

G.I.R.L. League Rules

(Revised 3/9/08)

The official softball rules, as adopted by the ASA rules committee, shall be used unless otherwise stated in the following list of regulations.

TEAM INFORMATION

- Players must not be older than the designated age level on the 1st of August in the year of play.
- Multiple teams at a given level for any community must be balanced by age.
- Players may choose to play for the same coach (but not the same 'team') at the same level as the previous year as long as the community teams remain balanced by age.
- A blind draw is required when a coach moves from one level to the next.
- The coach's daughter(s) and one player for each of 2 assistant coaches may be chosen outside the blind draw to play on the coach's team.

Summary of Level Definitions

DIVISION	8-&-Under	10-&-Under	12-&-Under	14-&-Under
Base Path	55 feet	60 feet	60 feet	60 feet
Pitching Distance	30 feet Coach Pitch	33 feet	35 feet	40 feet
Game Ball	11" RIF Level 1	11" RIF Level 10	11" raised seam	12" raised seam
Time Limit	1 1/2 hours	1 1/2 hours	2 hours	2 hours
Innings / Game	5	6	6	6
Infield Fly Rule	No	No	No	Yes
Bunting	No	No	Yes	Yes
Stealing	No	No	Limit 1 base Not Home	No Limit
Runs / Inning Limit	7 all innings	5 runs / last inning 10 runs	7 runs / last inning 15 runs	7 runs / last inning 15 runs
Max # Defensive Players	10	10	10	9
Minimum # Players to start a game	8	8	8	8
Catchers Equipment	Shin guards optional	Full Gear	Full Gear	Full Gear
Strike Outs	No balls/strikes 5 swings = out	Foul NOT equal 3rd strike	Foul NOT equal 3rd strike	Foul NOT equal 3rd strike
Dropped third strike batter becomes a runner	Batter Out	Batter Out	No one on 1 st base at start of pitch (LEAGUE RULE)	1. Less than 2 outs and no one on 1 st base at start of pitch OR 2. 2 outs and first base occupied. (ASA Rule 8-1-b)

PLAYING FIELD (ASA RULE #2)

- The playing field shall have an eight-foot circle around the pitching rubber.
- Outfielders must be at least 2 feet outside the baseline when the pitch is delivered.
- FOR 8-&-UNDER ONLY: Play will be stopped when the ball is controlled in the infield (i.e. within the base line as they form right angles.) When 'time' is called runners less than halfway to the next base may not advance. There is no penalty; the umpire will direct the player to return to the appropriate base.
- FOR ALL LEVELS ABOVE 8-&-UNDER: When the ball is controlled by a player in the 8' circle, the ball shall be dead and the batter-runner and/or base runners must immediately advance or return to the last base occupied. PENALTY: Out called on the base runner.

EQUIPMENT (ASA RULE #3)

- All Batters and base runners shall wear batting helmets.
- Catchers shall wear full gear - to include:
 - Catchers mask with throat protector
 - Chest protector
 - Shin guards (optional for 8-&-Under play.)
- The use of an optic yellow softballs is strongly recommended for game play.

PLAYERS AND SUBSTITUTES (ASA RULE #4)

- If a team does not have the minimum number of players present at game time, or after the grace period has expired, the game shall be declared a forfeit, however, the team that is short may (and is encouraged to) pick up players from the opposing team to play the game.
- Each team shall use a continuous batting order with all players present to bat in the order set at the beginning of game. Players arriving after the start of the game may be added at the bottom of the roster by notifying the umpire and opposing scorekeeper of the change. No players shall be added to the roster after the 1st batter takes her second at bat.
- Unlimited substitution for defensive positions is allowed.
- A player may be removed from the batting lineup for a **game injury** or to **leave the park** without penalty unless the number of remaining players is below the maximum number of defensive players for that level. The Umpire and opposing scorekeeper must be notified of any change in the batting lineup.
- If the number of players in the batting lineup is less than the minimum number of defensive players for that level, an out must be taken in place of the missing player at bat, with a maximum of one out.

THE GAME (ASA RULE #5)

- **ALL PLAYERS MUST PLAY DEFENSE 2 OF THE FIRST 4 INNINGS.**
- An official game shall be **four** innings or the number of innings completed in the time limit. The time limit can be extended at the discretion of the umpire if (and only if) it does not interfere with the playing time of the next game. Both coaches must agree with the umpire's decision before the start of the game otherwise, the time limit is in effect.
- Four complete innings played shall constitute a complete game in the event of inclement weather.
- In the event of a rainout before four innings have been completed, the make-up game shall start from the beginning and not where the game ended when rained out.
- There shall be a fifteen-minute grace period. However, the fifteen minutes shall count as part of the official game time. No game may go into the following games starting time.
- No new inning shall start with less than 10 minutes left in the time limit.
- Home team, if ahead in the score, will not be required to bat in the last inning.
- For 8U level: The 7 run limit on the number of runs per inning is in effect in all but the last inning of the game. In the 5th inning or the last inning as designated by the umpire, if the time limit is in effect, the number of runs will be limited to 15 runs.
- No stealing of home is defined as: No advance of home shall be allowed unless the ball

is batted into fair territory or the bases are loaded and the batter is walked. A player cannot advance to home on a dropped 3rd strike play.

