

IPGSA 2026 REC LEVEL RULES FOR ALL

STARTING in Fall of 2025, the age cutoff for the REC DIVISION will be SEPT 1st.

Every Athlete who signs up prior to the cutoff date is placed on a team and can expect to play in each game. Teams play 8-16 games per season depending on age.

A champion in the 10U-18U age group is determined by league playoffs for teams qualifying at season's end.

8U will be offered a tourney which they can choose to pay for at an additional cost.

Official USSSA Fastpitch Softball Rules shall govern all play (www.USSSA.com). In addition, the following rules shall govern the play and conduct of all C level teams.

Coaches need to contact their Area Director (AD) for any team, game, and/or practice issues before contacting the Rec Executive Director and IPGSA Board.

The IPGSA Board of Directors (BOD) has the authority and reserves the right to remove and discipline any coach, parent, athlete, or spectator for unsportsmanlike conduct, harmful and/or abusive language directed towards officials, staff, or the opposing team. Discipline by the IPGSA board can result in warnings, suspensions, and expulsion from league activities.

IPGSA's By-Laws require all coaches to attend a yearly Coach's Meeting prior to May 1st to be eligible for the EOS Tourney (date TBD by the BOD) and participation in the RR Tournament (rule 68) (date TBD by the BOD).

Special Note; IPGSA uses TSL web page as a record keeping tool for scores which isn't always accurate per IPGSA rules for seeding. Any IPGSA rules regarding ties/scores for EOS play will follow IPGSA rules and not TSL web standings.

Anything highlight in this **COLOR** is New or reworded for the 2026 Season.

Practices

1. Except for area-wide clinics, teams (8 or more players) may not practice prior to March 25th.

2. A team may meet for games or practices no more than 3 times a week.

Participation

3. No player shall participate on a team until her signed registration form and fees have been received. Players may not be registered on more than one team.

4. Coaches must carry copies or have access to the Registration Forms (RF) for each team member with emergency info and DOB. If the

coach cannot provide the RF, the game will be played under protest. The coach will have 48 hours to produce the RF for the BOD.

The penalty for not being able to produce a registration form will be an automatic forfeit.

5. After team assignment and games start, no player shall change teams unless approved by her area board.

6. Teams will have no more than 18 players. A team *must have 8 players to play a game ("**SHARING EXCEPTION**" see explanation below & 8U is exempt).

A team may Pick Up a Player (PUP) from another team in their league to have 12 players for 8U & 10U & 11 players for 12U, 14U & 18U to play a game if:

- The PUP is a registered player from another team in IPGSA & that team is not in a higher age group,
- The PUP meets age requirements and will not be playing up to more than one age level,
- The coach has parental consent,
- The PUP can **NOT** pitch in the game,
- Competitive Players can **NOT** play on a rec team,
- Rec players can be picked up for IPGSA's Comp Teams with no limits during league play. The A/B Tournament Rule #59 for individual players will be enforced.
- PUP must wear their own team uniform.
- The coach **MUST** identify the player(s) to the ump and opposing coach before the game starts. Failure to do so will result in the player(s) being removed from the game.

A player in college that meets the age requirements may return and play for one year as long as they are not playing softball at the college level.

"SHARING EXCEPTION" IPGSA believes in avoiding forfeits if possible as the Rec teams play a limited number of games. IPGSA encourages teams to "Share" players at game time. Coaches have their choice of;

- having any player(s) play defensively only for the other team while their team is on offense, allowing the player(s) to bat/play with their own team.
- a coach can send the player(s) over for the entire game and not play with their regular team. Though it is not a rule a coach has to "Share", whatever is agreed upon at game time will stand and the game can **NOT** be protested in regard to "sharing".

7. ALL coaches in contact with players **MUST** have:

- A Background Check** must be completed on ALL coaches, Umps and/or any other individual directly involved with the players.
- Per Colorado law, coaches must be Concussion Trained.*
<http://www.cdc.gov/concussion/headsup/trainin/g/headsupconcussion.html>
- Mandatory Reporter Training:**
<https://cdhs.colorado.gov/our-partners/training>

The completed certificates need to go to the Area Directors.

8. Coaches and their teams need to be at the playing field at least 30 minutes prior to the start of a game.

The **home team** shall take the first base dugout. Failure to comply with the dugout rule will result in a forfeit.

Home team is responsible for the ump and one new game ball.

Home team is responsible for the ump to know and enforce all IPGSA rules. Failure to do so may result in the Home Team forfeiting the game.

9. Free substitution will be allowed. Any player may re-enter the game in any defensive position after she has been removed. (The intent of the rule is to make it easier for a coach to play all the girls on the team in every game.) 6 outs is considered a full inning of play. Exceptions would include injury, discipline, illness or ejection from the game.

10. All players participating in a game must play offense. As such, every player must bat before going through the batting order again. In addition, all players participating in a game must also play defense. All players cannot sit more than one consecutive inning on defense. The intent of these rules is to ensure meaningful participation from all players.

11. If a batter is unable to take or finish her at bat due to illness or injury, she will be removed from the game until she is ruled able to return by her coach and the home plate umpire. The next batter will assume her count (if any) and complete the at bat. If the player returns to the game, she shall assume her normal place in the batting order.

12. If a runner is unable to finish her stay on the bases due to illness or injury, she shall be removed from the bases until she is ruled able to play by her coach and the home plate umpire. The player furthest from batting and not already on base will run in her place.

13. Coaches removing a player from the game due to illness or injury must notify the opposing coach and the home plate umpire before removing the player. The player will remain removed until she is ruled able to play by her coach and the home plate umpire.

14. Players arriving after the start of the game may enter the game at the next side change after notifying the Ump. They will be placed at the bottom of the batting order.

15. A coach has the right to hold a player out of a game for disciplinary reasons. The coach needs to communicate with the athlete's parents. The coach needs to notify the opposing coach and umpire prior to the game.

16. Any player with an open, bleeding wound will be removed from the game until the wound is cleaned and covered. If there is blood on the clothing, a change of uniform is required before re-entering the game.

