

KGSA Rules of Play

Updated December 2025

1 APPLICABILITY

All KGSA divisions will follow the USA Softball Official Rule Book for the current year, which will govern all players. Varsity division will include 14U + 1 additional year of eligibility to include 15 year olds

2.1 PICK-UP PLAYERS (All Divisions)

1. A team may use a pick-up player for a game if the team would otherwise forfeit due to having fewer than 8 players. The team may pick up one or two players from the opposing team, another team in the same division, or from the next lower division.
2. A team may not pick up a player from the opposing team if doing so would cause the opposing team to have fewer than 9 players.
3. No player shall be a pick-up player if they will miss any part of their own team's game to be a pickup player.
4. No pick-up players will be allowed in tournament play, except by decision of the KGSA Board.

2.2 BATTING ORDER (All Divisions)

All ~~of a team's~~ players present at a game shall be included in ~~the~~~~their team's~~ batting order. Players arriving late to a game shall be added to the bottom of the batting order. Players needing to leave the game early will be removed from the batting order and an out will not be recorded when that player is supposed to bat.

2.3 FREE SUBSTITUTION RULE (All Divisions)

Players may be placed in any defensive position, ~~or benched,~~ with no change to the batting order. EXCEPTION: In tournament play, a team may use USA Softball substitution rules if they choose to do so. This ~~case~~ must be declared at the start of the game, and shall be reflected on the team's lineup card.

2.4 PLAYING TIME (All Divisions)

1. All players must play at least 2 defensive innings per legal game.
2. (10U and 8U) A player may not ~~sit defensively or be benched~~ for more than 1 inning in a row.
3. (6U) ~~All players play defense each inning. If there are more than 9 players, additional players~~

will spread out on the field. ~~No player shall be benched. Any extra defensive players will be placed in the outfield.~~

3 GAMES

3.1 LEGAL GAME (Varsity, 12U, 10U, and 8U)

The number of innings to qualify for a legal game will be 4, or 3 ½ innings if the home team is ahead.

3.2 TIME LIMIT

1. (Varsity, 12U, 10U) No new inning shall begin after 1 hour, 30 minutes from official start time. “Drop-Dead” rule: the game is over at 1 hour, 40 minutes from official start time. The final score shall be the score at the end of the ~~last~~previous completed inning.
2. (8U) No new inning shall begin after 1 hour, 20 minutes from official start time. “Drop Dead” rule: the game is over at 1 hour, 30 minutes from official start time. The final score shall be the score at the end of the ~~last~~previous completed inning.
3. (6U) No new inning shall begin after 1 hour from official start time.

3.3 RUN LIMIT (10U and 8U)

Each team will be allowed to score no more than 4 runs per inning, except the final inning (“Open Inning”), in which scoring will be unlimited. Both head coaches and the umpire shall agree prior to the start of an inning that it will be the final inning.

4 KGSA UNLIMITED

KGSA Unlimited is a highly competitive KGSA division for experienced 8th grade players. Players compete in weekly games while earning individual points toward championship prizes.

~~A UNIQUE OPPORTUNITY. Experienced 14U players in 8th grade have the unique opportunity to step up and stand out in the battle to be Champion. ¶~~

~~SHORT SEASON. Five weeks of games—no weekends, no practices. Teams change weekly and every play is an opportunity to win. ¶~~

~~REAL PRIZES. Players compete for both team and individual points to earn hundreds of dollars in weekly prizes and one grand prize for the final champion.~~

4.1 SCORING

Based on the general format of Athletes Unlimited, players can earn points in the following categories: Win Points, Most Valuable Teammates, Standout Performances and Individual Stats.

During every game, players can earn points by performing as individuals and winning as a team. Every moment counts as players aim to climb the leaderboard to earn bonuses and become Champion.

- a. WIN POINTS: Win points are all about team performance. They accumulate during both individual innings and overall game wins. Each inning is worth +10 points and overall games are worth +50 points. If an inning is tied, the points roll over to the subsequent ~~inning~~ ^{free} inning.
2. GAME MVT: After each game, players will vote for 2 teammates from their team who they feel were great that game – specifically in the areas of leadership, attitude, and effort. These points will be added to the player's individual total. Points will be awarded as follows:
 - a. MVT 1: +60 points
 - b. MVT 2: +40 points
3. STANDOUT PERFORMANCES: After each game, head coaches will vote for 2 players who they feel had standout performances. Points will be awarded as follows:
 - a. SP 1: +60 points
 - b. SP 2: +40 points
4. INDIVIDUAL STATS:
 - a. Single: +10 points
 - b. Double: +20 points
 - c. Triple: +30 points
 - d. Home run: +40 points
 - e. Base on balls or HBP: +8 points
 - f. Sacrifice fly/bunt: +10 points
 - g. RBI: +5 points
 - h. Stolen base: +10 points
 - i. Caught stealing: -10 points
 - j. Strike out differential – Pitching: +10 points for +3 differential between K and BB/HBP
 - k. Free-base differential – Pitching: -10 points for -3 differential between K and BB/HBP

4.2 REGISTRATION AND TRYOUTS

1. KGSA Unlimited is for experienced 14U players (according to USA and Idaho Softball age divisions) who are not in high school, and they should have at least one year of experience playing with a competitive club to try out for KGSA Unlimited.
2. Petitions will not be considered for players outside the 14U division.
3. Players will participate in the mandatory skills assessment where players will be evaluated on their proficiency in throwing, catching, batting, grounders, flyballs, footwork and glove work. Players must score a 3 or better overall assessment.
4. The minimum number of players for the KGSA Unlimited to run will be 20.
5. Registration fees will be equal to KGSA Varsity fees.

