

# **GARDNER / SPRING HILL GIRLS SOFTBALL 2010**

## **RULES AND REGULATIONS**

### **Goal:**

It is the expressed intention of the officers and members of this association to teach sound softball fundamentals and good sportsmanship to its members, players and fans. It is the responsibility of each manager, coach, local board member and umpire to see that this goal is accomplished.

### **League Makeup:**

The league will consist of teams from Spring Hill and Gardner. Age groups participating in the league will be 7 & 8 and 9 & 10 year-old girls. It is not mandatory that each town have a team in each age group.

### **Governing Board Members:**

An administrator from each town participating in the league for the current year shall govern the league. Each member will have a vote on rule changes and is involved in other board actions, etc. If the administrators can't agree on a rule change by a majority vote, then the rule shall remain the same.

### **Administration Personnel:**

League Administrators need to exchange team rosters, for each team and division. The rosters need to be kept current and also need to be turned in before the season starts. Any changes that occur in the team roster, such as kids dropping off of the team, the coaches need to let the league administrators know about the change immediately.

### **Team Size:**

Each individual town's administrator shall determine team sizes. Each town's league representative will provide rosters for each team listing, each player's name, age and each coach's name and phone number.

### **Season Starting Dates:**

The G.S. Girls Softball League season will begin play on or about mid May, and will end after each team has completed the league schedule, on or about early July.

### **League Rules:**

This document along with the current years ASA Softball League Official Regulations and Playing Rules are the official rules for the G.S. Girls Softball League. Copies of these rules are to be distributed to each coach in the league. It is the responsibility of each team's manager and coach to see that they, and

their team members, abide by the rules established by the G.S. Girls Softball League.

**Regular Season Standings:**

Post Season Tournament seeding will be determined based on all regular season games played. All efforts will be made to reschedule league games canceled before the tournament. Games that cannot be rescheduled will be played after the tournament. The standings will be figured on a win/loss percentage regardless of the number of games played. In the event of a tie, the seeding process will be determined by head-to-head competition, highest ranked opponent, and drawing out of hat between tied teams.

**Post-Season Tournament:**

The G.S. Girls Softball League will hold a **single elimination** post-season tournament for the 9 & 10 age group. The tournament will be tentatively scheduled approximately one week after the regular season. A coin toss will be used throughout the tournament to decide who will be the home team for each game.

**Gardner will hold the 9 & 10-year-old tournament on odd calendar years.**

**Spring Hill will hold the 9 & 10-year-old tournament on even calendar years.**

**Official Scorekeeper:**

The home team will keep the official scorebook. This book will be used in case of discrepancies, unless there is a scorekeeper that is provided by the league administration.

**Base Coaches:**

First and third base coach may be a manager, coach or parent of a player on the team. Base coaches may not physically assist a base runner in anyway during a play.

**Tobacco:**

Managers, coaches, players, staff, or umpires in the baseball/softball complex will not be allowed to use tobacco and or alcohol of any kind. This also includes practices.

**Chattering:**

There will be NO chattering towards players of opposing teams. We encourage teams to cheer for their own teams, but NO chanting to distract opposing players.

### **CONDUCT:**

1. Any player or coach ejected from a game for any reason will draw an automatic one game suspension. Repeated offenses may draw a ban from competition for the remainder of the season.
2. Profanity of any kind will result in ejection from the game, regardless of where or whom it is directed. This rule applies to players, coaches and spectators.
3. When a player, coach, manager or spectator is ejected from a game, they have 90 seconds to leave the facility "sight and sound" or this will result in a forfeit by his/her team. Anyone who is required to leave a facility may be suspended from future games.
4. The umpire, at his or her discretion, may remove anyone from behind the fence that is causing a disruption to the game.

