

Girls Softball Clinic Division Interleague Play – 2017 District 32

Rules of Play

GENERAL RULES

1. No umpires will be assigned to your games.
2. Weeknight games will start at 6:00 pm and weekend games as scheduled.
3. Game will be 4-6 innings or 1.5 hours. No inning will start after 1.5 hours. Try to make sure each player gets up an equal number of times.
4. Little league rules apply, except where noted.
5. This division is instructional. We want to play the games. Both managers to cooperate if opposing team needs players.
6. Coaches must be on the field to instruct their players.
7. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
8. There is a **ZERO** tolerance policy for any type of abuse towards any other person or player. Managers are responsible for behavior of the parents and spectators of their team.
9. NO NEGATIVE CHANTING ALLOWED.
10. Only girls on your team roster can practice/play or participate with your team. This includes siblings of players.

PITCHING:

1. Pitcher's mound distance will be approximately 20 feet at manager's discretion.
2. Regulation 10-inch safety softball will be used.
3. Coaches will pitch to their own teams or use a batting tee as necessary.
4. No umpires. Each batter to get 8 hittable pitches. If the batter has not hit the ball, please immediately use a tee to keep the game moving.

FIELDING:

1. All players in the field.
2. Outfielders must play 4 across.
3. Only 4 infielders and a pitcher are permitted in the infield. Place all remaining players evenly spread out in the outfield. Managers can take extra outfielders and practice with them on the side – or take all the outfielders and practice with them on the side if it will keep the girls more engaged.
4. A team **must** field at least 5 players. Borrow if necessary. All games will be played.
5. If you have more than 10 girls at a game it would be preferred that the coaches practice with the girls that are not in the field at the time. Maybe even split up and have 2 games if both teams have more than 10 girls.
6. Coaches should be near first base to field a throw if a “stronger throwing player” is in the infield. Encourage the stronger throwing players to throw to the coach in this situation.

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. Last girl in order runs all bases no matter what the hit is. It is a homerun. Rotate and keep track of this spot as all girls should get to hit the “home run”.
3. Rotate the order each game so that each player bats in all positions.
4. It is suggested that 6 girls bat per inning if there are more than 8 players present to move the game along.
7. No players ever sit out an inning (exception – rule #3 under “fielding”).
8. No game should end until each player bats an equal number of times.

BASE RUNNING:

1. Bases will be set at approximately 45 feet.
2. There are no outs. Every player reaches base. Feel free to tell the fielder that picks up a ground ball right at her and steps on first that "we're playing for fun or you would have made an out" so as not to completely confuse them.
3. Runners may not take extra bases on any over throw.
4. No leading or stealing of any base and no tagging up on caught fly balls.
5. No advancing to an extra base on any errors.
6. No infield fly rule.

MANAGERS/COACHES' PREPARATION

1. Managers are responsible to come to their games with a prepared fielding plan and batting order. Instruct your teams by e-mail to let you know in advance if they can't make a game or practice. This is a courtesy that parents should show their teams.
2. Managers and coaches must come to practices with a prepared practice plan. Write it out on an index card with a time table to follow so that you cover all you planned to cover.
3. For practices, try breaking the girls into smaller groups, circuit training, and elicit parents to help assist with each group. As an example, a team with 12 girls would not want to place all 12 in the field and hit to them one by one. This would be quite a boring drill and not recommended unless you were teaching cut offs or calling for the ball. Instead, to provide more touches and swings set up a hitting group, fielding group and base running group. Each group should have a third of your total and then rotate groups after roughly 10 minutes or everyone gets up. Keep them moving in their group and in the practice plan. Variety fights boredom. No one should be waiting in a line for their turn. Give it a shot.
4. Managers and coaches must be at the field at least 15 minutes before starting times. Advise your team that you expect them to arrive 15 minutes prior to all start times. We must start the games on time. Have respect for your fellow coaches.
5. Managers are responsible to make sure there is ice and your team first aid kit at the field for every game or practice. You can assign a parent to bring the ice with the snack; otherwise you must bring ice as the game can't be played unless there is ice present.