Harassment/Sportsmanship

17. Each coach is responsible for controlling the players, parents, and fans of his/her team. Failure to do so shall result in one warning and then a forfeit.

All Tobacco, Smoking devices and alcohol are not allowed at practices or games. Use of any Tobacco Product is prohibited which includes "lighting", chewing, smoking, inhaling, vaporizing, ingesting or application of any "Tobacco Product".

18. No Taunting. Cheers must be limited to those that are positive in nature and must not be directed at the opposing player, coaches, or team. The Offensive team is NOT allowed to "Scream" as a pitcher delivers her pitch.

19. Players shall remain on or around the team bench when not on the field.

Only 18U players may be base coaches. Helmets are required when coaching a base.

20. Only players, coaches, bat people, and the scorekeeper should be allowed on the team bench.

21. If a coach, player or fan is ejected from a game, the umpire should report the incident within 24 hours to the area director.

In the event that a coach or fan is ejected from a game, the ejected person(s) must leave the field immediately. In addition, any Adults that are ejected must sit out of the complex/field the next scheduled game.

In the event that a player is ejected, they must remain on the bench under adult supervision. Players are only ejected for the current game and may return to the next game.

22. If a player, coach, or umpire displays inappropriate behavior, the coach(s) observing the behavior shall report the incident to their area director and the league president.

23. All game/practice related issues, complaints and questions must be directed to the team's Area Director(s). If the Area Director(s) cannot resolve the issue, The Rec Executive Director will be contacted. If still unresolved, the Board of Directors will be consulted for a clarification and/or ruling.

Forfeit/Postponement

24. A team must have *8 players to start or continue a game or they will forfeit (Please reference "Sharing Exception" above before forfeiting). A team will have 10 minutes past the scheduled game time to produce 8 players or forfeit the game. The game will start as

soon as both teams have at least 8 players. If a team cannot field and bat 8 players at any time, they will forfeit the game. Intentional forfeits are prohibited and failure to comply will result in probation and/or exclusion from the end of season tournament.

*8U will be played no matter how many players each team has. Please share players "defensively" for the team that is short players.

25. Games cannot be postponed except for unplayable fields or weather conditions. If a game has not been postponed before game time, both teams are to be present at the field ready to play at game time until a decision is made to postpone the game. The decision whether a field is playable or not is made by the umpire, city, town, and/or field supervisor.

26. If weather/field conditions prohibit playing a game, the home team coach is responsible for notifying the opposing coach before game time and rescheduling the game with the opposing coach and the area director.

27. IPGSA will use the National Severe Storms Laboratory (NSSL) recommendation of 30 seconds flash to bang time when suspending play due to lightning and/or lightning is detected less than 10 miles away. Once suspended, all players, coaches, officials and spectators should seek adequate shelter, and play may not resume until 30 minutes after the last flash of lightning or sound of thunder. There are no exceptions. The game will be suspended as not completed unless game ending rules take effect (teams have played their age group regulation innings, an hour and a half has expired or run rules after inning apply).

28. Postponed games must be reported to the Score Reporter and each team's Area Director within 24 hours of the postponement by the home team. Failure to do so may result in a home team forfeit.

29. An attempt must be made within ONE WEEK to reschedule any postponed or suspended game. Failure to agree upon a site and time to resume the game could result in one or both teams forfeiting the game. Rescheduled games MUST go through the HOME Teams Area Director.

a) Suspended games will resume where they left off (with the same time remaining, inning, score, base runners, outs, batter, etc.).

b) Both coaches should clarify the details at the time play is suspended and should confirm the amount of time remaining with the umpire.

c) When play resumes both teams are required to keep the same batting order that they had when play was suspended.

d) Any player(s) that were in the original line up, but not present when play resumes, will be removed from the line up (not automatic out).

e) Any players that were not in the original line up, but are present when play resumes, will be added to the bottom of the lineup.

f) All other rules are in effect including those pertaining to pitching limits for the entire game and pick up players.

30. Any change in game start time requires 24-hour notice to both teams from the Home Teams Area Director/Scheduler.

31. It is recognized that some very important school events interfere with a team's ability to field players in May and early June. Coaches experiencing this should contact the opposing coach and the age director to determine if rescheduling is possible.

Pitching/Fielding/Batting/Playing

32. NEW 2021 RULE: All pitchers from 8U to 18U are required to wear a face mask while pitching in a game.

This is NOT a COVID mask, this is a protective mask.

NEW USSSA RULE as 1.1.2020. Pitchers may step back. Please refer to usssa.com for more pitching rules.

NEW USSSA RULE as 1.1.2022. Pitchers may "Leap" Please refer to usssa.com for more pitching rules.

33. A pitcher is considered to have pitched one inning if she pitches one pitch to one batter. Pitchers may pitch consecutive or non-consecutive innings but may not pitch more innings than those specified for her age group per game.

34. If a batter is hit by a pitch (whether or not the ball strikes her or the ground first) she shall be awarded first base. The Batter DOES NOT have to attempt to get out of the way of a pitched ball.

The Batter CAN NOT move into a pitched ball. If the umpire determines that the Batter moved into the pitch, it will be called a ball or strike as seen by the umpire and play remains LIVE.

35. If a runner is attempting to steal home and the batter does not vacate the batter's box before the runner is within 15 feet of home, the batter will be called out and all runners must return to the base they occupied at the time of the pitch. Home team is responsible for having the 15-foot line.

36. A strikeout is the result of the pitcher getting a third strike charged to a batter. In fast pitch, this usually results in the batter being out. In 14U and 18U anytime first base is unoccupied, or there are two outs, and the third strike is not caught, the batter-runner is entitled to advance. If there are 2 outs and first base is occupied, the batter can run to first. This is considered a dropped third strike. (Rule 3 Sec 58 and Rule 7 Sec 14-D)

36a. The batter-runner is out when; after becoming a batter-runner, she does not attempt to reach first base before all infielders leave the diamond, the half-inning ends, or she gives up by entering the bench/dugout area.