### **Complete Game:**

A game will be considered complete whenever any one of the following occurs; these rules also apply to tournament games:

1. The completion of three (3) innings when a team has a lead of fifteen (15) or more runs. The team ahead by fifteen (15) or more runs shall be declared the winner and the game will be ended. The above rule also applies if the home team is leading by 15 or more runs after two-and-one-half (2 ½) innings have been played. (The game is mathematically impossible to catch the other team the game is over, and a winner is determined, but the teams will be allowed to play the remainder of the time limit.)
2. A game will also be considered complete after five (5) innings if a team is ahead by ten (10) or more runs, or the home team is ahead by ten (10) or more runs at the four-and-one-half (4 ½) inning mark.
3. In the case of rain, a game will be called official after the completion of three (3) innings or two-and-one-half (2-½) innings if the home team is ahead. The umpires are responsible for calling the game. The umpire's decision is final.
4. A game is official if the time limit expires, however, the inning must be finished.

### **Games Per Week:**

No team will be required to play more than three (3) games in one week (Monday to Sunday). This excludes tournament games.

### **Game Time Start:**

Games will be started promptly on time. The first pitch should be thrown at the game-time start. Therefore, if infield practice is to be taken, it must be taken prior to game time. The infield practice will be limited to five (5) minutes per team. If there isn't enough time for both teams to take infield practice, no team takes infield practice. The visiting team takes infield practice first followed by the home team. The home team players need to remain on the field to start the game.

### **Suspended Game: Tournaments Only:**

If a tournament game is suspended at any time by weather, light failure, etc., before it is an official game, the game, when it is rescheduled, will be started at the same point that it was suspended. At the time of the suspension, the umpire will sign the official scorebook.

### **Suspended Game: Regular Season Only:**

If a regular season game is suspended at any time by weather, light failure, etc., before it is an official game that game will be rescheduled and the game will start over. The games will not pick up at the same point and score.

### **Minimum Number of Players:**

A minimum of eight (8) players on each team is required to start and finish a game. If a team plays with only eight (8) players, there will be no automatic out for the ninth spot in the batting order. If a team does not have eight (8) players at game time, the team must forfeit the game. After a forfeit is declared, the game may still be played as a practice game if both coaches are in agreement. However, the time limit must still be observed, beginning from the original scheduled start time for the game.

### **Players Not Playing:**

If a player is suited up and is sitting on the bench, but is ineligible to play because of injury, disciplinary reasons, etc., the manager must notify the umpire and opposing manager prior to the start of the game. The player, or players, is ineligible for the whole game. The Coaches must also notify the league administration.

### **Substitution for Injured/Sick Players or Ejected Players:**

When a player is injured or ill during a game, the coach may, without penalty or forfeiture replace that player with a player who was previously in the game but cannot legally re-enter the game, provided all other eligible players have been used.

### **Sliding and Crashing:**

**The slide rule will apply.** The rule states that a player must slide on close plays. The umpire will determine a close play. Base runners must slide at any base if a play is being made or risk being called out.

No crashing or running into defensive players who are in the act of fielding or in the possession of the ball by a base runner will be allowed. At the umpire's discretion, players will be ejected for intentionally crashing into players.

### **Catchers:**

Catchers may use any type of glove while in the catching position, however catchers must wear at all times, a chest protector with an extension, face mask, a throat protector that extends below the face mask, and shin guards. Any time the catcher is warming up a pitcher or any other player who might be warming up a pitcher the above items must be worn. This also includes practices.

### **Equipment:**

Players will not be able to wear metal spikes of any kind this includes football cleats with metal tips, all T-Shirts that are supplied by the league administration must be worn at all times while participating in a game or practice game, Hats need to be worn properly this would mean bills need to be worn facing the front and also not upside down.

### **Pitched Balls:**

A pitched ball that hits the ground in fair territory before reaching the batter is a live ball. The pitch is considered a ball; however, the batter may swing if he desires.

### **Warm up Pitches:**

Pitchers are only allowed a maximum of five (5) pitches or one (1) minute in warm-up between innings. Team coaches are required to warm up the pitcher if their catcher was on a base at the end of the inning. The catcher has one minute to take the field or the pitcher will not receive warm-up pitches.

