side of the pitchers circle in order to throw strikes it will be allowed if in the umpires judgement it does not create a competitive advantage. Kids still have to hit and run.
- 14. Batters shall receive a maximum of five (5) pitches or three (3) swinging strikes.
 - a. A batter can not end their at bat on a fouled ball that is not caught (catcher or fielders).
- 15. No intentional walks
- 16. 6 run maximum per inning (including the last inning)
- 17. A run rule is to be enforced when a team is mathematically eliminated. This is to be reported to both coaches as the final score yet play will continue if there is still time left on the game clock. If we continue to play after a team is mathematically eliminated no game statistics are to be recorded.
- 18. The Adult Pitcher may **NOT** give verbal commands/instruction to hitters and/or runners that provide their team a "competitive advantage" at any time during their offensive half inning.
- 19. The Adult Pitcher must vacate the field of play (opposite of the direction the ball has been hit) into foul territory and remain in foul territory until "Time" has been called.
 - b. Defensive players should be taught to never throw the ball to the Adult Pitcher unless time has been called.
- 20. Outfielders will **not** be allowed to perform the "traditional duty(s)" of infielders. The intent of this rule is to prevent a team from having a 1st baseman playing in on the safety arc (at 30ft) while the right fielder steps up to catch the throw at 1st base.
- 21. **SPORTING BEHAVIOR** All players and coaches will be expected to behave in a sporting manner at all times. Any player, coach or parent / fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the League Director, Site Supervisor or the Umpires. Foul or abusive language will

not be tolerated under any circumstances. This includes a team forfeiting or being removed from the league if necessary. Using words or actions to incite spectators to demonstrations. Using intimidating tactics, or baiting or taunting. NOTE: The USSSA disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin. N. Behaving in any manner not in accordance with the spirit of fair play. O. Be located in the area behind the catcher while the opposing pitcher and catcher are in their positions. P. Charge an Umpire. Q. Use amplifiers or bullhorns for coaching purpose during the course of the game. R. Argue ball and strike calls or other Umpire judgment calls. S. Call “time”, employ any other word or phrase, or commit any act for the purpose of causing an illegal pitch. T. Commit any other unsporting act. PENALTY L-T: If it is the FIRST OFFENSE and is judged to be of a minor nature, an offending player may be warned or an offending coach may be restricted to the bench. If not minor or a subsequent offense, the Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. Any coach restricted to the bench shall be ejected for further misconduct. A restricted coach may leave the bench/dugout to attend to a player who becomes ill or injured. 60 16th Edition (Printed 1-2022) U. Curse or use profanity V. Deliberately throw a bat, helmet or any other piece of equipment. W. Initiate malicious contact. X. Engage in a fight. NOTE: Fighting is any attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to softball. Such acts include, but are not limited to, attempts to strike an opponent(s) with arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact. Y. Leaving their positions or bench area when a fight has broken out. Coaches who enter the field to restrain combatants from their team shall not be considered to have violated this rule. Z. A coach, player, substitute, attendant or other bench personnel shall not bring the rule book (hard copy or electronic) onto the playing field while the game is in progress to discuss/dispute the umpire(s) ruling and/or decision. PENALTY U-Z: The Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. A player ejected for malicious contact is declared out unless they have already scored.

22. Any Umpire’s decision, which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe, or out, is final. If there is a reasonable doubt about some decision being in conflict with the rules, the coach or captain may ask that the correct ruling be made. The Umpire making the decision may ask another Umpire for information before making a final decision.