36b. If a batter goes outside the three-foot running lane (last half of the distance from home plate to first base) while the ball is being fielded or thrown to first base, she shall be called out. **Exception:** This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball or if the act does not interfere with a fielder or a throw.

37. Teams will have 2 minutes to switch sides including warming up the **pitcher. Violation of this rule by the team batting will result in the batter being awarded a strike every 20 seconds they are not ready. A violation by the team in the field will result in the batter being granted a ball for every 20 seconds they are not ready. We want to emphasize that the catcher needs to be ready to take the field as soon as the team finishes their at bat. Umpires should instruct coaches to always have their catchers ready and recommend using the courtesy runner for the catcher only in order to keep the game moving. The umpire will enforce this rule for optimal playing time.

**a) A new pitcher will receive 5 warm up pitches

**b) A returning pitcher will receive 2 warm up pitches

38. If, at the instant the home team completes their at bat (3 outs or maximum runs scored), there is any time left on the game clock, another inning must be played (if needed).

a) Game time is 90 minutes

b) No new innings after 85 minutes

39. A game which is stopped because time has expired will be considered a completed game even if the full regulation number of innings were not played. The inning in progress will be completed unless the home team is batting and ahead, or one team is winning by more than the maximum run limit per inning, at which point the game is over.

40. No inning shall begin after the expiration of the time limit, except for a tie game.

a) League games CAN end in a tie after ONE extra inning has been played. Only ONE extra inning is allowed.

b) In the case of a tied game, the ONE inning after time expires will NOT have a maximum runs per inning limit.

41. The International Tie-Breaker is not used by IPGSA for Recreational games.

42. A runner may not collide with a defensive player that has possession of the ball at any base unless the runner is sliding. Failure to do so will result in the runner being called out and possibly ejected if the ump deems the collision was malicious. This is not to imply that the runner must slide, but that she must avoid a collision if there is a play.

a) A runner must stay within the 3-foot base path if avoiding a tag. The 3-foot baseline is determined where the runner starts, not actually "3-feet" on each side of the baseline.
b) If a play is not being made on a runner, the 3 feet baseline rule does not apply, and the runner cannot be called out for this rule.

43. A defensive player is responsible for avoiding the runner at any base when there is no "play" on the runner. **Defensive player must have actual possession of the ball to make a "play"**. Failure to do so could result in the runner being awarded the next base.

44. Fake tags are not allowed. First offense is a team warning. Second offense and any subsequent violation the player is restricted to the bench for the rest of the game.

45. A batter may be called out if she throws her bat in a careless or angry manner (as determined by the umpire). The Umpire does not have to warn teams on thrown bats.

46. No Automatic Out in the batting line-up for any reason except with a player ejection. If a player is ejected, she will be an out each time in the lineup.

47. **Defining the look-back rule:** When a base runner is legitimately off base (i.e., moving off a base after a pitch or rounding a base after a hit, walk or dropped third strike), the pitcher is obligated to allow sufficient time for the runner to return. However, once the pitcher has the ball within the 16-foot circle, the runner is obligated to move directly toward the next base or the base last touched without any throwing motion or engagement by the pitcher. The runner may not stand motionless or, after returning to the base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runner to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead.

However, if the ball is not in the 16-foot circle or a fake

throw is made, the runners are not governed by this note. Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempted play.

48. The defensive team will have 3 conferences without penalty for a legal game. If an extra inning is played, one additional visit will be allowed without penalty regardless of how many were used prior. Penalty on the fourth visit regulation or second visit in extra innings will be the removal of that player from the pitching position for the remainder of the game.

49. **Penalty for Illegal Pitch:** It is a delayed dead ball and should be signaled by the umpire calling the illegal pitch and verbalized so a player can hear the call. The pitch is declared a ball. If the pitch is hit then the coach will have the option of taking the results of the play or accepting the penalty.

50. **Defining the Infield Fly Rule:** IPGSA Uses the IFR in the 14U and 18U Age Groups only in the Rec Division.

An Infield Fly is a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.

Overthrow Clarification

51. Fields without fences – A thrown ball that passes a line parallel to the baseline extending from the corner or the backstop on the side of the overthrow.

52. Fields with fences – A thrown ball that passes over, through or under the fence.

Note: An overthrow is any ball not caught cleanly by the intended target when making a play on a baserunner. As such, a ball that bounces to the fielder, but is caught off the bounce is not an overthrow. However, a throw that bounces off the intended target's glove or doesn't make contact with the intended target, regardless of what direction it travels, is an overthrow.

Clothing/Equipment

53. Players may wear jewelry according to USSSA rules. No hoops or dangle jewelry. Players cannot carry combs or other sharp/hard/dangerous items that protrude from a pocket and/or uniform.

54. Batting helmets MUST be worn by all girls. NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat & shaggers, and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have attached face mask/guard and they must be NOCSAE approved.

55. Catchers helmets MUST be worn by all catchers. A catcher's helmet must be worn by any girl warming up a pitcher. A catcher must wear a helmet even when a batter is hitting off the tee.

56. *Shorts, jeans, sweat pants, or uniform pants are required for play. Suitable shoes must be worn.*

57. *The home team will furnish one new ball and one used playable ball as determined by the plate umpire.*

Scores

58. The home team is responsible for keeping the official score. Both teams should keep adequate score-keeping to ensure that every girl plays her minimum number of innings. Periodic cross-checking of the score will help ensure accuracy. However, it is not an excuse to delay the game.

59. The **HOME TEAM Coach** is responsible for reporting the game score to the score recorder or recorded on-line at ipgsa.com within 72 hours after the game is played. Failure to do so may

result in a forfeit by the home team. Coaches are encouraged to report all of their game scores to ensure standings accuracy.

Protests

60. Protests can only be made relating to player eligibility and rule interpretations, not on umpire judgments. The protesting team shall request "time" from the umpire to announce that they are protesting the game.