### **Coaches Conferences with Pitchers:**

On the second conference to the mound to see the same pitcher in one inning, the pitcher must be replaced.

### **Legal Pitching Motion:**

Pitcher cannot step backward off of the rubber. Both feet must be in contact with the rubber; however, a pitcher may lean backwards to get their momentum.

A pitcher is not allowed to take more than one step towards home plate before releasing the ball.

### Pitching:

- A. Any player on a team roster may pitch.
- B. A starting pitcher may re-enter the pitching position only once per game, if the pitcher was not benched.
- C. If a pitcher warms up in an inning, that pitcher must pitch to that batter until the batter either walks or hits the ball.

### Infield Fly Rule:

The infield fly rule will apply. (A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second, and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless of who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly". The ball is alive and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

### Pitched Balls:

If the ball pitched hits the ground before the batter swings at the ball and then the batter swings at the ball and misses, this is considered a strike. If the pitch is a third strike; the batter can run, this is considered to be a dropped third strike; even if the catcher catches the ball on the bounce. **If a pitched ball hits the ground prior to reaching the batter and then hits the batter, the batter is entitled to first base because the ball is alive.**

### Defensive Players:

Players are not allowed to stand on a base unless the ball is coming to them for a play. This is in effect for all bases. **(Example: The ball is hit to the outfield, and the runner runs to first. On the way to first, the first baseman is standing on the inside corner of the bag. There is no contact, but the runner has been impeded, or slowed down, resulting in the runner possibly not getting to go to second base.)** Penalty: If this occurs then the base runner must be rewarded the appropriated bases that will be determined by the umpire.

### Blood Rule:

The G.S. Girls Softball League has adopted the NCAA blood rule. It is essential that each team have a complete first-aid kit at all games and practices. The kit needs to include numerous pairs of latex gloves to be used when treating cuts or blood-related injuries.

Games will be stopped for any showing of blood, and the injuries must be treated at that time. Make sure you treat blood on uniform carefully and with extreme caution.

The umpire will allow sufficient time for a player to change his uniform or tape the injury. If the player cannot continue, he must be removed from the game.

**Violations:**

Alleged abuses of the rules should be reported to the administrators. All rule violations are subject to forfeited games, in which the rules were violated.

**RULES APPLICABLE TO COACH PITCH GIRLS  
(7/8 YEAR OLD) TEAMS  
10 GAMES**

**Bases Distances:**

Home base to first base:	60 feet
Home base to third base:	60 feet
Home base to pitching rubber:	35 feet
Pitching circle:	8-foot radius

An imaginary line will be drawn halfway between 1<sup>st</sup>, 2<sup>nd</sup>, and 3rd & home to help the umpire determine which base the runner should be awarded.

**Game Length:**

Games are to be six (6) innings with a one (1) hour time limit. An inning started before the time limit expires must be completed if the home team is behind. No new inning will be allowed to start after the time limit has expired unless teams are in a tie. The umpire will make this determination.

**Age:**

Players who have or will attain their 7<sup>th</sup> birthday and have not attained their 9<sup>th</sup> birthday on or before January 1, 2009.

**Playing Rules:**

- A. Teams must use all roster players for defense in the field. Six (6) infield positions are allowed, and the remainder of the players will be distributed at least 15 feet behind the baseline.
- B. Every player suited up must be in the batting order. Injury or disciplines are the only reasons for removing a player from the batting line-up. This must be reported to coaches and scorekeeper.
- C. The coach of a team or designee will pitch to his own team. The coach that is pitching may pitch from anywhere inside the circle but must remain inside of the circle after the pitch. **PENALTY: If the coach crosses the circle, then the pitch will count and no hit will be allowed.**
- D. Each batter will be given 5 (five) pitches or 3 (three) swings to hit the ball. The batter is out if they have not hit safely after 5 pitches or three swings. The batters turn cannot end on a foul ball. The player may not take their base if they are hit with a pitch. There will be no walks.
- E. **The infield fly rule will not apply.**
- F. Games will be played with 11-inch softball.

