

# TUSC COUNTY SOFTBALL ASSOCIATION

## 2026 RULES



USA SOFTBALL

TCSA LEAGUE ESTABLISHED-1994

14U DIVISION ADOPTED: APRIL 20, 1994

12U DIVISION ADOPTED: JAN. 30, 2002

10U DIVISION ADOPTED: JAN. 5, 2003

8U DIVISION ADOPTED: SEPT. 25, 2003.

18U DIVISION ADOPTED: NOV. 16, 2008

[www.leaguelineup.com/tusccogirlssoftballassociation](http://www.leaguelineup.com/tusccogirlssoftballassociation)

## TUSC COUNTY SOFTBALL ASSOCIATION RULES FOR 2026

### **By-law Clarification:**

All Districts within TCSA jurisdiction are bound by School Districts within Tusc County and all surrounding counties. There are four exceptions to playing in your school districts.

- 1: T.C.C. is permitted to have players on their roster who attend their school.
- 2: Player(s) can choose to play for a community league from the school district in which she resides or play for a community league in the school district where she most recently attended school.
- 3: Any player outside of TCSA jurisdiction wishing to play with any District within TCSA jurisdiction must apply in writing to TCSA and be granted permission from the Executive Board.
- 4: Any community that does not have enough girls to field a team, they may request approval from the board to be placed on another community team.

**Rule 1:** Current ASA/USA rules in effect in any season will govern play unless superseded by the following Tusc County Softball Association Rules.

**Rule 2:** Coaches and players must wear proper attire (complete uniforms with either tennis shoes or rubber spikes (Sandals, open toes shoes or steel spikes are never permitted). **EXCEPTION:** 14u & 18u AGE GROUP LEAGUE PLAYERS WILL BE PERMITTED TO WEAR STEEL SPIKES. All equipment must be worn properly to include all players must have a number on their jerseys. New teams entering the league have one year to comply with uniform regulation. All offensive players must wear Batting Helmets with attached face mask. All pitchers and infielders must wear protective face masks except for 18U. Batting helmets must be ASA approved.

**Rule 3:** Each TCSA Charter Team (\*Manager, \*Head Coach, or the \*coach who is overseeing that game) is responsible to have the below documents in a file at each game. If you do not have the documents on hand, you could be fined up to \$10.00 for not complying with the rule. \*All Coaches and Assistant Coaches are required to complete the online Concussion Certification and Sudden Cardiac Arrest (Linsey's Law) and print out the certificate and must be kept in the team information folder of the coach. Documents needed for the file are: ASA rosters complete with copies of birth certificates and a signed copy of the CODE OF CONDUCT FOR PARENTS of each player. Player(s) not having a birth certificate and/or a signed CODE OF CONDUCT are not eligible to play and can cause a forfeiture of all games played. ASA/USA Rules and Codes require all coaches to have a background check done. Community leagues are to do background checks on all coaches to comply with ASA/USA. Leagues will verify that the checks were completed. All Umpires must also complete background checks and give copies to the UIC. TCSA head coaches are required to be ASA/USA-ACE certified. No additions may be made to the roster after a copy has been submitted to TCSA without the approval of the Executive Board. These rules must be followed:

1. A team may pull up substitute player(s) from within their own organization for any TCSA game. A player pulled up to play any TCSA game may not play for multiple teams in the same age division to include the season ending tournament. This will be treated as an illegal player and the player and head coach will be ejected.
2. Player(s) can play up on teams, but if rostered in an older division, they cannot play down even if they meet the age requirements. No lateral moves of player(s) to any team will be permitted, unless authorized by the Board of Directors.

3. Any player may play on only one active roster in the TCSA jurisdiction at a time. Any player to be added to any team roster after **April 30th** of the current playing season must be voted on and approved by the board.
4. The executive board can hear on a case-by-case basis due to extenuating circumstances, if a child's well-being is being threatened or at risk, they can request a meeting with the board for the possibility to be moved to another community to play, in which the board will decide where they are deemed most needed. It will not be up to the parent to pick where they want to be placed, that will be solely left up to the executive board.

**Rule 4:** All league fees and completed rosters are due when the schedules are distributed, and all fines are due before the start of the tournament. Failure to comply will result in non-eligibility to play.

**Rule 5:** Complete game:

1. 8U and 10U games are 6 innings. 12U, 14U, and 18U are 7 inning games. Weather related/ darkness complete games; 8U and 10U is three innings. 12U, 14U, and 18U is four innings.
2. If, at the time limit, a team cannot score enough to tie or take the lead.
3. If inning limit is reached, or time limit expires, and a game is tied, and home team has completed there at bat, game is complete. No tiebreaker used; game is over.
4. A game in TCSA is considered complete **only** if every player available has had a minimum of one at bat.