SASA Rec. Youth Softball Program

10U MODIFIED League Rules

1. Games will play 60 minutes or 5 innings. All games will start with a plate meeting with umpire and coaches 5 mins prior to start time. We will flip a coin to determine home and away teams. Game clock will start on the first warm up pitch.
2. Game balls are provided by SASA. 11U will play a 11" Optic Yellow Cover ball that is ASA or USSSA stamped with "Fastpitch" markings and .47 COR. **DEFENSIVE TEAMS WILL NOT TAKE THEIR GAME BALL INTO THE DUGOUT AFTER THEIR DEFENSIVE HALF INNING IS OVER. LEAVE THE BALL IN THE CIRCLE.**
3. All Fastpitch Softball Bats must have a Bat Performance Factor (BPF) of 1.20 stamped on the taper of the bat or stamped with one of the following certifications. USSSA, ASA, ISA, NSA, ISF, NFHS or NCAA
4. All 10U Softball divisions will pitch from 35ft rubber with a 12ft diameter pitcher's circle. Bases will be standard 60ft with a safety base at 1st.

Safety Base - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion.

- a. If the batter-runner touches only the white portion when there is a play being made at first base, it is treated the same as missing the base. The batter-runner is out providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion, no appeal can be made.
- b. If the defense touches only the colored portion, it is treated the same as being off the base.

EXCEPTIONS: The defense and batter runner can use either portion when:

- c. The ball is thrown from the foul side of first base line.
- d. On any force out attempt from the foul side of first base.
- e. On any fair batted ball or errant throw that pulls the defense to foul territory
- f. When no play is being attempted at first base, the batter-runner may touch the white or colored base.

If there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, interference is ruled.

PENALTY: The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

5. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
 - a. Auto-outs will be called for every empty lineup spot under 9 hitters.
 - b. Auto-outs may be waived by the opposing coach at the plate meeting only.
6. Teams must include all present and available players in their batting lineup. This will allow for open substitutions and re-entry for all players other than pitchers. Starting pitcher may re-enter the circle 1 time.
7. 9 player defense (3 outfielders)
 - a. Pitching distance is 35ft.
 - b. Only 6 players on the infield.
 - c. Infield is identified as beyond the "skinned" dirt area. Ie "outfielders gotta be in grass".

8. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense.
-Example... A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.
9. Base runners may steal one base per pitch.
-Example... Base runner steals second. Catchers throws the ball into center field...runner can not advance to third.
10. While a coach is pitching stealing bases is **not** allowed.
11. A base runner that begins a pitch at third base may only advance home once a ball has been hit or a base advancement award by an umpire on a ball thrown out of play or an interference call.
-Example... A runner that starts a pitch at 3rd base cannot advance home on a wild pitch/passed ball.
- 12. Bunting is allowed at any time during the at bat...player pitching or coach pitching.**
13. "Time" will be called when...
 - a. The lead runner is no longer attempting to advance and the ball is in the circle.
14. After the player pitcher has thrown 3 balls to a hitter the offensive teams coach will come in to pitch to his/her hitters. The player pitcher (now not delivering the pitch) must keep 1 foot on or inside the pitching circle until the ball has been hit. The number of pitches the coach throws will equal 3- the number of strikes the player threw.
-Example... a 3-0 count the coach pitcher will be allowed to throw 3 pitches regardless of location
-Example... A 3-1 count the coach pitcher will be allowed to throw 2 pitches regardless of location.
-Example... A 3-2 count the coach pitcher will be allowed to throw 1 pitch regardless of location.
15. No drop 3rd attempts to advance.
16. No infield fly rule
17. 6 run maximum per inning.
18. A run rule is to be enforced when a team is mathematically eliminated. This is to be reported to both coaches as the final score yet play will continue if there is still time left on the game clock. If we continue to play after a team is mathematically eliminated no game statistics are to be recorded.
19. **SPORTING BEHAVIOR** All players and coaches will be expected to behave in a sporting manner at all times. Any player, coach or parent / fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the League Director, Site Supervisor or the Umpires. Foul or abusive language will not be tolerated under any circumstances. This includes a team forfeiting or being removed from the league if necessary. Using words or actions to incite spectators to demonstrations. Using intimidating tactics, or baiting or taunting. NOTE: The USSSA disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin. N. Behaving in any manner not in accordance with the spirit of fair play. O. Be located in the area behind the catcher while the opposing pitcher and catcher are in their positions. P. Charge an Umpire. Q. Use amplifiers or bullhorns for coaching purpose during the course of the game. R. Argue ball and strike calls or other Umpire judgment calls. S. Call "time", employ any other word or phrase, or commit any act for the purpose of causing an illegal pitch. T. Commit any other unsporting act. **PENALTY L-T:**