- G. Batters may not run on a third dropped strike.
- H. There will be no bunting.
- I. A maximum of 7 runs per inning.
- J. Base runners cannot leave the base until the ball has been hit. Teams will receive only one (1) warning per team per game. Violation of this rule, after the team receives a warning, will result in the base runner being called out.
- K. Runners may advance only on a hit. **There will be no stealing bases.**
- L. As soon as the pitcher /player (not coach) touches the ball within the circle for the play is completed. Upon the play being completed, the umpire will determine (by the hash marks) which base will be awarded to the runner(s).
- M. If the ball is overthrown at first base the umpire will call time-out and reward the base runner the appropriate base depending on when the ball left the players hand in correspondence with the base runners position. 2<sup>nd</sup> base is regular play.
- N. A defensive coach in the outfield is permitted. The coach may not touch the ball or any players.
- O. The coach / pitcher will be allowed the option of using a glove for protection only. The catcher may throw a non-batted ball back to the player / pitcher or the coach / pitcher.
- P. The coach / pitcher must make an attempt to elude a batted ball and not interfere with the player / pitcher attempting to make a play on the ball. If the ball hits the coach in the field, the ball becomes dead and no pitch will be considered to the batter, replay the pitch.
- Q. Only one (1) umpire is required.

## **RULES APPLICABLE TO 9/10 GIRLS 12 GAMES**

### **Base Distances:**

Home base to first base:	60 feet
Home base to third base:	60 feet
Home base to the pitching rubber:	35 feet
Pitching circle:	8-foot radius

### **Game Length:**

Games are to be six (6) innings with a one (1) hour and fifteen (15) minute time limit. An inning started before the time limit expires must be completed if the home team is behind. No new inning will be allowed to start after the time limit has expired unless teams are in a tie. The umpire will make this determination.

### **Age:**

Players who have or will attain their 9<sup>th</sup> birthday and have not attained their 11<sup>th</sup> birthday on or before January 1, 2009.

### **Playing Rules:**

- A. Games will be played with an 11-inch softball.
- B. All teams must use a tenth player as an outfielder (rover) if available. Prior to each pitch, the rover must be positioned at least 10 feet behind the baseline.
- C. All players on the roster must be in the batting order.
- D. A maximum of 7 runs per inning
- E. A batter cannot run on a dropped third strike.

### **F. PITCHING**

- a. A player will pitch to each batter.
- b. There will be no walks.
- c. Only when the player/pitcher gets to a four-ball count, does the coach finish pitching to the batter.
- d. Once the pitcher has thrown four balls, the coach/pitcher has a maximum of three pitches unless the third pitch is foul off, then there will be one additional pitch thrown. The batter keeps the strike count when the coach/pitcher enters to pitch. There will be no "called strikes" when the coach/pitcher is pitching. If the ball is not put into play or fouled off after the third pitch the girl will be out.

EX.1- A batter that enters with two strikes may only swing and miss once before she will be called out. She may wait until the third pitch to swing.

EX. 2- A batter that enters with one strike may only swing and miss twice before she will be called out. She may wait until the third pitch to swing.

EX. 3- A batter that enters with no strikes may swing and miss at all three pitches before she will be called out. She may wait until the third pitch to swing.

e. The coach shall stand behind the player/pitcher at the beginning of the inning so he/she is ready to pitch. The player/pitcher becomes a “defensive pitcher” positioned next to the coach/pitcher.

f. Coach/pitcher cannot tell the batter when or when not to swing.

g. Teams may change the pitcher/coach once each game.

G. The Infield Fly Rule will apply.

H. Base runners cannot leave the base until the ball crosses the home plate. Teams will receive one warning per team per game. Violation of this rule will result in the base runner being called out.

I. A base runner on third may go home only if there is a play being made in the field. A play in the field is either a batted ball or a throw in the field. A Fake throw is not considered a play in the field.

J. A base runner on third will not be allowed to come home on a wild pitch from the pitcher to the catcher or from catcher to the pitcher.