Girls Softball Rookie Division Interleague Rules – 2017 District 32

Rules of Play

(Pitching Machine League)

GENERAL RULES

1. Both managers **must sign** the umpire's scorecard before the game starts and either manager can initial the scorecard at the end of the game.
2. Weeknight games will start at 6:00 P.M and weekend games as scheduled.
3. Time limit – no inning will start 2 hours after the first pitch. A full inning can be completed if it began prior the 2 hour mark.
4. Games will be 6 innings unless extra innings are required within the two hour time limit.
5. Little league rules apply, except where noted.
6. This division is instructional. We want to play the games. Both managers to cooperate if opposing team needs players.
7. Coaches must be on the field to instruct their players and should be standing on the outfield grass.
8. Only the manager or acting manager of the game may approach the umpire for any reason.
9. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
10. There is **ZERO** tolerance policy for any type of abuse towards an umpire. Managers are responsible for behavior of the parents and spectators of their team.
11. No negative chanting.
12. Please be respectful of the umpire, they are young adults trying to give back to the organization. Please treat them, as you would wish a coach would treat your child. If you have any issues with the umpire please contact your division director immediately following the game.
13. No one not on your team roster can ever practice/play or participate with your team. This includes siblings.
14. All players must be in full uniform at all times. Top, bottom and socks. If they are not dressed as such they will be ineligible to play.

PITCHING MACHINE RULES:

1. Regulation 11 inch dimpled pitching machine softball will be used. **No other type of ball may be used in the pitching machine.**
2. Pitching machine distance will be about 32 feet. Coach's judgment if it needs to be adjusted. No closer than **30 feet** will be allowed.
3. Only the manager or coach is allowed to feed balls into the machine at any time.
4. The machine will be set to about #3 speed (approximately 30 MPH) to allow all hitters to hit the ball. If you feel the speed needs to be adjusted, both managers must be in agreement.
5. No players are permitted to feed balls into the machine.
6. An adult must be standing right next to the pitching machine at all times. Especially between innings to ensure that players do not touch the machine. The defensive coach in the outfield will walk over to the machine after the inning is over relieving the manager that just pitched and guard the pitching machine from the girls that are passing it. **The pitching machine must never be left unattended.**
7. Coaches will pitch to their own team.
8. If the battery loses power and/or the machine is not functioning properly stop using the machine and remove it from the field. Coaches should now manually pitch to their teams as to continue the game without any disruption. A batted ball which hits any part of the pitching machine (including the bucket of balls) will be a ground rule single with all

batters advancing one base.

9. The last 2 - 4 games of the season will be "girls pitching" (these will be marked on the final schedules). You must practice this skill with the girls all season. Only the girls with the strongest ability (primarily 3rd Graders) will be permitted the opportunity to pitch in a league game. Each girl should not pitch more than 2-3 innings if there are others that can throw strikes. After 4 walks in an inning the coach will pitch to their own team and be allowed up to 6 pitches per batter. The batter has 3 swings or 6 pitches to hit the ball, which can be extended by a foul on the 3rd swing or the 6th pitch. When girls are pitching the umpire should use a consistent, liberal strike zone. Please discuss this with the umpire before the game.
10. All additional girls could be given the opportunity to pitch in practice games arranged privately by their respective coaches.

FIELDING:

1. 10 players in the field, extra players will need to be on the bench during the inning.
2. Must have 4 across in the outfield, no short centerfielder.
3. Please make sure that the outfielders are on the outfield grass.
4. No athlete should play 2 consecutive innings in the outfield. They must be alternated from outfield to infield each inning. No player may sit on the bench for two consecutive innings.
5. There will be a girl to the right or the left of the pitching machine playing pitcher. These "pitchers" do not pitch as they just field the position. Make sure they are 3 feet behind and 3 feet to the side of the machine as to stay away from running into the machine while fielding.
6. If a team does not have enough players to dress a catcher, the parent who is catching cannot make a fielding play or any other play at the plate.
7. It is strongly suggested that each manager make an organized list/chart prepared before the game of fielding positions and batting order. Please post this for all players to follow.
8. No intentional walks.