If it is the FIRST OFFENSE and is judged to be of a minor nature, an offending player may be warned or an offending coach may be restricted to the bench. If not minor or a subsequent offense, the Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. Any coach restricted to the bench shall be ejected for further misconduct. A restricted coach may leave the bench/dugout to attend to a player who becomes ill or injured. 60 16th Edition (Printed 1-2022) U. Curse or use profanity V. Deliberately throw a bat, helmet or any other piece of equipment. W. Initiate malicious contact. X. Engage in a fight. NOTE: Fighting is any attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to softball. Such acts include, but are not limited to, attempts to strike an opponent(s) with arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact. Y. Leaving their positions or bench area when a fight has broken out. Coaches who enter the field to restrain combatants from their team shall not be considered to have violated this rule. Z. A coach, player, substitute, attendant or other bench personnel shall not bring the rule book (hard copy or electronic) onto the playing field while the game is in progress to discuss/dispute the umpire(s) ruling and/or decision. PENALTY U-Z: The Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. A player ejected for malicious contact is declared out unless they have already scored.

20. Any Umpire's decision, which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe, or out, is final. If there is a reasonable doubt about some decision being in conflict with the rules, the coach or captain may ask that the correct ruling be made. The Umpire making the decision may ask another Umpire for information before making a final decision.

SASA Rec. Youth Softball Program

10U Upper Div & 12U League Rules

1. Games will play 60 minutes or 5 innings. All games will start with a plate meeting with umpire and coaches 5 mins prior to start time. We will flip a coin to determine home and away teams. Game clock will start on the first warm up pitch.
2. **Game balls are provided by SASA.**
 - 10U Upper Div. will play a 11" Optic Yellow Cover ball that is ASA or USSSA stamped with "Fastpitch" markings and .47 COR.
 - 12U will play a 12" Optic Yellow Cover ball that is ASA or USSSA stamped with "Fastpitch" markings and .47 COR.
3. All Fastpitch Softball Bats must have a Bat Performance Factor (BPF) of 1.20 stamped on the taper of the bat or stamped with one of the following certifications. USSSA, ASA, ISA, NSA, ISF, NFHS or NCAA
4. 10U Upper Div. will pitch from 35ft rubber with a 12ft diameter pitcher's circle.
12U Softball divisions will pitch from 40ft rubber with a 12ft diameter pitcher's circle. Bases will be standard 60ft with a safety base at 1st.

Safety Base - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion.

- A. If the batter-runner touches only the white portion when there is a play being made at first base, it is treated the same as missing the base. The batter-runner is out providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion, no appeal can be made.
- B. If the defense touches only the colored portion, it is treated the same as being off the base.

EXCEPTIONS: The defense and batter runner can use either portion when:

- C. The ball is thrown from the foul side of first base line.
- D. On any force out attempt from the foul side of first base.
- E. On any fair batted ball or errant throw that pulls the defense to foul territory
- F. When no play is being attempted at first base, the batter-runner may touch the white or colored base.

If there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, interference is ruled. PENALTY: The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

5. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
 - A. Auto-outs will be called for every empty lineup spot under 9 hitters.
 - B. Auto-outs may be waived by the opposing coach at the plate meeting only.
6. Teams must include all present and available players in their batting lineup. This will allow for open substitutions and re-entry for all players other than pitchers. Starting pitcher may re-enter the circle 1 time.
7. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense.
 - Example**...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.