Protests must be made prior to the next legal pitch. As soon as the protest is made, **BOTH** scorekeepers will draw a line on the score sheet indicating the inning, count on the batter, and positions of any runners on base, at the time of protest. The scorekeepers will also note the amount of time remaining in the game on the score sheet.

Umpire(s) and the field supervisor (if available) will discuss and rule on the protest. If this procedure takes an excessive amount of time, the game may be shortened; accordingly, however, this is not encouraged.

If the team disagrees with the decision made, they must file a written protest to the IPGSA BOD within 48 hours after the game in question. The protest will be heard and acted upon by the BOD. The decision of the BOD is final. All protests must be accompanied with \$75.00. The \$75.00 will be returned if the protest is upheld.

61. If a parent or coach believes a player is too old for the team she is playing on, they may protest that player's eligibility by submitting a written letter with the evidence outlined. At its discretion, the BOD may request a birth certificate from the accused player. All protests must be accompanied with \$75.00. The \$75.00 will be returned if the protest is upheld, the player suspended, and all games the player participated in forfeited.

Developmentally delayed/impaired athletes will be looked at individually. The BOD will help the player be placed at the safest level regardless of age. Coaches will be notified before each game in which such athletes participate.

End-of-Season (EOS) Tourney/Playoffs

62. C level teams or individuals will be allowed to play a maximum of 2 A/B level tournaments in any one season.

63. A girl must have been on the team's roster or area's waiting list before the midpoint of the season to be eligible for postseason play. Final rosters must be turned into area directors no later than June 1st.

64. Only 2 players may be picked up for the EOS Tournament (exceptions to this rule may be appealed to the tournament director.) Players may only be picked up for tournament play if they are not already in the tournament. They can only play on ONE team for the duration of the tournament. A team may pick up a player from another team in their area to have 9 (10 for 10 & under) players to play a game. All other pick-up player rules apply.

65. A player may play up in age and be registered with one team. Once she is on the roster of that team, she may not be picked up on a team in a lower age bracket even if she meets the age requirements of that age bracket. She may be picked up and play on a team in her registered age bracket ONLY, including the post season tournament.

66. In the event of a two-way tie, the tie breaker for determining entrance and/or seeding for the EOS Tournament will be head-to-head record. If the teams are still tied after looking at head-to-head record, a Pig-Tail (PT) single game at a site determined by the IPGSA with a neutral umpire will serve as tiebreaker. If more than two teams are tied and each of the tied teams played each other an equal number of times, the tiebreaker will be head-to-head record in these games. In the event that two or more teams are still tied or in the event that the teams involved did not play each other an equal number of times, a single elimination playoff game will be played. For a three-way tie, the number 1 seed gets a bye and then plays the winner of a game between the 2 and 3 seeds. For a 4-way tie, the 1 seed plays the 4 seed and the 2 seed plays the 3 seed. The winners then play to earn a spot in the EOS tournament. Seeding for PT games shall be determined by coin flip by the Ump at game time. If a PT Game(s) CAN NOT be played due to weather or an unforeseen circumstance, The BOD will rule in accordance to each team's participation in the Round Robin and Coach attendance at the Annual Coach's Meeting. Runs allowed, then runs scored. A coin-flip will be used if all other means have been exhausted.

67. Any non-played games will be treated as ties for the purpose of standing for seeding into the tournament. Any partial or unfinished games that cannot be completed, scores will revert to the last full inning.

68. Participation in the **Round Robin Tourney** is required per IPGSA By-Laws to be eligible for the EOS Tournament.

69. Championship Games are not timed. All games are by Full game innings (Except 8U). 8U 90 minutes, 10U = 5, 12U = 6, 14U = 7, 18U = 7

12 & Under Supplemental Rules

*Pitches from 37 feet

*A base runner may not leave the base until the pitched ball crosses home plate or is hit by a batter.

*If a runner leaves early, she will be called out.

*Stealing home is prohibited on a pitch or throw-back to the pitcher. (Passed ball or wild pitch).

*Runners on all bases are also prohibited from scoring from third on a passed ball or wild pitch.

*If runner attempts to go home, the runner will be sent back to 3rd base.

***HOWEVER:** If any defensive player makes a play on a runner at any base, the third base runner may attempt to advance and score even if it is on or after a pitched ball.

EXAMPLES:

A) WILD PITCH (WP) or PASSED BALL (PB); Runner(s) CAN NOT STEAL home from any base.

Runners MAY advance to 2nd and 3rd, but NOT HOME.

B) CATCHER OVERTHROWS PITCHER After WP or PB;

Runner(s) CAN NOT STEAL home from any base.

Runners MAY advance to 2nd and 3rd, but NOT HOME.

C) CATCHER (OR ANY DEFENSIVE PLAYER including PITCHER) makes an "throwing" attempt on ANY baserunner After WP or PB; All Bets are off and all runners can steal home. HOWEVER, IF THE DEFENSIVE PLAYER DOES NOT THROW the ball in an attempt to get a runner and throws to the pitcher... Runner(s) CAN NOT STEAL home from any base.

For example... catcher chases runner on 3rd back to 3rd... but no throw happens, runners CAN NOT steal home.

D) *Ball is HIT:*

LIVE BALL all runners can advance until the ball is in the Circle. (Look-Back rule comes in to effect)

E) Rules regarding stealing home on a HIT ball do not apply and baserunners can advance at their own risk even if the Pitcher is overthrown. Runner(s) CAN advance home from any base.

F) Runners are on Base and the Catcher overthrows Pitcher enough that the UMP does not know if it was an attempt to get a player stealing from 1st to 2nd OR 2nd to 3rd OR the player comes off 3rd base to entice a throw. It will be UP TO THE UMPS JUDGMENT AS TO WHAT THE CATCHER WAS TRYING TO DO.

Meaning...

If the Ump believes the catcher was making an attempt to throw a runner out, then players CAN steal home.

If the Ump believes the catcher just overthrew the pitcher, then runners CAN NOT steal home.

