

HGSA

Rules & Regulations

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SECTION A – PURPOSE

The name of this organization is Clark Henderson Girls Softball Association, Inc., also known as Henderson Girls Softball Association or HGSA. **HGSA** is organized exclusively for charitable and educational purposes, more specifically to:

- (a) Stimulate and foster support and guidance in girls softball for the betterment of the youth in our community;
- (b) Inspire a healthful, active, and competitive spirit among the youth and to teach them the true meaning of sportsmanship;
- (c) Establish rules and regulations governing all members;
- (d) Engage in any legal activity or enterprise, which will be beneficial to its members.

It is the responsibility of each member of HGSA to strive to fulfill the goals of the organization, and to promote the sport of softball. Each member of HGSA will:

- (a) Follow the rules and regulation of HGSA and USA
- (b) At all times, act with the highest civility and sportsmanlike conduct, promoting wholesome, safe competition.
- (c) Take seriously his/her responsibility as a role model and encourage competitiveness in a positive manner.

It is the policy of HGSA to be a non-commercial, non-sectarian, and non-partisan organization. HGSA will not endorse any political candidate; neither will the name HGSA or its directors, officers, or members be used in any connection with any projects of partisan interests, or in any interests other than those consistent with HGSA purposes with written approval of the Board of Directors.

SECTION B - LEAGUE ORGANIZATION

HGSA is a member of the Amateur Softball Association, Pacific Coast Region Area 14. HGSA will abide by all USA Softball rules and regulations. In the event HGSA rules differ, HGSA rules and regulations govern. All HGSA rules and regulations will be adopted and governed independently by the HGSA Board of Directors.

HGSA Board of Directors is responsible for overall policy and direction of HGSA and its Officers, and delegate's responsibility for day-to-day operations to the Officers and committees.

Membership may be granted to any individual and/or the individual's family that supports the mission and purposes of the organization and who pays, in full, the season fees established by the Board of Directors. All members shall be registered not only with HGSA, but with the Amateur Softball Association. Members shall have no voting rights.

Registration. Players in HGSA will be registered on official league forms that must be accompanied with a photocopy of one of the following age verifications: birth certificate, driver’s license, or a valid passport. Registration will not be accepted without age verification **and** season fees being paid or payment arrangements approved by HGSA. Each parent/guardian must sign a player/parent contract agreeing to abide by the rules and regulations of HGSA and USA Softball.

Registration fees will cover USA Softball registration and insurance, playing expenses, and uniforms. Each player will receive one team jersey and one pair of pants. All players/teams are required to wear the uniforms the league provides. Teams wishing to put player or sponsor name on the jersey backs may do so at the team’s expense with the exception of the 6U, 8U, and 10U in the spring season, which will exclusively have the Land O’ Frost logo on their jerseys

SECTION C – TEAM CONSTRUCTION

Rule 1 **Divisions:**

HGSA recognizes the following divisions and classifications of play:

Women’s’	Class B	18+
Girl’s Fast Pitch	Class B	16/18 & Under
		14 & Under
		12 & Under
		10 & Under
		8 & Under
		6 & Under

Rule 2 **Player Eligibility.** All players in HGSA will be amateurs. Amateur for the purpose of competition in HGSA will be one who competes in softball solely for the pleasure physical mental or social benefits she derives there from and who have not disqualified her in any of the following acts:

- (a) Found guilty of fraud or extreme unsportsmanlike conduct.
- (b) By directly or indirectly receiving pay or other remuneration for playing softball in this or any other softball organization.
- (c) By knowingly competing with or against any player under suspension by any metropolitan state or regional association of the national organization.
- (d) By failing to meet all eligibility requirements set by the national association.
- (e) By competing under an assumed name.

League Eligibility: All girls residing in Clark County between the ages of 4 and 18 as of January 1st of the current year and are either classified by USA Softball as level “B” or are not classified by USA Softball (new to USA) are eligible. Players that have been classified as level “A” by USA must first get re-classified to level “B” by the Nevada J.O. Commissioner.

