



Frederick County Girls Softball League

15u Rules

Revised November 2023

1. A regulation game is seven (7) innings. A complete game consists of five (5) full innings or four and one-half (4 1/2) innings, if the home team is ahead, or when the 2 hour time limit rule has been reached. Games will have a two (2) hour time limit but once an inning starts, you must complete that inning in full, unless the home team is ahead. (see General Rules A-5). If an inning starts and the home team does not get to finish, and visitors are ahead, they don't necessarily win. Game reverts back to the previously completed inning. No new inning will start if the time limit expires at the time of the last out of the previous inning. An inning started prior to the time limit will be completed. The time limit or darkness (without a weather delay) constitutes a complete game regardless of the number of innings played. International Tie Breaker Rule for 15U will be used if after 7 innings game is tied and two (2) hour time limit isn't reached (General Rules A-5).
2. 15 run rule is in effect after five (5) full innings or four (4) and a half (1/2) if the home team is ahead.
3. High School JV and Varsity Players can play—but high school players are subjected to the same restrictions as travel softball players. (See general rule update at bottom)
4. If a 16 year old is not on a high school or travel team they can play at the 15U age group.
5. If pitchers hit any three (3) batters in one inning where 1st base is awarded they must be removed for that inning as a pitcher. If a pitcher hits a total of five (5) batters where first base is awarded, they will be removed from the pitching position for the remainder of the game.
6. Pitchers are allowed to use “slingshot” or “windmill” delivery styles.
7. Players have to play six (6) defensive outs. The batting order will consist of all players at the game, and will run in a continuous order (General Rules 9-D). All players must play a minimum of two (2) innings in the field (12U and 15U). This rule is suspended in the event of injury, sickness, or disciplinary action taken by the coach (before or during the game), or unless the game is shortened due to time rule or 15 run rule.
8. An inning will end in any one of the following ways:
 - a. When three (3) outs are made.
 - b. When five (5) runs are scored. (Innings 1–5 only, suspended in the 6th and 7th innings).
9. If a batter is hit by a pitch where the ball touches the ground two or more times (i.e. rolling or bouncing) prior to hitting the batter, that is called a ball, not a hit-by-pitch. If the batter makes an attempt to swing at the ball, that is called a strike, not a hit-by-pitch. In all other instances, the batter is awarded first base if hit by the pitch.
10. When running to a base, players may not head first slide. Players can head first dive back into a base you have passed. But after a runner starts to run to the next base and decides they want to go back to the previous base to avoid being put out they can slide head first into their previous base. This is to avoid injury (General Rules (D-7)).
11. If there is play at a base (other than first base), the runner must slide to avoid contact with the fielder.
12. Outfielders need to be ten (10) feet behind the baseline when the pitch is being delivered.

13. Face masks are required for all helmets (General Rules C-3)

14. No Metal Cleats. Plastic or Rubber only (General Rules C-7)

Travel softball players, a travel softball player is defined as any player registered with USSSA and that plays C level or above. Travel players are defined from January 1- December 31st of that calendar year. No FCGSL team shall have more than 6 travel players and/or high school players combined on their team. Travel players and/or high school players shall not pitch more than 2 innings per FCGSL game, and a maximum of 4 innings pitched by all travel and high school players on any one team in any one game.

For players to be eligible for play-offs: a player must participate in 7 or more games on that team, in that age group to be eligible for the play-offs for that team. If a player is injured preventing them from playing in 7 or more games, the board can make an exception.

Guest players: coaches must notify the opposing coach and their age group coordinator via email a minimum of 2 hours prior to the start of the game of any intent to utilize a player who is not rostered on their team.