**Rule 6:** All games are 1 hour 20-minute finish the inning, exception 18 U is drop dead.

1. Courtesy runner must be announced to the home plate umpire.
2. Option to courtesy run for the catcher and pitcher only when she gets on base, will be the last batter to come up in the order at that time. **Exception 8U catcher only.** Except 18U plays OHSAA rules.
3. Teams must bat through the roster and use open substitution in all TCSA games and tournament games. No batter will be skipped or an out will be taken exception, injury, or illness. That player is ineligible to play the remainder of that game. Teams may play with eight players at a minimum but will take an out for the ninth position. Except 18U plays OHSAA rules.
4. ASA/USA mercy rule applies (15 runs after 3, 12runs after 4 and 8 runs after 5).
5. In all age groups, a maximum of 6 runs per inning is scored except 18U is unlimited.
6. Lineup is set after the leadoff batter is in the batter's box for her second at bat. No player maybe added at that time. Lineup card from each team in all ages to be given to umpire prior to start of game, batting order is then set.
7. No 8U, 10U, and 12U team is to use a short fielder on defense. All outfielders must start in the outfield. Outfield position is defined as two outfielders on either side of second base.
8. All age groups games must use a ball the TCSA approved ball, 18U plays with any ASA/USA ball.
9. Forfeits: A game is forfeit if: A team is unable to field a minimum of eight players at game time, or a minimum of eight players not available for the entire game. Any team forfeiting a game must advise the other team and head umpire. The forfeit must be given to the other team and head umpire by 12:00pm the day of the game. If a weekend game, the forfeit must be given to the other team and the head umpire by 9:00 pm the night before. If this does not happen, the team that forfeits will be responsible for umpire

and/or reschedule fees as follows: 8U, 10U, 12U, 14U and 18U - \$50. Reschedule fee is \$10.

10. 8U, 10U, and 12U will use four outfielders. 14U and 18U will use three outfielders.
11. The head coach must turn in a line-up card to the umpire at the plate meeting. The coach must notify the umpire and the other team of subs until all players have entered the game.
12. All defensive players must be in the game by the defensive half of the third inning.

**Rule 7:** Makeup games must be rescheduled by the scheduler. The scheduler will let the president know when the games will be played, and the information will be changed on league lineup and the commissioners will be informed. The scheduler is the only one to schedule the make-up games.

**Rule 8: Umpire Fees**

1. Umpire Fee is \$50 per game, paid at the end of the game.
2. Rainout Fees are as follows. No Exceptions.
  - a. No innings- \$20.00 (this applies if the umpire is on site already and the game is then not able to be played)
  - b. 2 innings played- \$25.00
  - c. 3 or more innings played- \$50.00 (full amount)

**Rule 9:** All protest(s)

1. **REGULAR SEASON:** Protests must be filed with the umpire. The manager making the protest must file the protest in writing in both team's scorebooks prior to the completion of the game. A \$100 fee must accompany the protest. The fee must be paid in full prior to any review. A decision will be rendered within seven days by five executive board members (president, vice president, treasurer, secretary, and uic), or assigned alternates appointed by the league president and not to include anyone directly involved in with the game in question, to determine if the game in question needs to be replayed from point of protest, from the beginning, or the game stands as played. If protest is upheld, all money will be returned to protesting team. If it is not upheld, all the money will remain with TCSA. Furthermore, if the protest is upheld the offending team will pay the league the full umpire fee for the original game and the game (full or partial), that is being replayed. If the protest is because of an illegal player being used in a game, and upheld, that player is ineligible to play the remainder of the season, and the games(s) in which she participated will be forfeited. She may petition the board to be added to a different team.
2. **TOURNAMENT:** Protests must be filed with the umpire. The manager making the protest must file the protest in writing in both team's scorebooks prior to the completion of the game. A \$100 fee must accompany the protest. The fee must be paid in full prior to any review. A decision will be rendered as soon as possible by five executive board members (president, vice president, treasurer, secretary, and uic), or assigned alternates appointed by the league president and not to include anyone directly involved in with the game in question, to determine if the game in question needs to be replayed from point of protest, from the beginning, or the game stands as played. If protest is upheld, all money will be returned to protesting team. If it is not upheld, all the money will remain with TCSA. Furthermore, if the protest is upheld the offending team will pay the league the full umpire fee for the original game and the game (full or partial), that is being replayed. If the protest is because of an illegal player being used in a game, and upheld, that player is ineligible to play the remainder of the tournament, and the games(s) in which she participated will be forfeited.

**RULE 10:** Illegal player: An illegal player in TCSA is defined as:

1. A player who is rostered for two or more teams in the same age division.
2. A player who is rostered on an older team roster, who then plays down, even if of legal age.
3. A player who is rostered on a team not of legal age.
4. A player who is rostered on a team in an area she does not reside, or a school district where she did not most recently attend school. Exception: A player who has no TCSA member community league in her area and successfully petitioned the TCSA board for inclusion on a team of her choice. Any board member or coach who has any knowledge of illegal players on a team roster must notify the league president or vice president immediately.

**Rule 11:** A batter may not throw a bat after swinging. One warning is given to each team. After the warning, an out will be called, the ball is dead, and all runners will return to their last base touched at the time of the pitch.