Rule 3 **Age Division Eligibility:** A player's **age as of January 1** determines the division in which the player is eligible to play that calendar year. An older age classification player may **not** play in a younger age classification. Players of a younger age classification may only play in an older age classification if they must move up to the older age division within one year of registration **and** with the approval of the HGSA Board of Directors.

Rule 4 **Division Teams.** Teams must comply with all USA Softball and Pacific Coast Region regulations in addition to HGSA rules stated herein. A team's non-championship roster is limited to fifteen (15) players.

Rule 5 **Returning Teams** with a "core" of five (5) or more players and at least one HGSA appointed coach from their previous spring season would be recognized as an existing team. Teams with 4 players will be considered if and only there are enough players to adequately fill all other teams' rosters and their own. In the event of a tie (same amount of returning players) and there is not enough players to fill all rosters, the Board of Directors will select the returning team based on the following criteria; seniority, behavior, knowledge and experience.

1. **Abandoned Team Rule:** If a "core" of returning players does not have a returning coach, they may stay together (if numbers allow) and the league will appoint a coach to that core of girls.

Any player may request to return to the team she participated on during the previous season and will be accepted by that team. Any player not wishing to return to her previous team will be placed in the draft or draw.

A **New Team** will be constructed of the Head coach's daughter only, and will fill its roster via the draft or draw. Team merging is NOT permitted.

Rule 6 **Seasons:** HGSA will conduct three (3) seasons per calendar year: Spring, All-stars, and Fall. Except for the 6 & Under and 8 & Under divisions, where all the players will be assigned to an eligible division team, the following selection process will be used:

a) Spring Season

Teams qualifying under Section C, Rule 4 will remain intact for the Spring Season. **ALL** registered players (new and returning to their team) must participate in the spring player evaluations for their eligible age classification. Coaches and assistant coaches for each age classification will evaluate each player pursuant to an HGSA approved format.

On completion of the evaluation, a player draft will be held for each age classification. Within each age division, the respective team coaches and assistant coaches will draft their team's roster. The only persons permitted to attend the draft sessions are HGSA Directors and Officers and the coaches and

assistant coaches for the respective age classification. **All registered players will be selected on a softball team.**

b) All Star or Championship Season

Any player wishing to try out for the All-stars teams may do so. Tryouts will take place after May 1st in accordance with USA Softball rules. The head coach will select his or her players from the pool of girls trying out only. In accordance with USA Softball rules, a player that is playing in a higher age division, but is age eligible for the lower division may try out for All-stars in that lower age division. Players are only allowed to try out in **one** age division. If making an All-star team, it will be the players/parents responsibility to pay a \$200 start-up fee, which will cover the cost of registration, insurance, uniforms, field fees, and Memorial and State tournament entry fees.

c) Fall Season

Teams from the spring season will remain intact for the fall season, unless at the time of registration a player requests to be placed back into the draft pool or players are not registered by the deadline. All newly registered players or players leaving their teams and entering the draft must participate in the player evaluation for their eligible age classification. Players returning to their team do not need to attend evaluations and will remain in their draft round from the spring season. **All registered players will be selected on a softball team.**

Draft Guidelines

Purpose: To provide a mechanism that will endeavor to insure balanced, competitive teams consistent with our League Mission Statement

I - Rules of the Draft

- b) **Player Evaluation:** Player evaluations will be held to determine each individual players draft ranking. Each spring season, **all** players must attend The Player Evaluation (aka Try-Outs). All other players that do not attend the Player Evaluations will be assigned a rank by the Board of Directors and placed in the round accordingly on their team's roster. New players or players choosing to re-enter the draft that did not attend try outs will not be available for selection until all players that attended the Player Evaluations have been selected.
- c) **Player's Ranking:** The draft ranking or draft round for each player will be determined by calculating the average scores that each team (1 per team) completed at player evaluations. Pitchers will be considered first round, catchers will be second round, and the highest rated players will begin in the third round. The amount of players ranked for each round will be equivalent to the amount of teams in each age division.
 - 1. **Pitcher's Round:** Any player that pitched for their team the previous season is required to try out as a pitcher. If a player that pitched for their

team the previous season does not try out as a pitcher, they may be placed in the pitching round at Board discretion. If there are multiple pitchers on an existing team, the highest-ranking pitcher will be placed in the Pitchers Round, and the other remaining pitchers will be placed in the round they ranked overall. In addition, any player that does not try-out as a pitcher may not pitch for her team that season with the exception of a. she was unable to attend try-outs, b. she is a novice, beginning pitcher or c. her team's pitcher sustains an injury preventing her from pitching.