*In addition... if there is a LIVE play, throwing back to the pitcher DOES NOT stop the live play. The look-back rule would come into effect.

*Infield Fly Rule is not used

*Dropped 3rd strike is not used

*There are pitching limits. (3 innings per Game)

*All Players MUST play defense according to Rule 10 of the Main rules.

10 & Under Rec Supplemental Rules

*Pitches from 30 feet

1. PLATE MEETING:

Each game will begin with a pregame plate meeting. This meeting is not a negotiation.

This is an opportunity to make sure the coaches are on the same page and prepared for a FUN game! If one of the coaches uses the statement "sometimes we play it that way," the rule book should be consulted. Coaches are not to "play it" this way one game and "that way" the next game. The Umpire or Field Supervisor shall make the final determination on the field for all rule concerns.

2. **FIELD DEFINITIONS:**

a. The "Infield Boundary" is located roughly 10-12 ft behind the baselines. This (often imaginary line) serves as the boundary between Infield and Outfield.

b. An Infield Hit is defined as a batted ball to an infielder which remains within the Infield Boundary.

c. Any batted ball which passes the Infield Boundary is considered an Outfield Hit.

d. The Infield Boundary is the region in which the ball must be returned in order to limit the play.

3. **DIRT TIME:**

IPGSA values "dirt time." All attempts must be made to play as much softball as possible.

a. Time between half innings is limited to 2 mins. Please refer to Fall Ball General Rules.

4. **OFFENSE:**

a. Batters will face live pitching from the opposing team's player pitcher.

b. Batters can strike out from live pitching.

c. If the batter receives 4 balls, a tee will be brought out. (Please see below for Tee Rules)

d. After Week 1, the batter is out in the case of the thrown bat with a live pitch or off the tee. NO Warning.

e. Bunting off a live pitch is allowed.

f. Sliding is allowed at all bases.

5. **RULES REGARDING THE TEE:**

Placement of the Tee:

a. A tee will be placed for the batter to hit off after she receives four balls.

b. The base of the tee will be turned 180 degrees from the old position so that the flat side of the base aligns flat against the flat side and in front of home plate.

(Tee should NOT sit directly on top of home plate, but rather in front of the plate).

c. The Tee or its Base is NOT to be used as a substitute for Home Plate when making a play offensively or defensively. Defensive and Offensive players must use home plate for any play to be considered by the ump's in Safe & Out calls

d. The tee should be placed within the strike zone. A coach MAY NOT move the tee to help their players achieve a hit.

Note: For example, the coach may not put the tee outside the strike zone to force a hit to third base.

Ball Placement on the Tee:

a. It is suggested that teams incorporate setting tee height at practice according to their hip or leg placement.

b. The Player or the Umpire can set the tee height, but ideally, it is better for the player to make the height adjustment. (One height adjustment is allowed per at bat).

c. If the umpire sets the height, and it is not correct, it will NOT be reset regardless of player or coach request.

d. It is the Umpire's responsibility to ensure the Tee is removed after a hit unless it would cause the umpire to interfere with a play.

e. Catchers will place the ball on the tee while the batter is out of the batter box. Batters will stay out of the batter's box to ensure safety of

the ump/catcher in cases of accidental bat swings/injuries

f. If Batter Swings making contact with the Catcher before the Catcher is done placing the ball on the tee and moving to the catcher's position, the Batter is Out. (this is for the safety of the Catcher)

Tee Swings:

a. A single practice swing is permitted outside of the batter's box while the tee is being placed in front of the plate.

b. Practice swings/line-ups at the tee are NOT ALLOWED. The batter shall not take a practice swing or line-ups of any sort while within the batter's box. If she does so, she is OUT.

c. Batters will use the same stance to hit off of the tee as when hitting off a pitcher. If the Batter rotates her body, she is OUT.

d. If she cannot put the ball in play after one swing, she shall be considered OUT. (NO ADDITIONAL ATTEMPTS ARE ALLOWED)

Note: This Rule is NOT TO BE NEGOTIATED AT THE PLATE MEETING or at any time. This is a RULE to allow fairness to all players.

Advancement on Hits from the Tee:

a. When the batter hits the ball off the tee, the batter and runners may advance only to the next base in the case of an Infield Hit (See Rule 2b).

b. In the case of an Outfield Hit (See Rule 2c), the batter and runners may advance up to two bases

c. The batter and runners may advance as a result of an overthrow, but they may not gain more than 2 bases total, at their own risk for hits from the tee.

Example: A runner on 1st base may not advance past 3rd base, even if there are consecutive overthrows or in the case of a ball hit to the fence. There is a 2- base maximum, regardless of the situation, for balls hit from the tee.

OUTS from the Tee:

The batter will be called out after the following:

a. A practice swing/line-up in the batter's box or at the tee at any time.

b. Bringing the bat to the tee/ball after initial one-time height adjustment/setting with or without the ball on the tee.

c. The batter adjusting their stance in the box compared to when batting against the pitcher.

d. Hitting a foul ball.

e. Hitting a ball into fair territory but it doesn't travel past the 15-foot arc.

f. Missing the tee.

g. Hitting only the tee without contact with the ball, even if hitting the tee launches a ball into fair territory. The Batter must make contact with the ball.

Note: The bat may hit the tee, it just needs to make contact with the ball too.

6. **RULES REGARDING THE 15-FOOT ARC RULE ONLY APPLIES WHEN USING THE TEE ONLY:**

a. If the ball doesn't travel through the 15-foot Arc, it is a DEAD BALL. All runners return to their base(s). The batter is OUT.

b. If the ball stops in the Arc or is touched by a defensive player within the Arc, the batter is OUT.

c. If the ball is slowly rolling within the Arc and clears the Arc, it is a fair ball.

d. If the ball is popped up and is caught in or out of the Arc, the batter is OUT.

e. If it is popped up and not caught but remains within the Arc, the batter is OUT.

Tee hits must clear the 15-ft arc.