BATTING:

1. Universal batting will be in effect throughout the entire season. Each batter will get up to 5 pitches. The umpire can replace a pitch that is deemed enough out of the strike zone that it is unreasonable for the batter to swing. There will be no strikeouts on foul balls.
2. Keep records and alternate the order from game to game. The same girls must not be batting in the lower half of the order on consecutive games.
3. When the girls are pitching, any batter that is hit by a pitch will be awarded 1st base. As long as they try to move out of the way of the pitch. This includes a ball that hits the ground first and then hits the batter. This is at the **umpire's** discretion that the girl has tried to avoid the pitched ball.
4. Innings are 3 outs or 4 runs scored. Whichever comes first.
5. Players must play a minimum of 4 innings in the field and 2 innings at an infield position. No one can sit 2 innings in a row.
6. There is a **4 run** limit per inning per team. This includes the last inning.
7. All players must wear a batting helmet with an approved face guard. No exceptions to this rule.

BASE RUNNING:

1. Bases will be set at 50 feet.
2. No stealing of any base.
3. Runners may not take extra bases on any over throw.
4. No advancing to an extra base on any errors.
5. Leading is permitted after the pitch crosses the plate.
6. Two out catcher rule in effect. Courtesy runner must be used to replace the catcher when on base in order to speed up play. Courtesy runner is last batted out.
7. **If a batter cleanly hits a ball through the infield/into the outfield area and the umpire would not score it an error, they are permitted to run for a double. A batter can't try to extend a single into a double on balls hit in front of the infielders.**
8. No infield fly rule.

MANAGERS'/COACHES' RESPONSIBILITIES

1. Plainview and Jericho pitching machines will be in their respective sheds. Please treat the machine tenderly as we would like it to last for years of enjoyment. Do not drop the machine into your trunk or drop it out of your trunk onto the floor. Please lower it slowly. It has wheels to wheel it to and from the field. You should utilize your coaches/parents as helpers once the machine is at the field to help carry your bags and equipment as we want only managers/coaches setting up the pitching machine.
2. You must have the machine set up at the field ready to go 15 minutes prior to game time.
3. Immediately after the game the machine should be returned to the shed and the used battery should be connected to the trickle charger so the battery is ready for the next game. Both managers are responsible to bring a charged battery to every game.
4. The machines must never be taken for the use of anything except a scheduled softball game on your league schedule or a scheduled practice.
5. Anyone wishing to borrow the machine for a team practice must arrange this with Steve at least 2 days before. A team practice must have more than half your team present. No exceptions.
6. The machine may never be borrowed for any other purpose and must be returned immediately after your game or practice to the shed. It must be available for the next practice or game.

MANAGER/COACHES PREPARATION

1. Managers are responsible to come to their games with a prepared fielding plan and batting order. Instruct your teams by e-mail to let you know in advance if they can't make a game or practice. This is a courtesy that parents should show their teams.
2. Managers and coaches must come to practices with a prepared practice plan. Write it out on an index card with a time table to follow so that you cover all you planned to cover.
3. For practices, try breaking the girls into smaller groups, circuit training, and elicit parents to help assist with each group. As an example, a team with 12 girls would not want to place all 12 in the field and hit to them one by one. This would be quite a boring drill and not recommended unless you were teaching cut offs or calling for the ball. Instead, to provide more touches and swings set up a hitting group, fielding group and base running group. Each group should have a third of your total and then rotate groups after roughly 10 minutes or everyone gets up. Keep them moving in their group and in the practice plan. Variety fights boredom. No one should be waiting in a line for their turn. Give it a shot.