- d) **Siblings:** Siblings requesting to play on the same team as their sisters are automatically placed on that team in the round they are ranked. If a team drafts one child they will automatically be given the second. The player with the highest ranking will be placed in the current round, and second player will be placed in the round they are ranked.
- e) Player's rankings may be adjusted by the board in order to keep all teams balanced and fair.

II – Execution of the Draft

- a) **Team Numbers:** The head coach or representative will draw a paper with a number on it in order of attendance (First to arrive will be first to draw). The number drawn will correspond to the order that team will draft.
- b) **Draft Order:** The team drawing the number 1 will be the first to draft, except if that team already has a player designated in that round. The team that has drawn the number 2 will be next; again except if that team already has a player designated in that round. This process will continue in ascending numerical order until the highest drawn number is reached. At this point Round 2 will start, this time the team with the highest drawn number will draft first in the same manner indicated above. This process will continue in descending numerical order until the lowest drawn number is reached. At this point the next round will start, this time the team with the lowest drawn number will again draft first and the round will proceed in ascending numerical order. The draft will continue to alternate between ascending and descending team numbers as indicated above, until all players have been drafted. All choices are final when the next team begins its turn. Once all players that were rated at the player evaluation are chosen, then the players that did not attend will be available for drafting by the team up next for a pick.
- c) **Completion of Draft:** After the last player is drafted, The Board of Directors will assemble team packages and distribute them to each Coach. The draft is now concluded and all player placements are FINAL. There will be no trading of players nor will players be allowed to switch teams.

SECTION D – CONDUCT

- Rule 1 There are standards of conduct expected from every player, coach staff, team managers, family, spectators and other individuals associated with an HGSA team. No manager, coach, player, parent, guardian, or other individual

affiliated with a team will commit any violations of the Code of Conduct as defined by USA Softball and the Pacific Coast Region 14, and HGSA.

- Rule 2 A coach, assistant coach, non-coaching staff, player, parent, guardian, and other individuals affiliated with a team shall not commit any of the following conduct violations:
- (a) Lay hand on an umpire.
 - (b) Delay the game with stalling tactics.
 - (c) Use vulgar, profane, or abusive language.
 - (d) Use tobacco products of any kind (including vapes) within 200 feet of the playing field.
 - (e) Engage in a fight with a manager, coach, player, spectator, or game official.
 - (f) Engage in any unsportsmanlike conduct.
 - (g) Consume alcoholic beverages or any mind-altering substance on or near the facility premises before, during, or after a softball game or practice.
- Rule 3 All spectators, including families of players, will not engage in conversation with players or coaching staff during a game. Spectators must remain behind the field fences, outside team dugouts, and away from the backstop. **Spectators and teams are not allowed to use megaphones, whistles, or artificial noise-making devices including stereo/music equipment.**
- Rule 4 All coaching staff, team management, and players' families are responsible for enforcing appropriate spectator conduct.
- Rule 5 If, in the opinion of the umpire(s), the game cannot be continued in a sportsmanlike manner, the offending team shall forfeit the game.
- Rule 6 In the event of a violation of conduct, the umpire(s) & or HGSA Officer(s) shall immediately suspend the offender from the game and/or facility premises. In addition, they shall, within twenty-four (24) hours, make a verbal report to a member of the HGSA Board of Directors for further disciplinary action toward the player, coaching staff, team(s), and/or any other offending individual. [Note: Leaving a message on an answering machine is not considered to be a verbal report.]
- Rule 7 HGSA has the right to suspend or expel any players, coach, assistant coach, team manager, players' family, or member who exhibits continuous behavior that is contrary to the purpose of HGSA and its rules and regulations. The decision of HGSA and its Board of Directors is final.