Note: If the ball is pitched there is no minimum distance the ball must travel. The Arc does not apply to LIVE pitching.

7. **BATTER AND RUNNER ADVANCEMENT:**

a. Runners may not progress more than one base on an Infield Hit regardless of whether the ball was hit off the pitcher or off the tee.

b. Runners may not progress more than one base as a result of an infielder bobbling the ball as long as the ball remains within the Infield Boundary.

c. The only way to progress an additional base on an Infield Hit will require an overthrow.

d. On an Infield Hit, the ball is dead once the batter reaches 1st base, regardless of possession unless there is an overthrow.

e. An Outfield Hit off the pitcher allows runners to advance at their own risk, as many bases as they can until the play is considered complete.

Note: Balls remaining in the infield dirt, but are fielded past the Infield Boundary are Outfield Hits. The ball must be brought into the infield. (See Rule 7a).

Note: Some fields are designed for 90 ft bases and have 110 ft of dirt before the grass.

f. Base Runners may run when the ball is HIT. The penalty for a runner leaving early is an OUT.

8. **COMPLETED PLAYS:**

a. A play is considered complete when the ball is returned to the infield and is under control by ANY infielder unless there are runners between bases. It is not required that the ball be returned to the pitcher before time is called.

b. Runners between bases may advance to the next base or return to their previous base at their own risk. The play is LIVE so long as the runners are between bases.

9. **OVERTHROWS:**

a. An overthrow will allow all runners to progress 1 additional base, at their own risk, but not further. Only 1 overthrow is allowed. A second overthrow does not entitle the runner to further progress to another base. TIME IS OUT. This reduces past balls to the pitcher or other players and prevents the runner from continuously running around the bases.

Example: The ball is hit off the pitcher. A player throws the ball to 1st base and makes an overthrow, the runner may advance to 2nd base. If the first baseman, then overthrows the ball to 2nd base, the runner CAN NOT advance to 3rd base.

b. The umpire calls time when:

i) The ball is returned to the infield and is under control by ANY Infielder AND

ii) All runners have arrived at a base.

c. Balls thrown into the infield from the outfield are live balls and an infielder must gain possession of the ball inside of the Infield Boundary.

d. A ball thrown into the infield from the outfield and is overthrown, would be considered an overthrow and counts as the one overthrow per bat.

e. Only 1 overthrow is permitted per at bat.

Note: An overthrow is any ball not caught cleanly by the intended target when making a play on a baserunner. As such, a ball that bounces to the fielder, but is caught off the bounce is not an overthrow. However, a throw that bounces off the intended target's glove or doesn't make contact with the intended target, regardless of what direction it travels, is an overthrow.

Note: This teaches infielders to be looking for the ball and pitchers to understand they must take responsibility for the infield and back up any throws coming in from the outfield. It also teaches field awareness to the outfielders who may run the ball across the Infield Boundary to stop the runners.)

10. **DEFENSE:**

- a. The tenth defensive player and all outfielders (Fielders #7-#10) must be positioned beyond the Infield Boundary until the ball is pitched. They cannot play on or inside the Infield Boundary (See Rule 2a). They cannot play behind home plate (there cannot be more than one player in the catcher, pitcher or all infield positions).
- b. Fielders #7-10 must remain outside this arc until the ball is pitched.
- c. Coaches are NOT allowed on the field (fair territory), the defensive coach has the option of standing behind the umpire to help get passed balls back to the catcher. The catcher MUST make the throwback to the pitcher. The coach behind the plate must remain silent during the pitch and cannot throwback to the pitcher. IF the Coach behind the catcher can NOT remain silent during the pitch, they will be removed.
- d. The pitcher will throw from a distance of 30 ft.
- e. For the pitcher's safety, she will retreat to the back of the circle (38 ft) for balls hit from the tee.
- f. She must remain at the back of the circle, but within the circle. The Pitcher Can NOT be a second Shortstop or 2nd baseman.
- g. Coaches and umpires shall enforce this rule.
- h. There are pitching limits. (3 innings per Game)
- i. All Players MUST play defense according to Rule 10 of the Main rules.

11. **PENALTY FOR TAKING EXTRA BASES:**

- a. Each team will receive 1 extra base running violation warning (per game)
- b. After that, each time the Rule is broken, any player sent by the coach and/or by the player themselves to achieve extra bases will be called OUT and not put back on correct the base
- c. If more than one runner advances extra bases, the LEAD RUNNER is OUT, all others return to their previous base.

12. **ADDITIONAL RULES:**

a. The Infield Fly Rule is not used at 10u Rec. This means a double or triple play is possible as a result of a pop-up in the infield.

Reason: First, the players need to learn what can happen when a pop up is caught. Second, it is very unlikely the ball will be dropped on purpose at this level.

As a result, the girls can learn what is possible when the ball is caught and what is possible if the runners hold and the ball is dropped.

b. Dropped 3rd strike is not used.

8 & Under Rec Supplemental Rules

1. **PLATE MEETING:**

Each game will begin with a pregame plate meeting. This meeting is not a negotiation. This is an opportunity to make sure the coaches are on the same page and prepared for a FUN game! If one of the coaches uses the statement "sometimes we play it that way," the rule book should be consulted. Coaches are not to "play it" this way one game and "that way" the next game. The umpire (if there is one) or Field Supervisor shall make the final determination on the field for all rule concerns.

2. **FIELD DEFINITIONS:**

- a. The "Infield Boundary" is located roughly 10-12 ft behind the baselines. This (often imaginary line) serves as the boundary between Infield and Outfield.
- b. An Infield Hit is defined as a batted ball to any player which remains within the Infield Boundary.
- c. Any batted ball which passes the Infield Boundary is considered an Outfield Hit.
- d. The Infield Boundary is the region in which the ball must be returned in order to limit the play.

3. **DIRT TIME:**

IPGSA values "dirt time." All attempts must be made to play as much softball as possible.

