

## NORTHWEST SKYLANDS GIRLS' SOFTBALL LEAGUE

### **GENERAL RULES (2010 Season)**

1. All coaches will have an N.F.H.S. rule book.
2. All games will start at the time indicated on the schedule provided by the league. A grace period of 15 minutes is allowed. A team must have a minimum of 7 players to begin the game.
3. In the event of threatening or inclement weather, both coaches will confer at least 90 minutes before game time and the HOME team coach makes the final decision. If a game is to be cancelled, the HOME team coach must notify the umpire immediately, and the game must be rescheduled as soon as possible. Once a game has begun, any further decision to cancel (rain, darkness, unplayable field, etc.) is at the umpire's discretion.
4. Each player must wear a uniform consisting of team hats or visors (not mandatory) (coaches discretion) and shirts with numbers in full view while on the field. The pitcher may wear a warm-up jacket when she is a base runner. Rookies and Intermediate players must wear pants. Junior & Senior level girls may wear shorts with sliders or pants.
5. Metal spikes are not allowed.
6. A girl can either play on a Recreation League team **OR** a Travel team **OR** a School-sponsored team during the regular Spring Softball Season (February – June).
7. Coaches and umpires have the responsibility to control both the team and the spectators. Umpires, at their discretion, can suspend a game completely and declare it null and void, not to be replayed.
8. Players not playing in a game due to disciplinary action by a coach must be announced to an opposing coach before the start of a game.
9. Jewelry, of any kind, and / or barrettes or other decorative items may not be worn during the game, except for medical alert pendant or bracelets, which must be securely taped to the body.
10. Catchers must wear all equipment when behind the plate during games and practice sessions. This includes mask, helmet, chest protector, and shin guards.
11. All players at bat must wear batting helmets with face masks, running the bases, or occupying a coach's box during all games and practices.
12. A 10-run surrender rule shall be in effect. If the home team is ahead by 10 or more runs after 4 ½ innings, or the visiting team is ahead by 10 runs or more after 5 innings, the game shall be declared over, provided the trailing team has batted through its lineup at least twice.
13. Obscene or harassing language used by any player or coach or spectator will not be tolerated. After an initial warning, any offender repeating the offense will be automatically ejected from the game.
14. There will be **ABSOLUTELY NO** (none) arguing with the umpire. Please advise your coordinator of any problems and/or complaints regarding the umpires.
15. The home team is responsible for supplying 2 new balls for play for each game and the balls' core is 375 max.
16. Re-scheduling is to be taken care of before the season begins. There will be no re-scheduling except for school functions or emergencies.
17. The home team sits on the first base line.
18. Pitchers must start with their pivot foot on the rubber, and their non-pivot foot in contact with the rubber. Only one step forward on the non-pivot foot is allowed.
19. If there is a play at home plate, the runner must slide, or **WILL** be called out.

20. Games for 3rd & 4th grades will be 6 innings. 3 innings will constitute a full game. Games for 5th, 6th, 7th, - 9th grades will be 7 innings. 4 full innings will constitute a full game.

21. If a pitcher hits 3 batters in one inning or 5 batters in a game, she will be removed from pitching for the remainder of the game. She is allowed to play another position.

22. The play ends when the ball is in possession of the pitcher, and the pitcher is within the 16-foot diameter of the mound. If the runner is **greater than**  $\frac{1}{2}$  way to the next base, the runner gets the base to which she is headed. If she is **less than**  $\frac{1}{2}$  way, she must return to the base from where she was coming.

23. Bat all players, with no penalty for losing a player during the game. When you bat all, you and your opponent do not have a replacement player.

24. Protested games must be in writing to the League Coordinators. The Town Coordinators from the towns NOT involved in the grievance will make a decision on how to handle the issue and will inform the other 2 towns when a decision has been made.

25. In the event that a team does not have enough players to field a team for a scheduled game, the coach may "pull up" enough players to field a team from the next division below theirs ONLY. THIS RULE EXCLUDES PLAY-OFFS! NO EXCEPTIONS!! You cannot "pull up" players to fill a bench.

26. Makeup games must be done the Friday, Saturday or Sunday of the week the original game was scheduled for, weather permitting. If weather doesn't allow for the same week, it must be played by the following Sunday. The team unable or unwilling to reschedule forfeits the game.

27. Umpires at the Intermediate level should be an adult or high-school aged ump with a thorough knowledge of the game, the league rules and the rules for that age group. Umpires for Jr. and Sr. games should be a carded umpire, whenever possible.

28. No Poaching Rule. If there is an available team in the town in which the player resides in, the player **must** play for that team. The player **may** be released with the approval and final decision made by the residential town softball coordinator.

**\*\*\*\* The 2 bullets below are not league rules but are suggestions for the coaches to better provide an atmosphere of fair play.**

29. If a power pitcher is dominating a game, the coach SHOULD remove the player from pitching and replaces her to allow the opposing team a chance to get back in the game. This also allows pitching time for other pitchers on the team. The original pitcher can return to the pitcher's mound at any time under free substitution.

30. If a team has a comfortable lead and the game is obviously one-sided, the coach of the so-far-winning team SHOULD stop all stealing and only allow the runners to advance by hits. This judgment should not be shouted out to the players so as not to demoralize the other team.