SECTION E – COACHES RULES

- Rule 1 **Eligibility.** HGSA must approve and will appoint a coach and assistant coaches for each team each season. To qualify as a head coach, the individual must have held an HGSA-appointed assistant coaching position for at least one (1) prior season. Each appointed coach and assistant coach may only head coach one (1) team per season, but may, at the sole discretion of HGSA, be an assistant coach on one additional team. Exceptions apply.
- Rule 2 **Requirements.** All coaches, assistant coaches, and non - coaching staff must complete & sign an HGSA personnel enrollment form and an HGSA contract agreeing to abide by the rules and regulations of HGSA and USA Softball.
In accordance with USA Softball and HGSA rules it is mandatory that all coaches, assistants, and staff complete the background check & pass the Ace Certification test. This will be done at the coach's expense. Failure to pass either will result in not being allowed to coach in HGSA. **Anyone not ACE certified AND registered on the coaching staff is not allowed in the dugout or on the field.** It is mandatory that all coaches and assistant coaches attend all HGSA coach's meetings, coach's clinics, division tryouts, and division draft.
Each team must have one female on staff and present at every practice. Junior coaches **MUST** be at least 16 years old. **All coaches, coaching staff, and managers must be approved by the HGSA Board.**
- Rule 3 **Coach's Tenure.** All coaches, assistant coaches, and non-coaching staff serve voluntarily and without compensation by HGSA. A coach, assistant coach, and/or non-coaching staff may be removed whenever in HGSA's judgment it serves the best interests of the league.
- Rule 4 **Coach's Responsibilities.** Coaching staff and their non-coaching staff are held responsible for the actions of their players, parents and team followers, and are accountable to HGSA for any unsportsmanlike conduct. **No negative cheering from players, parents, spectators, or coaches will be tolerated.**
- Rule 5 **Sponsors.** Each team is required to have a sponsor. The sponsorship is \$400.00 per team. (Spring season is an exception where Land O Frost partially sponsors 6u, 8u and 10u teams). If the sponsorship isn't paid by the designated date given, the team will NOT be allowed to participate in the Fling Tournaments or end of the season playoffs. Any team receiving a sponsorship above \$700 total (including the \$400 league sponsorship) will receive half of that money and the league will receive the other half, with the exception of money earmarked for the Fling tournaments.
- Rule 6 **Practices.** All coaches will select a practice schedule at the coaches meeting or division draft and adhere to such practice schedule throughout the regular season. Teams are allowed one assigned weekday and one assigned

weekend practice plus an optional batting practice on their own time each week. Each player may have only 1 team batting practice per week. Once games conclude, teams are no longer allowed to practice until the following season begins and practice fields are assigned. Any changes/additions to practice times or fields **MUST** go through the league.

Unauthorized practices are defined as throwing, fielding, hitting, catching, pitching, running, scrimmaging, or any other aspect of the game of softball with more than 3 players from the same team on a non-league assigned field or during a non-league assigned time for your team (or the other team if a scrimmage game) with any of the coaches present. Any teams holding unauthorized practices will result in the immediate suspension of the head coach with possible further penalties. Unauthorized practices during the off-season will result in the head coach removal and possibly the team being disband.

Full teams may only show up 30 minutes prior to practice. All players **must** properly stretch for 15 minutes prior to throwing or practicing. Coaches in violation of these rules will be fined and/or suspended.

Rule 7 **Equipment.** Coaches will be provided upon request equipment for their respective division team. The league will designate a time and place for equipment hand out.

It is the responsibility of each coach to insure the proper use and storage of equipment during the season. Coaches will contact the Equipment Chairperson if they have any equipment that needs repair or replacement. All equipment must be returned at the end of the season. Coaches will be fined for any unreturned league equipment.