4. Managers and coaches must be at the field at least 15 minutes before starting times. Advise your team that you expect them to arrive 15 minutes prior to all start times. We must start the games on time. Have respect for your fellow coaches.
5. Managers are responsible to make sure there is ice and your team first aid kit at the field for every game or practice. You can assign a parent to bring the ice with the snack; otherwise you must bring ice as the game can't be played unless there is ice present.

Girls Softball Minors Division – 2017 District 32 Rules of Play

GENERAL RULES

1. Games are scheduled for 6 innings.
2. All scores and innings pitched must be reported by the winning team to Jordana at jaasoftball@gmail.com the evening of your game. Please email Jordana your division, team, your opposing team, your pitchers with innings pitched and your opponents pitchers' innings pitched and cc your opposing manager on the email. If you do not see your results posted to <http://www.jaasports.org.prod.ngin.com/page/show/738578?> within 24 hours, please re-send the email to bret@elevation.com. You will not be credited with a win unless these procedures are followed.
3. Weeknight games will start at 6:00 P.M. (unless otherwise noted) and weekend games as scheduled. A forfeit will be declared 20 minutes sharp after the scheduled start time (time based on an iPhone or another smartphone synched to the national clock). A minimum of 7 players is required to start the game and if a player is injured during the game, the team may continue with 6 players. If a game is forfeited and the team has at least 6 players or will shortly after the 20 minute time limit the umpire must stay to call what has turned into a scrimmage. The innings pitched in a scrimmage will not count toward pitching restrictions.
4. Time limit – Umpires and coaches must agree on the starting time of the game before the first pitch is made: scorekeepers should note the starting time of each game in the scorebook. No new inning can begin after 1 hour and 45 minutes if a game is scheduled to be on your field following your game. If no game is scheduled to follow on your field, no inning can begin after 2 hours. If the game is tied after the last inning has been played and there is not a game scheduled to be played on your field, the game may be extended by up to 30 minutes (with no inning beginning after 2:15). If still tied after the extra 30 minutes, the game shall be called a tie.
5. **Innings are 3 outs or 4 runs scored, whichever occurs first. However, 3 outs must be made in the last inning. Both Managers and the umpire must agree before the inning begins that it will be designated the “last inning”.**
6. Only the manager or acting manager of the game may approach the umpire for any reason.
7. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
8. There is **ZERO** tolerance policy for any type of abuse towards an umpire. Managers are responsible for behavior of the parents and spectators of their team. No negative chanting allowed.
9. If team is going to be short girls, you may draft up girls from the Rookies Division. This player must bat at the end of the lineup. She cannot be the pitcher or the catcher. She also cannot play an infield position more innings than a player on your team. Once drafted a girl must play even if additional team members show up.
10. No one not on your team can ever practice/play/workout or participate with your team unless they are registered little league players. Only drafted up players are permitted to play with your team. No siblings can participate with your team practices.
11. All girls must be dressed in full uniform. Socks, team jersey and softball pants that were distributed by the league. If not appropriately dressed the girl will be ineligible to play.
12. A game is considered official when 4 innings are completed. (3.5 innings if the home team is ahead. If a game is called for rain or other reasons, the game shall be deemed cancelled and must be rescheduled as if it had not been played and any innings pitched will not count.
13. When the time limit is reached or a game is called for other reasons, and the inning has not been completed, the score reverts back to the last completed inning to determine the outcome of the game. However, if the home team is at bat and winning when the game is called, the score at that time is the final score.