- a. Time between half innings is limited to 2 mins. If an offensive player is not ready, a pitch is called every 20 seconds. If the defense is not ready, the pitching coach may begin to pitch regardless of whether or not a catcher is present.
- b. Defensive conferences are not permitted. Coaches are stationed on the field to help the players. There is no need to stop game play to conduct a conference.

Penalty: Lead runner or batter-runner (advances one base) scores.

(The only reason for a defensive conference would be to delay a time-limited game. This is NOT ALLOWED)

4. **OFFENSE:**

- a. In order to keep the game moving, it is required that a defensive coach stand behind the catcher to hold the balls until the current batter has completed their full at bat.
- b. The coach from the offensive team (at bat) will pitch to the team from a distance of thirty (30) feet. The coach pitching MUST ensure all defensive players are ready for the pitch. Please ensure the defensive players have returned the ball and are in the fielding position ready to play.
- c. The defensive team's pitcher will stand next to the coach.
- d. After the 4 pitched ball, the catcher will throw one of the balls back to the player pitcher so they can practice their positions. The catcher coach will return the other 3 balls to the pitcher coach. Use 1 ball for tee.
- e. Each player will be given a maximum of four (4) pitches to hit. Even if the batter swings at all four pitches she shall not be considered out.
- f. If she does not hit one fair after four (4) pitches, the tee will be brought out (Please see below for Tee Rules)

g. After Week 1, the batter is out in the case of the thrown bat with a live pitch or off the tee. No Warning.

h. Hit-by-Pitch (HBP) does not exist in 8U.

i. Bunting is not allowed off the tee or off a live pitch.

j. Sliding is allowed at all bases.

5. **RULES REGARDING THE TEE:**

Placement of the Tee:

- a. A tee will be placed for the batter to hit off after she receives four pitches.
- b. The base of the tee will be turned 180 degrees from the old position so that the flat side of the base aligns flat against the flat side and in front of home plate.
(Tee should NOT sit directly on top of home plate, but rather in front of the plate).
- c. The Tee or its Base is NOT to be used as a substitute for Home Plate when making a play offensively or defensively. Defensive and Offensive players must use home plate for any play to be considered by the umps in Safe & Out calls
- d. The tee should be placed within the strike zone. A coach MAY NOT move the tee to help their players achieve a hit.

Note: For example, the coach may not put the tee outside the strike zone to force a hit to third base.

e. After the tee is placed, the coach will leave fair territory.

Ball Placement on the Tee:

- a. It is suggested that teams incorporate setting tee height at practice according to their hip or leg placement.
- b. The offensive coach should set the tee height. (ONE HEIGHT ADJUSTMENT IS ALLOWED per swing)
- c. Catchers will place the ball on the tee.
- d. If Batter Swings making contact with the Catcher before the Catcher is done placing the ball on the tee and has time to move to the catcher's position, the Batter is OUT. (This is for the safety of the Catcher)
- e. It is the responsibility of the defensive coach stationed behind the plate to ensure the Tee is removed after a hit unless it would cause the coach to interfere with a play. The tee must be removed quickly for plays at the plate.

Tee Swings:

- a. The batter may take a practice swing at the tee at 8U. She may also use a "line-up to the ball." Have patience, she may be new to this.
- b. Batters will use the same stance to hit off of the tee as when hitting off a pitcher.
- c. If she cannot put it in play after two *swings/strikes, she shall be considered out. (NO ADDITIONAL ATTEMPTS ARE ALLOWED) Putting the ball in play off of the tee is when the ball is hit anywhere in FAIR TERRITORY.

Note: This Rule is NOT TO BE NEGOTIATED AT THE PLATE MEETING or at any time. This is a RULE to allow fairness to all players.

d. There is no penalty for a ball accidentally knocked off the tee as in a practice swing.

Advancement on Hits from the Tee:

- a. When the batter hits the ball off the tee, the batter and runners may advance only to the next base, even if the ball is hit deep into the outfield.

b. There is no additional advancement on overthrows when the ball has been hit from the tee. One base only for batter and all runners.

Outs/Strikes from the Tee:

- a. A failed attempt tee swing includes;
- i) The batter adjusting their stance in the box, compared to when batting against the pitcher.
- ii) Hitting a foul ball (strike).
- iii) Missing the tee (strike).
- iv) Hitting only the tee without contact with the ball, even if hitting the tee launches a ball into fair territory. The Batter must make contact with the ball. (strike)

Note: The bat may hit the tee, it just needs to make contact with the ball too.

b. An OUT from a tee swing occurs when any of the above failures occurs on the SECOND attempt. This is also true in the case of a foul ball. The batter has 2 swings to put the ball in fair territory.

c. The 15-foot arc is not used at 8U Rec.

6. BATTER AND RUNNER ADVANCEMENT:

- a. Runners may not progress more than one base on an infield hit regardless of whether the ball was hit off the pitcher or off the tee.
 - b. Runners may not progress more than one base as a result of an infielder bobbling the ball as long as the ball remains within the Infield Boundary
 - c. The only way to progress an additional base on an Infield Hit will require an overthrow unless the ball was hit from the tee.
 - d. On an Infield Hit, the ball is dead once the batter reaches 1st base, regardless of possession unless there is an overthrow. This is to reduce over aggressive baserunning against newer rec players.
 - e. An Outfield Hit off the pitcher allows runners to advance at their own risk, as many bases as they can until the play is considered complete.
- Note:** Balls remaining in the infield dirt, but are fielded past the Infield Boundary are Outfield Hits. The ball must be brought into the infield. (See Rule 6f).

Note: Some fields are designed for 90 ft bases and have 110 ft of dirt before the grass.

f. A play is considered complete when the ball is returned within the infield boundary and is under control by ANY player unless there are runners between bases.

It is not required that the ball be returned to the pitcher before time is called.

g. Runners between bases may advance to the next base or return to their previous base at their own risk. The play is LIVE so long as the runners are between bases.

h. Base Runners may run when the ball is HIT. The penalty for a runner leaving early is an OUT on the offending runner.