Rule 8 **Uniforms.** Coaches must report any problems with team uniforms to their league representative. If at the end of the season there are any unused uniforms they must be turned in along with the equipment. **Teams will wear ONLY league issued uniforms for their league games.** Teams wishing to put player or sponsor name on the jersey backs may do so at the team's expense with the exception of the 6U, 8U, and 10U in the spring season, which will exclusively have the Land O' Frost logo on their jerseys.

Rule 9 **Statistics.** It is the responsibility of each coach to maintain all of his or her team statistics. Games scores will be reported by the umpires at the completion of the game to a league representative.

Rule 10 **Rescheduling.** The only reason for rescheduling a game will be inclement weather conditions. All teams must be present at their game field 10 minutes prior to their scheduled game time, unless otherwise notified. It will be up to the umpire to call the game if necessary.

Rule 11 Protest Procedures: Only game rule infractions and player eligibility may be protested. A protest committee shall be composed of a quorum of the HGSA Board of Directors. When a situation arises during a game, the coach and/or assistant coach of the protesting team shall immediately notify the umpires and the opposing coach that the game is being played under protest from that point. This will provide all interested persons with the opportunity to take notice of the conditions surrounding the making of the decision, and will aid in the proper determination of the issue. Failure of a team to follow this procedure shall forfeit its right to file an official protest.

All protests must also be filed in writing with a HGSA Representative within twenty-four (24) hours of the game in question and shall include a fifty dollar (\$50.00) protest fee. If the protest is upheld, the filing fee will be returned to the team. If the protest is not upheld, the fee reverts to HGSA and will be considered a donation. The decision of HGSA shall be final.

Rule 12 Rules Violations. Violating any USA Softball or HGSA rule will result in a disciplinary action including but not limited to: written warning, fine, coach and/or assistant coach suspension (terms of suspension to be determined by Board), forfeiture of game, or removal from coaching position depending on the severity and circumstances of the rule broken. Fines range from \$25 to \$150 and will be determined by the Board of Directors and are considered a donation to the league. Coaches will be suspended until the fine is paid. Coaches may also receive a suspension in addition to a fine at board discretion.

SECTION G - HGSA GAME RULES

Rule 1 **6 & Under**

Description

The 6u division is the starting point for players 4-6 years old. Teams are put together based on age, geographic school locations, and other relationships. This division features beginners 101 teaching in a fun atmosphere that puts the emphasis on becoming familiar with our sport. The players are taught to throw, catch, hit, and run.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each team will receive a ½ game win. A game may be called early if the score of one team is not within reach of the other in the amount of time left.
- 2) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.

- 3) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 4) The same batting line-up will be used throughout the game. Late players may be inserted into the bottom of the lineup upon arrival.
- 5) Standard base distance will be used. Pitching distance is 25 feet for both coach and player pitch. A 10" RIF ball will be used with a new one supplied by the home team. Scores are recorded in this division.
- 6) Coaches will act as plate umpire for this division while their team is on **defense**. Teams may have one coach in the outfield, one coach assisting the infield while on defense. On offense, standard first and third base coaches will be used.
- 7) All players present will be fielded. The outfield players must start on the grass before the ball is pitched, but may enter the infield after.
- 8) Coach pitch will be used from the start of the season. If a batter fails to put the ball in play after 4 pitches/swings, they are allowed 2 swings off the tee before being called out. Mid-season (after 6 games through playoffs) the league will reevaluate with coaches with the option to proceed to player pitch. In player pitch, pitchers will get 4 pitches and the coach will resume the strike count. There will be no walks or hit by pitches.
- 9) No player may play the same position for more than 2 innings per game, including pitcher. Even 1 pitch constitutes an inning. If a team is in violation of this rule, the game will go down as a forfeit.
- 10) "Bat-around," batting the entire roster in attendance, will be used for the entire season.
- 11) **If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.**
- 12) Bunting, slapping and switch hitting are allowed. Bunting is **not** allowed off the tee only.
- 13) There will be one (1) base per hit. Runners may advance one base on an overthrow of a batted ball, with the exception of home.
- 14) Stealing is allowed off coach or player pitch when ball is released. Only one base per pitch can be stolen with no advancement on overthrows. There is no stealing home.
- 15) **To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.**
- 16) Teams change sides after either 3 outs or **4 runs** score. Teams must bat the next player in their line-up.
- 17) There will be no drop third strike or infield fly.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed.

