

TRI-COUNTY GOLDEN LADIES SOFTBALL LEAGUE
PLAYING RULES 2025/2026
New rules 2025/2026

The official rules to be used by the Tri-County Golden Ladies Softball League are the ones laid out in these playing rules. TCGL rules always take precedence over the SSUSA rules. The TCGL does not follow Sun-n-Fun rules.

1.0 Number of players on a team:

1.1 The minimum number of players on a team is 9.

1.2 The maximum number of defensive players is 11, but an unlimited number can be in the offensive lineup.

1.3 If a team has at least 9 players, they may borrow a player(s) for a game from the opposing team, and that player(s) may play both defense and offense for that team.

1.4 If a team has fewer than 9 players, it must forfeit the game unless managers can come to an agreement to reschedule the game.

2.0 Substitution:

2.1 There can be unlimited changes on defense as long as the players are in the offensive lineup.

2.2 If a player has to leave the game due to injury, illness, or any other valid reason, and no substitute is available, the player's spot shall be skipped, and no out declared.

2.3 Starting players may be substituted and re-entered once, provided they occupy the same position in the batting order.

3.0. Courtesy Runners:

3.1 A courtesy runner may replace a baserunner at any time.

3.2 A courtesy runner may not be replaced by another courtesy runner, except in the case of injury.

3.4 A courtesy runner on base, when it is her turn to bat, will be declared out as a runner and then must come up to bat.

3.5 A player becomes a courtesy runner from home once she has taken her position at the runner's line; after that point, you cannot change to another courtesy runner.

3.6 A courtesy runner from home must be declared before the batter gets into the batter's box, and a pitch is thrown, or the batter will have to run for herself or be called out.

3.7 When a courtesy runner is used from home and the batter touches 1st base, or interferes with the play after hitting the ball, she will be called out.

3.8 The courtesy runner from home must "toe the line" and may not take a running start.

4.0 Base running:

4.1 There is no limit to the number of bases a runner can advance as long as the ball is in play.

4.2 A runner is out when the runner fails to keep contact with the base or the runner's line until a pitch is batted, touches the ground or reaches home plate. If one or more of the runners on base steps off, they will be called out.

4.3 A runner from the batter's box to 1st base must touch the outside bag in foul territory when a play is being made. She will be called out if she fails to do so, unless she is avoiding a collision with the defensive player moving into foul territory to make a play. The defensive player may only tag the inside of 1st base to make the out. If the runner continues on to 2nd base, she (the runner), may touch either base. Any attempt to advance to 2nd base, regardless of whether the runner is in fair or foul territory, subjects the runner to a tag out or force out. In a run-by situation, the runner does not have to return to the inside base to continue to 2nd base on an overthrow or other play.

4.4 A runner attempting to advance to the next base can reverse direction only once when a play is being made on her. Once a runner has passed the commitment line, she may not reverse her direction.

4.5 When stepping on the regular home plate for a force out, the defensive player may step on any part of the plate or strike zone mat.

4.6 All plays are force-outs, but a runner can be tagged out anywhere, except at home plate or between the commitment line and the alternate home plate/running line. A runner can be tagged out if they overrun 2nd or 3rd base.

4.7 A “no-crash” rule will be strictly enforced. Interference by a runner will result in an automatic out. Obstruction by a defensive player will result in extra bases being awarded by the umpire. This is an umpire’s judgment call.

5.0 Scoring runs:

5.1 A team is limited to 5 runs per inning or as many as are required to tie the score. In the last inning and any extra innings, there is no limit to the number of runs that can be scored by either team.

5.2 A team may score 1 extra run on a home run over the fence if the home run results in the 6th run being scored for that inning.

6.0 Bats and Balls:

6.1 The official legal bats used in the Tri-County League will be those with the ASA or SSUSA logo certifications and/or a BPF not to exceed 1.21 stamped on the bat. Bats with no markings are illegal.

6.2 Each manager is responsible for policing the bats on their team.

6.3 Each bat must be labeled with the owner’s name.

6.4 The official ball used in this league will be a yellow 11-inch, 44-core 375 compression ball.

6.5 The home team will furnish 1 new ball and 1 very good used ball for each game.

7.0 Official game:

7.1 A regulation game will be 8 innings unless extra innings are required to break a tie. The SSUSA international tiebreaker rule does apply. However, if it is agreed upon by both managers, a time limit can be set for the game. If the time limit runs out while the visiting team is batting, the home team will have the opportunity to bat and finish the inning.

7.2 The International Tie Breaker rule will be used for extra-inning games. Each team starts the extra innings with a runner at 2nd base. It will ALWAYS be the last batter in the previous inning who completed her at-bat. A courtesy runner CANNOT replace her until she safely reaches 3rd base. If she originally had a courtesy runner from home plate, the courtesy runner MUST start at 2nd base. As with any other courtesy runner, she cannot be replaced.

7.3 Doubleheaders will be played as two 6-inning games. A doubleheader is when the same two (2) teams play each other.

7.4. A game shall be declared a complete regulation game when a team is ahead by 15 or more runs after 5 innings, the inning must be completed when the visiting team goes ahead in 5th, the home team must bat for the game to be declared a complete game.

7.5 Games called because of rain before 5 innings have been completed will continue from the called inning.

7.6 If there is a tie for first place in any division (their wins/losses are exactly the same) at the end of the season, then a playoff of one game must be played to determine the League Division Championship. The home field will be determined by the following:

1st Head to head win-loss record between tied teams

2nd Least runs allowed in head-to-head games between tied teams

3rd Lowest average runs allowed in all league games

4th Coin Toss.

7.7 If there is a tie between lower seeds in a division at the end of the season, the tie will be broken using the following:

1st Head to head win-loss record between tied teams

2nd least runs allowed in head-to-head games between tied teams.

3rd Lowest average runs allowed in all league games

4th Coin Toss.

8.0 Games and Line-Up Sheets:

8.1 All teams must present a detailed lineup sheet prior to game time, which includes the full names of players and their Numbers, **along with their starting position in the game.** It must also include the umpire's name.

8.2 This lineup sheet must also include the substitutes available on the bench, marked clearly on the lineup sheet with the word "Sub."

8.3 All players must be listed on the lineup sheet before the game begins. No player can be added once the game commences.

9.0 Pitching:

9.1 Pitchers must deliver the ball from within the pitching box, which includes the pitcher's rubber.

9.2 Managers can go to the mound and speak with their pitcher up to two (2) times per game without the penalty of removing the pitcher.

9.3 A pitcher may not intentionally walk the same batter throughout the entire game. They must be pitched to hit at least once per game.

10.0 Foul Tip:

A foul tip that is caught is an out, regardless of whether it goes over the batter's head or not.

11.0 Infield Fly:

Infield Fly will be played in all TCGL divisions.

12.00 Injury:

A time-out will be called if a player is injured during a play. Once called by the umpire, all play stops; a runner may not advance but must stay on the base where they are. The umpire will decide whether another base should be given or taken away from a baserunner because of the injury.