PITCHING:

1. Regulation 11" softball will be used.
2. Pitcher's mound distance will be 35 feet.
3. If a pitcher throws **1 pitch it will constitute an inning.**
4. **Pitcher may pitch in back-to-back games if 3 innings or less are pitched in previous game. If a pitcher has pitched more than 3 innings they are ineligible until the game following the completion of the team's next official game (rainouts are not official games).**
5. A pitcher will be removed, as a pitcher for the game and is no longer eligible to pitch in that game, if she hits **3** batters in an inning or **5** in a game. This is up to the umpire's discretion that the batter has made an attempt to avoid the pitch.
6. All players are eligible to continuously leave and re-enter the game in the field, including pitcher.
7. Once a pitcher approaches the pitcher's plate, all dugouts must be quiet until the umpire has called the pitch. No negative chanting is allowed.
8. The only time a pitcher is allowed to pitch back to back games after throwing more than 3 innings is if the back to back is between the final game of the season and the first playoff game. The pitching resets as if it is the first game of the season.
9. No intentional walks.

FIELDING:

1. 10 Players in the field.
2. Outfielders must play 4 across. Outfielders must be standing on the outfield grass.
3. A team **must** field at least 7 players. If one of the 7 players gets injured, the team still can play with 6 fielders. We want the games played. If there is a team short please lend a fielder and play. You win, but play the game. The umpires must stay to officiate the scrimmage game.
4. Each player must play at least 2 innings in the infield and every other inning in the field. No player may sit on the bench for two consecutive innings.

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. On a dropped 3rd strike the batter is out. Runners may advance at their own risk. This will count toward the steal limit. (See Base Running rule 3.)
3. There is no Infield fly rule in effect.
4. Base runners may tag up on fly ball outs and advance to any base.
5. Bunting is allowed.

BASE RUNNING:

1. Bases will be set at 60 feet.
2. Runners may not lead, but may steal when the ball passes over home plate. If the catcher has control of the ball after it is pitched, the runner ***must*** either attempt to advance using a steal or return to the base to eliminate "dancing" and slowing the game down. If the catcher attempts a pick off at first base all runners can advance at their own risk except a runner on third who can only advance on a walk or batted ball. Per rule #4 below, there is no stealing of home and thus all runners on third base must remain on the base whether the catcher has control of the ball or a pitched ball gets past the catcher.
3. Each team may steal third base (only) a total of three times per inning. No runner stealing third base can advance on an overthrow. No base runner may advance two bases on a play initiated by a steal. A steal is defined as any advancement on a non-batted ball. If there is a runner on first base at the time of the steal of third base under no circumstances can the runner on first advance to second base. The goal is to develop the catcher and to encourage the throw to third base without any adverse consequences.
4. There is no stealing home or double steals (two different players stealing a base on the same play).
5. If there is an incorrect violation of rules 2 - 4, the play is dead, ie, a runner on third breaking for home on a passed ball cannot be tagged out.

6. The ball is dead on the throw back to the pitcher from the catcher.
7. Time is out when a player with the ball in the pitcher's circle calls time and time is granted by the umpire.
8. A runner more than half way to the next base when time is called will be awarded that base. A runner less than half way will return to the previous base.
9. If the opposing team's catcher is on base after two outs have been recorded that player will be replaced with a courtesy runner. The courtesy runner will be the last batter out. (The catcher will then re-apply her equipment & be prepared to play as soon as the third out is recorded).
10. If there is a play at home (in the umpire's judgment), the runner must slide or surrender. If the runner does not do so, she will be out. At other bases it will be at the umpire's discretion to call runner's interference if the runner does not slide and makes contact with the fielder.
11. There is no head first sliding except when a catcher is attempting a pick off and it is a dive back to a base.
12. There is no stealing bases when a team is up by 8 runs or more. Base runners can only advance on batted balls in such a situation.
13. On a walk there is no continuation, the runner must stop at first base.

MERCY RULE:

1. The 13 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead.
2. If the Visiting team is ahead by at least 13 runs after 4 innings, the home team will bat.
3. If the home team comes within 12 runs or less, the game will continue.
4. There is no mercy rule as far as the umpire is concerned as we want all games played for 6 innings or called by darkness. However for official scoring purposes, the game is over once the mercy limit is reached.