4.3 UNIFORMS

1. Players will receive 2-4 uniform jerseys depending on the number of teams that will be formed each week (e.g., 30 registered players = 3 teams = 3 potential uniform tops).
2. Players will wear black softball pants, standard colored belt and socks.

4.4 SCOREKEEPERS AND SCORING

1. 2-3 Division Scorekeepers will be identified and employed to score each game.
2. Games shall be scored according to USA Softball rules regarding scoring (Rule 11 – SCORING in the 2024 edition) including official definitions for base hits and sacrifices.
3. Scorekeepers will deliver scoresheets electronically to the Division Coordinator at the conclusion of each game to track points and update the leaderboard.
4. The leaderboard will be updated after each week and available on the website.

4.5 TEAM SELECTION

1. Coaches – One head coach per 10 players (minimum of 2) will be identified and will coach each game of the season.
2. Coaches and division leadership will create teams for each week of games. Every effort will be made to include two or more pitchers and catchers on each team so that players can play multiple positions.
3. Each team will consist of a minimum of 9 and a maximum of 11 players.
4. If a player is unavailable for a game, a pick-up player from the pool of players not playing that day will be randomly invited by the Division Coordinator until the team has enough players to play.

4.6 SCHEDULE

1. Players will participate in 1-2 games per week to be scheduled Mon-Thurs. Players are encouraged to continue practicing with club teams and will be available to participate in weekend tournaments.
2. Games will start the same week as other KGSA divisions and end the week of the KGSA Tournament.
3. Champion, Runner Up and 3rd place winners will be recognized at the KGSA End of Season Tournament with the presentation of the Championship Trophy and Prizes.

4.7 PERKS AND PRIZES

1. Champion – 2024 bat of choice up to \$450 (includes Louisville, DeMarini, Easton, Mizuno)
2. Runner up – New softball glove of choice from Dick's Sporting Goods up to \$300 (includes Rawlings, Mizuno, Wilson, Franklin and more!)
3. 3rd place – Blast Softball Personal Swing Trainer (value of \$150)
4. Weekly prizes – batting gloves, water bottles, and more!

5. Championship Trophy – each year the Champion's name will be engraved on the Championship Trophy.

4.8 RULES

All games will be played according to USA Softball Rules with the following exceptions:

1. Teams will bat the entire lineup. Unlimited defensive substitutions are allowed.
2. No new inning shall start after 1 hour 40 minutes.
3. If the game is tied after 7 innings or the time limit has expired, international tie breaker shall be used according to USA Softball rules.

5 GAMEPLAY FOR 8U DIVISION

5.1 EQUIPMENT (8U)

8U games shall use an optic yellow 11" "softie" ball.

5.2 COACH-PITCH (8U)

1. Each batter will begin her at-bat facing a player-pitcher. The player-pitcher will pitch to the conclusion of the at-bat unless 4 balls are called, at which time a coach from the batting team will take over pitching. There will be no walks. Any strikes on the batter remain. The coach shall deliver the ball with a modified fastpitch motion from inside the pitching circle. The umpire shall continue to call balls and strikes.
2. The final inning of the game will be coach-pitch only. Both head coaches and the umpire shall agree prior to the start of an inning that it will be the final inning.
3. A coach may stand at the backstop to retrieve passed balls during the at-bat (this speeds up the game).

5.3 BASERUNNING (8U)

1. The batter and baserunners may take only 1 base with an infield hit (single), or they may attempt 2 bases with a hit that lands beyond the basepaths (double). Runners may not advance on an overthrow.
2. Stealing bases is not allowed. Coaches should develop players to take a proper lead.

6 GAMEPLAY FOR 6U DIVISION

6.1 EQUIPMENT (6U)

6U games shall use an optic yellow 11" "softie" ball and a tee.

6.2 BATTING (6U)

1. A coach from the batting team shall place the ball on the tee for the batter. Each batter shall take a full swing. Bunting is not allowed.
2. If the bat strikes only the tee, regardless of where the ball goes, a strike will be called.
3. Each team shall receive one warning regarding throwing the bat. The warning shall be given to the coach and any subsequent throwing of the bat shall result in the batter being called out.
4. For a fair batted ball to be in play, it must travel beyond a 10' arc in front of the plate, or be played by a defensive player within the 10' arc while it is still moving. A ball which is hit and comes to rest within the 10' shall be called a strike.
5. A team's turn at bat is over when the last batter in the batting order completes her at-bat. If three outs are made, the bases are cleared, and the offensive team continues to bat until the last batter completes her at-bat.

6.3 BASERUNNING (6U)

1. The batter and baserunners may take only 1 base with an infield hit (single), or may attempt 2 bases with a hit that lands beyond the basepaths (double). Runners may not advance on an overthrow.
2. Stealing bases is not allowed.

6.4 FIELDING (6U)

1. No defensive player may enter the 10' arc in front of the plate until after the ball has been hit.
2. The defensive player at the pitcher position must stand in contact with the pitcher's plate until the ball has been hit.

6.5 COACHES (6U)

1. Coaches may be present on the field if they do not interfere with play. For example, stay out of the base paths.
2. The coach at the plate should make every effort to move the tee away after the ball has been put into play.
3. Score will not be kept.