8. **Bunting is allowed at any time during the at bat.**
9. **Stealing bases is allowed on the release of the pitch. Advancing multiple bases on 1 pitch and advancing home on past balls wild pitches is allowed.**
10. **Slapping is allowed at any time during the at bat.**
11. **SLASHING IS NOT ALLOWED AT ANY TIME DURING THE AT BAT.** Slashing is showing bunt to draw defense in on delivery of pitch taking a full swing.
12. "Time" will be called when...
 - A. The lead runner is no longer attempting to advance and the ball is in the circle.
12. Pitchers Conference - A pitcher can be visited one time per inning without being removed from the circle. On the second visit of the inning a pitching change must take place. Pitchers' conferences are to happen within the circle.
13. Defensive Conference- Each team when on defense, may be granted not more than two charged conferences without penalty during 5 inning game. The Umpire shall deny any subsequent defensive team request for charged conferences. Defensive conferences are to happen outside of the circle.
14. Offensive Conference- Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with the base runners, the batter, the on-deck batter or other offensive team personnel. The Umpire shall deny any subsequent offensive team request for charged conferences.
15. The LOOK-BACK RULE is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 12-foot circle. Any runner(s) in motion may continue without stopping or may stop once. Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base. A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop. The runner, off base, may not stand motionless. There does not need to be any motion or recognition by the pitcher. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead. If the pitcher no longer has possession of the ball within the 12-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply. Being in the 12-foot circle is defined as both feet within or partially within the line.
16. A 3rd strike that is not caught can result in a force play at first base if the base is not occupied on the pitch with less than 2 outs. Dropped 3rd strike will be played.
17. Infield Fly Rule will be played. A fair infield fly ball that is assumed to be caught (a defensive player is in position to catch it) by any defensive player with runners in force position at 2nd or 3rd with less than 2 outs... batter will be called out as soon as the umpire makes judgment that a defensive player is in position to catch it therefore eliminating any force play on the bases.
18. 6 run maximum per inning.
19. A run rule is to be enforced when a team is mathematically eliminated. This is to be reported to both coaches as the final score yet play will continue if there is still time left on the game clock. If we continue to play after a team is mathematically eliminated no game statistics are to be recorded.
20. **SPORTING BEHAVIOR** All players and coaches will be expected to behave in a sporting manner at all times. Any player, coach or parent / fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the League Director, Site Supervisor or the Umpires. Foul or abusive language will

not be tolerated under any circumstances. This includes a team forfeiting or being removed from the league if necessary. Using words or actions to incite spectators to demonstrations. Using intimidating tactics, or baiting or taunting. NOTE: The USSSA disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin. N. Behaving in any manner not in accordance with the spirit of fair play. O. Be located in the area behind the catcher while the opposing pitcher and catcher are in their positions. P. Charge an Umpire. Q. Use amplifiers or bullhorns for coaching purpose during the course of the game. R. Argue ball and strike calls or other Umpire judgment calls. S. Call “time”, employ any other word or phrase, or commit any act for the purpose of causing an illegal pitch. T. Commit any other unsporting act. PENALTY L-T: If it is the FIRST OFFENSE and is judged to be of a minor nature, an offending player may be warned or an offending coach may be restricted to the bench. If not minor or a subsequent offense, the Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. Any coach restricted to the bench shall be ejected for further misconduct. A restricted coach may leave the bench/dugout to attend to a player who becomes ill or injured. 60 16th Edition (Printed 1-2022) U. Curse or use profanity V. Deliberately throw a bat, helmet or any other piece of equipment. W. Initiate malicious contact. X. Engage in a fight. NOTE: Fighting is any attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to softball. Such acts include, but are not limited to, attempts to strike an opponent(s) with arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact. Y. Leaving their positions or bench area when a fight has broken out. Coaches who enter the field to restrain combatants from their team shall not be considered to have violated this rule. Z. A coach, player, substitute, attendant or other bench personnel shall not bring the rule book (hard copy or electronic) onto the playing field while the game is in progress to discuss/dispute the umpire(s) ruling and/or decision. PENALTY U-Z: The Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. A player ejected for malicious contact is declared out unless they have already scored.

21. Any Umpire’s decision, which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe, or out, is final. If there is a reasonable doubt about some decision being in conflict with the rules, the coach or captain may ask that the correct ruling be made. The Umpire making the decision may ask another Umpire for information before making a final decision.