Standings and Playoff Tiebreakers:

1. The standings will be posted on the above mentioned website. 2 points will be awarded for a win and 1 point for a tie.
2. In the event of a tie we will use the following tie breaking procedures:
 - Head to head record
 - Total number of games played
 - Head to head against next highest seeds, going down until one team has a better record against the next higher seed
 - Compare Runs-Allowed ratio- add up all runs allowed and divide by the amount of defensive innings your team played.
 - Coin Toss
3. The playoffs will not re-seed after each round as we have tried it in year's past, but it is too difficult to schedule the rounds in advance if teams are re-seeded.

MANAGERS'/COACHES' PREPARATION

1. Managers are responsible to come to their games with a prepared fielding plan and batting order. Instruct your teams by e-mail to let you know in advance if they can't make a game or practice. This is a courtesy that parents should show their teams.
2. Managers and coaches must come to practices with a prepared practice plan. Write it out on an index card with a time table to follow so that you cover all you planned to cover.
3. For practices, try breaking the girls into smaller groups, circuit training, and elicit parents to help assist with each group. As an example, a team with 12 girls would not want to place all 12 in the field and hit to them one by one. This would be quite a boring drill and not recommended unless you were teaching cut offs or calling for the ball. Instead, to provide more touches and swings set up a hitting group, fielding group and base running group. Each group should have a third of your total and then rotate groups after roughly 10 minutes or everyone gets up. Keep them

moving in their group and in the practice plan. Variety fights boredom. No one should be waiting in a line for their turn.

4. Managers and coaches must be at the field at least 15 minutes before starting times. Advise your team that you expect them to arrive 15 minutes prior to all start times. We must start the games on time. Have respect for your fellow coaches.
5. Managers must immediately advise their division director if they feel they might not have enough players to start a game. Then call your opposing manager to alert them of the issue.
6. Managers are responsible to make sure there is ice and your team first aid kit at the field for every game or practice. You can assign a parent to bring the ice with the snack; otherwise you must bring ice as the game can't be played unless there is ice present.

Girls Softball Majors Division Interleague Play – 2017 District 32

Rules of Play

GENERAL RULES

1. All scores and innings pitched must be reported by the winning team to Jordana at jaasoftball@gmail.com the evening of your game. Please email Jordana your division, team, your opposing team, your pitchers with innings pitched and your opponents pitchers' innings pitched and cc your opposing manager on the email. If you do not see your results posted to <http://www.jaasports.org.prod.ngin.com/page/show/738578?> within 24 hours, please re-send the email to bret@elevation.com. You will not be credited with a win unless these procedures are followed.
2. Games are scheduled for 6 innings. Weeknight games will start at 6:00 P.M. (unless otherwise noted) and weekend games as scheduled. A forfeit will be declared 20 minutes sharp after the scheduled start time (time based on an iPhone or another smartphone synched to the national clock). A minimum of 7 players is required to start the game and if a player is injured during the game, the team may continue with 6 players. If a game is forfeited and the team has at least 6 players or will shortly after the 15 minute time limit the umpire must stay to call what has turned into a scrimmage. The innings pitched in a scrimmage will not count toward pitching restrictions.
3. The spot vacated by injured and early leaving players is not an out. Just skip over that spot in the order.
4. Time limit – Umpires and coaches must agree on the starting time of the game before the first pitch is made: Scorekeepers should note the starting time of each game in the scorebook. No new inning can begin after 1 hour and 45 minutes if a game is scheduled to be on your field following your game. If no game is scheduled to follow on your field, no inning can begin after 2 hours. If the game is tied after the last inning has been played and there is not a game scheduled to be played on your field, the game may be extended by up to 30 minutes (with no inning beginning after 2:15). If still tied after the extra 30 minutes, the game shall be called a tie.
5. A game is considered official when 4 innings are completed. (3.5 innings if the home team is ahead). If a game is called prior for rain or other reasons, the game shall be deemed cancelled and must be rescheduled as if it had not been played and any innings pitched will not count.
6. When the time limit is reached or a game is called for other reasons, and the inning has not been completed, the score reverts back to the last completed inning to determine the outcome of the game. However, if the home team is at bat and winning when the game is called, the score at that time is the final score.
7. Innings are 3 outs or 4 runs scored, whichever occurs first. However, 3 outs must be made in the last innings. Both Managers and the umpire must agree before the inning begins that it will be designated the "last inning". No max. runs for "last inning".
8. If team is going to be short girls, you may draft up girls from the Girls Minors Division. This player must bat at the end of the lineup. She cannot be the pitcher or the catcher. She also cannot play an infield position more innings than a player on your team. Once "drafted up" and at the field that girl must play even if additional team members show up. Only registered little league players or drafted up players can practice/play/workout with your team. This includes siblings.
9. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
10. There is **ZERO** tolerance policy for any type of abuse towards an umpire. Managers are responsible for behavior of the parents and spectators of their team. Only the manager or acting manager of the game may approach the umpire for any reason.
11. All girls must be dressed in full uniform. Socks, team jersey and softball pants that were distributed by the league. If not appropriately dressed the girl will be ineligible to play.
12. Double headers can be scheduled on a Saturday or Sunday. These games are 5 inning games. If your team is playing one of these double headers you will see it denoted on the schedule. Double headers are only scheduled if a town requests it. Your team could be one of the 2 games though.