Rule 2 **8 & Under**

Description

The 8u division is the starting point and continuation for players 7-8 years old. Teams are put together based on age, geographic school locations, and other relationships. This division features beginners teaching in a fun atmosphere that puts the emphasis on becoming familiar with our sport, while playing closer to the standard rules of softball. The players are taught to pitch, throw, catch, hit, and run as well as the rules of the game.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each team will receive a ½ game win. A game may be called early if the score of one team is not within reach of the other in the amount of time left.
- 2) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.
- 3) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 4) Standard base distance will be used. Pitching distance is 30 feet for player pitch. A 10" RIF ball will be the official ball. Scores are recorded in this division.
- 5) There will be one USA Softball umpire in every game. The coach will supply the plate umpire and the opposing team with a copy of the player line-up before the game begins. The same batting line-up will be used throughout the game.
- 6) Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
- 7) Teams may have **one** coach in the outfield while on defense. On offense, standard first and third base coaches will be used.

- 8) Each team will field 10 players while on defense, with 4 outfielders being used. The outfield players must start on the grass before the ball is pitched, but may enter the infield after. Free defensive substitution of players will be used, including the pitcher.
- 9) Coaches are required to play each player a minimum of 2 defensive innings per game. If this requirement is not met, they must start that player in the next scheduled game.
- 10) No player may play the same position for more than 2 innings per game, including pitcher. Even 1 pitch constitutes an inning. If a team is in violation of this rule, the game will go down as a forfeit.
- 11) If a team only has 8 players in attendance, an out will be taken when the ninth position is up to bat. Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
- 12) Player pitch will be used from the start of the season, with standard batter counts being used. Batters may be walked after 4 balls or after being hit by a pitch. It does not matter whether the ball hits the ground first or not, just like in regular USA Softball play, it is up to the umpire's judgement whether first base should be awarded.
- 13) "Bat-around," batting the entire roster in attendance, will be used for the entire season.
- 14) If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.
- 15) Bunting, slapping and switch hitting are allowed.
- 16) Runners may advance one base on an overthrow of a batted ball, with the exception of home. Runners may only advance beyond third base on a hit. Batter/runners may advance any amount of bases including homeruns on a hit, but once the ball is back into the infield, the overthrow rule goes into effect.
- 17) Stealing is allowed when ball is released. Only one base per pitch can be stolen with no advancement on overthrows. There is no stealing home.
- 18) To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.
- 19) Teams change sides after either 3 outs or **4 runs** score. Teams must bat the next player in their line-up.
- 20) There will be no drop third strike or infield fly.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based

on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed.

Rule 3 **10 & Under**

Description

The 10u is beginning of competitive play for 9-10 year olds; for girls who have aged up or newcomers to the league and sport. All girls who participated in the mandatory try outs are then drafted on to newly formed or existing teams where their ranking places them in the rounds they rated to keep the teams balanced. The girls in this division are playing real competitive ball with emphasis on the skills and rules of the sport.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each will team will receive a ½ game win.
- 2) The USA Softball mercy rule of 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings will apply. A game may also be called early if the score of one team is not within reach of the other in the amount of time left.
- 3) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.
- 4) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 5) Standard base distance will be used. Pitching distance is 35 feet. An 11" Dream Seam ball will be the official ball.
- 6) There will be one USA Softball umpire in every game. The coach will supply the plate umpire and the opposing team with a copy of the player line -up before the game begins. The same batting line-up will be used throughout the game.
- 7) If a team only has 8 players in attendance, an out will be taken when the ninth position is up to bat. Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
- 8) The standard 9 defensive players will be fielded. Free defensive substitution of players will be used, including the pitcher.