- Stealing/Leaving Base
 - 8 & under on base till ball is batted.
 - 10U-12U-15U after ball released by pitcher.

PITCHING (ASA RULE #6)

- For 8U games, coaches pitch to their own teams.
- **(10U ONLY)** In the interest and SUCCESS, the pitcher may move closer in order to get the ball in the strike zone, but shall not move the starting position more than 5 feet closer to home.
- **League rule: Pitchers may take a step back in wind-up. (Follows high school rules)**

BATTER-RUNNER AND RUNNER (ASA RULE 8)

- **DROPPED THIRD STRIKE (8-1-b) 15U ONLY**
- **The batter becomes a batter-runner when the catcher fails to catch the third strike before the ball touches the ground when;**
 - With fewer than two outs and first base is unoccupied at the time of the pitch or
 - There are two outs and first base is occupied.
- **SLIDING RULE (8-7-q)**
 - **THE RUNNER IS OUT WHEN:**
 - When a defensive player **has the ball** or is **about to catch a thrown ball**, and the runner remains upright and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be ejected. **An errant throw drawing** the defense into the path of the runner is not interference.
- **COURTESY RUNNER (8-10-a)**
 - A courtesy runner may be used for the catcher or pitcher at any time. The runner should be the last runner / player on the bench to have made an out.
 - This allows assistance in getting your catcher dressed and ready when teams switch from offense to defense.

GAME CANCELLATIONS

- Home team coach is responsible for game cancellation decisions and notification of opposing coach if field conditions do not permit safe play before game time. Visiting coach should attempt to contact home coach if there is any question of field playability.
- Once play has started, the umpire shall decide if a game should be called for inclement weather.
- To cancel a regular season game for reasons other than weather or field conditions, a coach must:
 - 1. Notify the opposing coach at least 48 hours in advance of the game to be cancelled.
 - 2. Notify the age level coordinator at least 48 hours in advance of the game to be cancelled.
- If a game is cancelled for other than weather or field conditions within 48 hours of game time - the game is considered a forfeit.
- Rescheduled games cannot be cancelled for any reason other than weather related field conditions. They must be played or forfeited.

RESCHEDULING GAMES

- Cancelled games must be rescheduled no later than 2 weeks after the regularly scheduled game date.
- Home coach must provide at least 2 options for rescheduling and provide final confirmation of game time and field location no less than 48 hours before the new game time.
- Penalty for failure to communicate above information within the time frames outlined above will result in a forfeit for the coach who fails to comply.
- Rescheduled games cannot be cancelled for any reason other than weather related field conditions. They must be played or forfeited.

GAME PROTESTS

- There shall be no protesting of 8-&-Under games.
- Protesting coach must have their official scorebook signed by the umpire and the opposing coach in recognition of the intent to protest the game. All protests must be submitted in writing to age level coordinator for the league within one week of the game date.
- There will be a \$25 filing fee to be remitted with protest (refundable if protest is upheld.)

OTHER

- Any problems or concerns should be brought to the attention of the league supervisor.
- No tobacco or smoking allowed in the dugouts or on the playing field.
- No one (parents, spectators, coaches, players) shall be permitted behind the backstop in an effort to "disrupt games."
- Any player, parent or coach who harasses or argues with the umpire will immediately be ejected from the game and/or the park. This is purely up to the discretion of the umpire.
- If the umpire fails to show up for the game, each team may designate an adult to umpire 1/2 the game or 2 umpires can be used for the full game. The plate umpire must have protective equipment to stand behind home plate. If equipment is not available the plate umpire may stand behind the pitcher to call balls and strikes.
- Umpires and coaches should each have access to a copy of an ASA rulebook as well as these amendments.
- Please refer to the ASA rulebook for rules governing all aspects of the game not covered here. (Note especially the information in the rule book on hit batsman as there was confusion on this point in several cases last season.)
- **To be tournament eligible you must have 7 games scores recorded.**

Please remember, the primary reasons we are all out on the field are:

For the girls to learn while having *FUN*, and to promote the sport of fast/flat pitch softball.