PITCHING:

1. Regulation 12" softball will be used.
2. Pitcher's mound distance will be 40 feet.
3. If the pitcher throws **1 pitch it will constitutes an inning..**
4. **Pitcher may pitch in back-to-back games if 3 innings or less are pitched in previous game. If a pitcher has pitched more than 3 innings they are ineligible until the game following the completion of the team's next official game (rainouts are not official games).**
5. A pitcher will be removed if she hits **3** batters in an inning or **5** in a game. To count as a hit by pitch the batter must make an attempt to avoid the pitch – this will be in the umpire's discretion.
6. All players are eligible to continuously leave and re-enter the game in the field, including pitcher.
7. Once pitcher approaches the pitchers plate, all dugouts must be quiet until the umpire has called the pitch. No negative chanting is allowed.
8. The only time a pitcher is allowed to pitch back to back games after throwing more than 3 innings is if the back to back is between the final game of the season and the first playoff game. The pitching resets as if it is the first game of the season.
9. No intentional walks

FIELDING:

1. 10 Players in the field and you must play 4 across in the outfield (no short center fielder) and be standing on the outfield grass.
2. A team **must** field at least 7 players. If one of the 7 players gets injured, the team still can play with 6 fielders. Drafting up from the minors division is permitted and encouraged. No cross drafting from within the same division.
3. No player may sit out 2 consecutive innings. They must play in the field at a minimum every other inning.

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. On a dropped 3rd strike the batter is out. Runners may advance at their own risk which count toward the steal limits.
3. Infield fly rule will be called at the discretion of the umpire.
4. Base runners may tag up on fly ball outs and advance to any base.
5. Bunting is allowed.

BASE RUNNING:

1. Bases will be set at 60 feet.
2. Runners may not lead, but may steal when the ball passes over home plate.
3. Each team may steal second base three times per inning (no restriction for stealing third base). No runner stealing second base can advance on an overthrow to third base, ie, one runner may not steal second and third base on the same play. A steal is defined as any advancement on a non-batted ball.
4. When stealing third base, the runner can attempt to advance to home twice per inning. After that the runner must remain at third base after a steal attempt. If there is a runner on first they can advance to second base as long as it is within the three steals of second base per inning. Runner on first can't advance further than second base even if the catcher throws the ball into left field.
5. If the catcher has control of the ball after it is pitched, the runner ***must*** either attempt to advance using a steal or return to the base to eliminate "dancing" and slowing the game down.