- 9) Coaches are required to play each player a minimum of 2 defensive innings per game. If this requirement is not met, they must start that player in the next scheduled game.
- 10) Pitchers may pitch only three (3) innings per game. One (1) pitch constitutes an inning.
- 11) “Bat-around,” batting the entire roster, will be used for the entire season.
- 12) If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.
- 13) “Drop third strike” and “infield fly” rule will be used in this division. You may steal home. Runners are encouraged to slide and/or avoid collision at home if there is a play being made.
- 14) Bunting, slapping and switch hitting are allowed.
- 15) To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.
- 16) Teams change sides after either 3 outs or **5 runs** score. Teams must bat the next player in their line-up.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed.

Rule 4 **12 & Under**

Description

The next step of progression for the developing 11- 12 year old competitive players whom have moved up, but there are still a number of athletes new to the sport joining in. As was with the 10u division, mandatory try - outs and drafts are again used to fill both new and existing teams. These athletes are further honing their skills, learning game tactics, and having a blast cheering each other on during competitive games.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each team will receive a ½ game win.
- 2) The USA Softball mercy rule of 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings will apply. A game may also be called early if the score of one team is not within reach of the other in the amount of time left
- 3) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.
- 4) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 5) Standard base distance will be used. Pitching distance is 40 feet. A 12” Dream Seam ball will be the official ball.
- 6) There will be two USA Softball umpires in every game. The coach will supply the plate umpire and the opposing team with a copy of the player line-up before the game begins. The same batting line-up will be used throughout the game.
- 7) If a team only has 8 players in attendance, an out will be taken when the ninth position is up to bat. Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
- 8) The standard 9 defensive players will be fielded. Free defensive substitution of players will be used, including the pitcher.
- 9) Coaches are required to play each player a minimum of 2 defensive innings per game. If this requirement is not met, they must start that player in the next scheduled game.
- 10) Pitchers may pitch only three (3) innings per game. One (1) pitch constitutes an inning.
- 11) “Bat-around,” batting the entire roster, will be used for the entire season.
- 12) If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.
- 13) Bunting, slapping and switch hitting are allowed.
- 14) On stealing home, or any base, it is mandatory to slide and/or avoid collision if a play is in progress at that base. If the umpire finds interference or obstruction, the player will be called out. If the umpire judges the interference or obstruction malicious, the player could be ejected for unsportsmanlike conduct.
- 15) To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a

pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.

- 16) Teams change sides after either 3 outs or **5 runs** score. Teams must bat the next player in their line-up.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed.

Rule 5 14 & Under

Description

In many ways this is the "finishing school" for advanced 13-14 year old competitive players and cross over athletes who wish to play high school softball. As with the younger divisions, the try out and draft system distributes new players to promote parity among both the new and returning teams. Fun and fierce best describes this division as the ladies develop into accomplished ballplayers, ready to play at the scholastic level.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each team will receive a ½ game win.
- 2) The USA Softball mercy rule of 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings will apply. A game may also be called early if the score of one team is not within reach of the other in the amount of time left.
- 3) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.
- 4) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 5) Standard base distance will be used. Pitching distance is 43 feet. A 12" Dream Seam ball will be the official ball. Metal cleats **are** allowed.
- 6) There will be two USA Softball umpires in every game. The coach will supply the plate umpire and the opposing team with a copy of the

- player line -up before the game begins. The same batting line-up will be used throughout the game.
- 7) If a team only has 8 players in attendance, an out will be taken when the ninth position is up to bat. Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
 - 8) The standard 9 defensive players will be fielded. Free defensive substitution of players will be used, including the pitcher.
 - 9) Coaches are required to play each player a minimum of 2 defensive innings per game. If this requirement is not met, they must start that player in the next scheduled game.
 - 10) Pitchers may pitch unlimited innings in a game.
 - 11) "Bat-around," batting the entire roster, will be used for the entire season.
 - 12) If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.
 - 13) Bunting, slapping and switch hitting are allowed.
 - 14) On stealing home, or any base, it is mandatory to slide and/or avoid collision if a play is in progress at that base. If the umpire finds interference or obstruction, the player will be called out. If the umpire judges the interference or obstruction malicious, the player could be ejected for unsportsmanlike conduct.
 - 15) To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.
 - 16) Teams change sides after either 3 outs or **5 runs** score. Teams must bat the next player in their line-up.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed.