7. DEFENSE:

- a. 2-3 defensive coaches may be positioned along the outfield perimeter in order to coach the girls and help them remain engaged and understand their positions.
- b. The tenth defensive player and all outfielders (Fielders #7-#10) must be positioned beyond the Infield Boundary until the ball is pitched. They cannot play on or inside the Infield Boundary (See Rule 2a). They cannot play behind home

plate (there cannot be more than one player in the catcher, pitcher or all infield positions).

c. *Pitching distance will be 30 feet when pitching and 40 feet when the tee is used* the pitcher must retreat to the back of the pitcher's circle but must remain within the circle when the tee is brought out. *This rule is for the safety of our players and will be enforced by the Umps/FS and/or Coaches.*

d. The Pitcher Can NOT be a second Shortstop or 2nd baseman.

e. All Players MUST play defense according to Rule 10 of the Main rules.

f. If the coach-pitcher is hit by a ball off the pitch, tee or thrown, it remains a live ball and the defense needs to play it. Even if the coach accidentally catches it.

The coach needs to drop the ball and move to allow the defensive players to make a play on the ball.

g. If the coach-pitcher intentionally interferes with a hit or thrown ball, it's a dead ball and all runners will return to their base and the batter will return to batting.

h. Defensive coaches may NOT make plays on the ball, help or interfere with the players.

8. OVERTHROWS:

- a. An overthrow will allow all runners to progress 1 additional base, at their own risk, but not further. Only 1 overthrow is allowed. A second overthrow does not entitle the runner to further progress to another base. TIME IS OUT.
 - b. This reduces past balls to the pitcher or other players and prevents the runner from continuously running around the bases.
- Example:** The ball is hit off the pitcher. A player throws the ball to 1st base and makes an overthrow, the runner may advance to 2nd base. If the first baseman, then overthrows the ball to 2nd base, the runner CAN NOT advance to 3rd base.

c. Runners MAY NOT ADVANCE due to an overthrow when the ball is hit from the tee.

d. The umpire/coach calls time when:

- i) The ball is returned to the infield by ANY player (Infielder or Outfielder) AND
- ii) Is under control by ANY player (Infielder or Outfielder) AND
- ii) All runners have arrived at a base.

Note: *An overthrow is any ball not caught cleanly by the intended target when making a play on a baserunner. As such, a ball that bounces to the fielder, but is caught off the bounce is not an overthrow. However, a throw that bounces off the intended target's glove or doesn't make contact with the intended target, regardless of what direction it travels, is an overthrow.*

Example: With a runner on 1st base, a LIVE pitch is hit past the Infield Boundary to the Left Fielder. She fields the ball and runs it into the infield. Before she crosses the arc, the runner gets around second base. Since the runner crossed 2B before the ball crossed the plane into the IF, the runner may continue to third base at her own risk or she may retreat back to second base. Now that the ball is in the infield, in possession of a player, once this runner touches a base, time is out. Until then, the play is LIVE.

e. Balls thrown into the infield from the outfield are live balls and an infielder must gain possession of the ball inside of the Infield Boundary.

f. A ball thrown into the infield from the outfield and is overthrown, would be considered an overthrow and counts as the one overthrow per bat.

g. Only 1 overthrow is permitted per at bat. This teaches infielders to be looking for the ball and pitchers to understand they must take responsibility for the infield and back up any throws coming in from the outfield. It also teaches field awareness to the outfielders (8U) who may run the ball across the Infield Boundary to stop the runners.)

9. PENALTY FOR TAKING EXTRA BASES:

- a. Each team will receive 1 extra base running violation warning (per game)
- b. After that, each time the Rule is broken, any player sent by the coach and/or by the player themselves to achieve extra bases will be called OUT and not put back on correct the base
- c. If more than one runner advances extra bases, the LEAD RUNNER is OUT, all others return to their previous base.

10. ADDITIONAL RULES:

a. The Infield Fly Rule is not used at 8U Rec.

This means a double or triple play is possible as a result of a pop-up in the infield.

Reason: First, the players need to learn what can happen when a pop up is caught. Second, it is very unlikely the ball will be dropped on purpose at this level.

As a result, the girls can learn what is possible when the ball is caught and what is possible if the runners hold and the ball is dropped.

b. Dropped 3rd strike is not used.

2026 IPGSA REC RULES SUMMARY

	8 & Under	10 & Under	12 & Under	14 & Under	18 & Under
Not born on or before	9/1/2016	9/1/2014	9/1/2012	9/1/2010	9/1/2006
Innings per Game	5	5	6	7	7
Regulation Innings	N/A	3	4	5	5
Time Limit	90 minutes	90 minutes	90 minutes	90 minutes	90 minutes
Game Over-Inn/Runs Ahead	N/A	4/15	5/15	5/10	5/10
Maximum Runs per Inning	5	5	6	8	8
Maximum Innings / Pitchers	N/A	3	3	4	5
Minimum Innings / Players	See Rule 10	See Rule 10	See Rule 10	See Rule 10	See Rule 10
Minimum Innings at Bat	See Rule 10	See Rule 10	See Rule 10	See Rule 10	See Rule 10
Pitching Distance	30 feet	30 feet	37 feet	43 feet	43 feet
Base Distance	60 feet	60 feet	60 feet	60 feet	60 feet
Home to 2nd Base	84' 10 ¼ "	84' 10 ¼ "	84' 10 ¼ "	84' 10 ¼ "	84' 10 ¼ "
Bunting / Sliding	Sliding Only	Yes	Yes	Yes	Yes
Stealing	No	No	Yes (see rule)	Yes	Yes
Run on Dropped 3rd Strike	No	No	No	Yes	Yes
Run When Ball	is hit	is hit	crosses plate	is pitched	is pitched
Infield Fly Rule	No	No	No	Yes	Yes
Batting Order	All	All	All	All	All
Players on Field	10	10	9	9	9
Size of Ball Used*	10 inch	11 inch	12 inch	12 inch	12 inch

soft touch

*Softballs used will be yellow with red, white, or blue stitching