**Rule 12:** The use of alcoholic beverages and/or illegal drugs is strictly prohibited. Use of tobacco products is strictly prohibited in the areas of the team bench. Anyone found using such substances during the game or found in a state of intoxication from use of any such substances will be immediately ejected. Profanity or obscene gestures by managers, coaches or players is prohibited (this rule covers all actions before, during and after the game until the field is vacated). There will be no warning given, offenders will be immediately ejected and the TCSA Executive Board may assess further penalties for all above offences.

**Rule 13:** No coach or player is permitted behind the backstop during the game. Head coaches are responsible for keeping players in designated areas of play. Head coaches will be responsible for the actions of their coaches, player, parents, and other team followers at all games as stated in the Code of Conduct for Parents; failure to control may result in a forfeit. If a head coach or coach is ejected from a game, there first offense will be a \$50.00 fine and a 2-game suspension. Second offense is a \$100.00 fine and suspended for the remainder of the season. Third offense is permanent removal from coaching in TCSA. These offenses are over the course of coaching within TCSA not limited to a single season. Any coach that gets into a physical altercation at the field will be immediately banned from TCSA. If a coach is caught cheating in TCSA in any capacity, it is an immediate ban from coaching within TCSA. Coaches failing to comply with the code of conduct will be disciplined on a case-by-case basis by the board. Two offenses maximum and then banned from coaching. 1<sup>st</sup> offense if deemed not malicious is a 3-game suspension and \$50.00 fine. 2<sup>nd</sup> offense is \$100.00 fine and permanent suspension. Fees must be paid, or charter will not be allowed to participate in the year end tournament.

**Rule 14:** All scores must be sent to the League Representative by the winning manager/coach, home team if a tie, within 2 days (9 p.m. deadline) of the conclusion of the game and/or e-mailed to the TCSA web site. **Failure to do so will result in a \$10.00 fine for each offense payable before the tournament. Failure to do so will result in exclusion of tournament. No text between the hours of 10:00pm and 7:00 am.**

**Rule 15:** After all regular season games, once all the scores are entered the seeding will be set for the tournament. Tournament seeding for all ages based on winning %, runs allowed, and runs for.

**Rule 16:** (8U Exceptions):

1. No infield fly rule and no bunting.
2. Player pitcher must remain in the circle until pitch is released by the coach.

3. Each team pitches to its own batters. Any batted ball contacting the coach pitcher is an automatic replay. Pitch count will go back to the count prior to the pitch. Coach must begin pitch from inside the circle and within 24" pitcher plate.
4. The coach's only duty is to pitch the ball to the batter. The coach is **NOT** involved in the play until the ball is dead and must move away from the play to the out of play area. Coach pitchers **CANNOT** coach runners.
5. Two coaches permitted in the outfield. They must stay behind the outfielders.
6. A batter will get 5 pitches; 3 strikes is an out. If fifth pitch is hit foul, the at bat continues until the ball is hit fair or an out is made on the batted ball. If the fifth or succeeding pitch is not swung at or swung at and missed, then the batter is out.
7. Base runner cannot leave the base until the ball is across the plate. Penalty: the runner is out. No base stealing is permitted.
8. A courtesy runner is only allowed for the catcher and shall be the last batter to come up in the order at that time.
9. Any throw toward first base, the batter runner is frozen at first base. Throw must be released prior to batter runner reaching first base. All other runners may advance at their own risk. If throw to first base goes into dead ball area, all runners advance two bases from the time of the throw, except the batter runner is frozen at first base. If the frozen runner attempts to advance, they can be put out.
10. If any fielder has possession of the ball in the infield not making a play, and the lead runner stops, the play is dead.

### **Tournament Rules and Exceptions**

#### **TOURNAMENT:**

**Rule 1** There is a two-game minimum guarantee in the tournament for each team who qualifies for the A Bracket only, if applicable. The A Bracket tournaments will be double elimination. There will be a one game minimum for each team who qualifies into the B Bracket, if applicable. The B Bracket tournaments will be single elimination. If there is only one bracket for an age group we will follow the same setup as A Bracket does above.

**Rule 2.** Tournament championship games for all ages will conclude on the day and place scheduled, weather permitting. Board decision **ONLY** to move the game if needed.

**Rule 3.** All tournament games will have a 1 hour 20-minute time limit, finish the inning, except championship games which have no time limit. In the case of a rain-out before any tournament game has reached its completion, whether that be time limit or innings played, the game will pick-up exactly where it left off the next day with the exact same roster as the game began with.

**Rule 4.** The tournament will use two umpires in the winner's bracket final, loser's bracket finals, and the championship game.

**Rule 5.** All tournament game times are subject to change. Sunday tournament games that are rained out and cannot be played Sunday night, will be played on Monday night, weather permitting.

**Rule 6.** Player eligibility – a player must be present and play a minimum of 50% of team games played where rostered. Executive Board approval must be given to player if this has not occurred. **FORFEIT** if not followed.