Rule 6 **16/18 & Under (Fall Only)**
 Description

This division is for the 15-18 year old players who wish to play for fun, extra practice and experience prior to the next high school session. Players of all skill levels are still welcome. This is some great softball, featuring some familiar faces that in some cases have been in our program for over 10 years.

USA Softball rules will be used with the following modifications:

- 1) Game time is 1 hour and 20 minutes, which starts counting down on the first warm-up pitch. No new inning will begin after this time is up, but the game will be played to completion. If the score is tied, the game will be recorded as a tie and each team will receive a ½ game win.
- 2) The USA Softball mercy rule of 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings will apply. A game may also be called early if the score of one team is not within reach of the other in the amount of time left
- 3) Teams must be at their dugout 10 minutes before game time. Forfeit time is 5 minutes after scheduled game time unless the prior game has run over.
- 4) Home team, which is listed first on the schedule, will always be in the third base dugout and provide a new game ball.
- 5) Standard base distance will be used. Pitching distance is 43 feet. A 12” Dream Seam ball will be the official ball. Metal cleats **are** allowed.
- 6) There will be two USA Softball umpires in every game. The coach will supply the plate umpire and the opposing team with a copy of the player line-up before the game begins. The same batting line-up will be used throughout the game.
- 7) If a team only has 8 players in attendance, an out will be taken when the ninth position is up to bat. Late players may be inserted into the bottom of the lineup upon arrival. If a team has less than 8 players at game time, the game will be a forfeit.
- 8) The standard 9 defensive players will be fielded. Free defensive substitution of players will be used, including the pitcher.
- 9) Coaches are required to play each player a minimum of 2 defensive innings per game. If this requirement is not met, they must start that player in the next scheduled game.
- 10) Pitchers may pitch unlimited innings in a game.
- 11) “Bat-around,” batting the entire roster, will be used for the entire season.
- 12) **If a player is not able to bat in their place in the batting order, injured or otherwise, the batting order will be compressed to the number of batters in the batting order less the player with no out recorded for the player unable to bat. The player will not be able to re-enter the game offensively or defensively.**

- 13) On stealing home, or any base, it is mandatory to slide and/or avoid collision if a play is in progress at that base. If the umpire finds interference or obstruction, the player will be called out. If the umpire judges the interference or obstruction malicious, the player could be ejected for unsportsmanlike conduct.
- 14) **To speed up the game, a courtesy runner can be used for the pitcher or catcher only when there are 2 outs. In the event of an injured runner, a pinch runner may be used. Any player in the game may be used as a pinch runner or courtesy runner. If a player is on base when it is their time to bat they will be removed from the base to take their turn at bat and the person who they are running for will be called out.**
- 15) Teams change sides after either 3 outs or **5 runs** score. Teams must bat the next player in their line-up.

HGSA will host an end of the season playoff to determine 1st and 2nd places (depending on the amount of teams possibly 3rd, etc.). Regular season rules apply. Seeding will be based on season win-loss-tie record. In the event of a tie, a tie-breaker will be determined in the following order: win-loss record head-to-head, runs allowed head-to-head, runs scored head-to-head, runs allowed the entire season, run scored the entire season. In the event of a 3-way tie, head-to-head win/loss cannot apply and the tie-breaker will go directly to runs allowed

Women's – 18+ Division

This new & unique division is for all women 18 years and older that have finished high school. A great opportunity for those who have the desire to continue playing the sport they have loved for years. This is a competitive level of ball consisting of prior high school, travel and even college players.

USA RULES APPLY – No per inning run cap.

SECTION I - ACKNOWLEDGEMENT OF RISK

Rule 1 This program is of a recreational nature, and those who participate recognize the hazards attendant to such participation. Therefore, program participants shall in no way hold the Amateur Softball Association - J.O. Division, or HGSA, and their agents or representatives, liable for any alleged claim arising as a result of their participation in this program.