If the catcher puts the ball in play (ie, a throw back to anybody but the pitcher) all runners can advance at their own risk except a runner on third who can only advance on a walk or batted ball. Other than as permitted under rule #7 below, there is no stealing of home and thus all runners on third base *must* return to the base whether the catcher has control of the ball or a pitched ball gets past the catcher. The runner on third base can be picked off but can not run home on any throw.

6. Double steals (two different players stealing a base on the same play) is permitted..
7. There is no stealing of home at any time other than the continuation of a steal of third base. This would include a throw to second base on an attempted steal.
8. If there is an incorrect violation of a base running rule (including 3 - 7), the play is dead, ie, a runner on third breaking for home on a passed ball cannot be tagged out.
9. During a play that is initiated by a hit, time is out when a player with the ball in the pitchers' circle calls time and time is granted by the umpire.
10. A runner more than half way to the next base when time is called will be awarded that base. A runner less than half way will return to the previous base.
11. The ball is live on the throw back from the catcher to the pitcher.
12. If the opposing team's catcher is on base after two outs have been recorded that player will be replaced with a courtesy runner. The courtesy runner will be the last batter out. (The catcher will then re-apply her equipment & be prepared to play as soon as the third out is recorded).
13. If there is a play at home in the umpire's judgment, the runner must slide or surrender. If the runner does not do so, she will be out. At other bases it will be at the umpire's discretion to call runner's interference if the runner does not slide and makes contact with the fielder.
14. There is no head first sliding except when a catcher is attempting a pick off and it is a dive back to a base.
15. There is no stealing bases when a team is up by 8 runs or more. Base runners can only advance on batted balls in such a situation.
16. On a walk there is no continuation, the runner must stop at first base.

MERCY RULE:

1. The 13 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead.
2. If the visiting team is ahead by at least 13 runs after 4 innings, the home team will bat.
3. If the home team comes within 12 runs or less, the game will continue.
4. There is no mercy rule as far as the umpire is concerned as we want all games played for 6 innings or called by darkness. However for official scoring purposes, the game is over once the mercy limit is reached.

Standings and Playoff Tiebreakers:

1. The standings will be posted on the above mentioned website. 2 points will be awarded for a win and 1 point for a tie.
2. In the event of a tie we will use the following tie breaking procedures:
 - Head to head record
 - Total number of games played
 - Head to head against next highest seeds, going down until one team has a better record against the next higher seed
 - Compare Runs-Allowed ratio- add up all runs allowed and divide by the amount of defensive innings your team played.
 - Coin Toss
3. The playoffs will not re-seed after each round as we have tried it in year's past, but it is too difficult to schedule the rounds in advance if teams are re-seeded.

MANAGERS/COACHES' PREPARATION

1. Managers are responsible to come to their games with a prepared fielding plan and batting order. Instruct your teams by e-mail to let you know in advance if they can't make a game or practice. This is a courtesy that parents should show their teams.
2. Managers and coaches must come to practices with a prepared practice plan. Write it out on an index card with a time table to follow so that you cover all you planned to cover.
3. For practices, try breaking the girls into smaller groups, circuit training, and elicit parents to help assist with each group. As an example, a team with 12 girls would not want to place all 12 in the field and hit to them one by one. This would be quite a boring drill and not recommended unless you were teaching cut offs or calling for the ball. Instead, to provide more touches and swings set up a hitting group, fielding group and base running group. Each group should have a third of your total and then rotate groups after roughly 10 minutes or everyone gets up. Keep them moving in their group and in the practice plan. Variety fights boredom. No one should be waiting in a line for their turn. Give it a shot.
4. Managers and coaches must be at the field at least 15 minutes before starting times. Advise your team that you expect them to arrive 15 minutes prior to all start times. We must start the games on time. Have respect for your fellow coaches.
5. Managers are responsible to make sure there is ice and your team first aid kit at the field for every game or practice. You can assign a parent to bring the ice with the snack. otherwise you must bring ice as the game can't be played unless there is ice present.
6. Managers must immediately advise their division director if they feel they might not have enough players to start a game. Then call your opposing manager to alert them of the issue.