

SCGSL 2019 Game Rules

The South Central Girls Softball League **provides play for teams in support of improving area high school programs**. Accordingly each age division has as its purpose the following:

- **U10 and U12 teach competitive fastpitch softball**
- **U14 teaches and prepares players for high school competition**
- **U16 and U18 prepares players for JV and Varsity action**

We encourage area communities to field teams from their local school district and to provide all ages opportunities to play competitive softball.

We have crafted rules making it easier for our coaches to play as many girls each game as possible. While not perfectly following NFHS/WIAA rules, we intend to maintain all NFHS/WIAA rules except those changes approved by the **Board of Directors**. Minimizing rules deviations maintains consistency for the players, coaches and umpires.

U10, U12, U14, HS(U16/U18) will follow NFHS/WIAA rules unless noted below.

1. **Each team must consist of players attending a geographic school community or a private school.** Players not in attendance at that school district are not eligible for that team. Tournament type teams are not allowed.

Coaches are required to submit one of the following forms of proof of enrollment for their community players:

- ***A current copy of each of their players report card or***
- ***Copy of their Student ID***
- ***A letter from the school they attend to verifying eligibility to play with that community league at Scheduling Night with the team roster.***

Players can play up or down **during the regular season** as long as they are age eligible. **Out of School District exceptions must be approved by the board.**

2. **South Central Girls Softball League will follow in accordance with the WIAA Transgender Participation Policy as follows:**

<https://www.wiaawi.org/Portals/0/PDF/Eligibility/WIAAtransgenderpolicy.pdf>

3. **Each team will need a minimum of 7 age-eligible players to start a game.** After the game has started, a newly arrived player will be added to the end of the batting order as last batter. If a team has six or less players, they forfeit, but it is suggested that one team donate players to allow the game to be played. Since players, coaches, umpires & fans are in attendance, playing the game benefits those in attendance. A forfeit does not provide playing time for anyone. During the regular season, Teams are allowed to borrow from their other community teams within the same level in order to make up a roster of up to 9 players - Abuses of this rule for the purpose of a competitive edge will not be tolerated and may result in forfeiture.

4. **Any team may provide a batting order up to their full roster of players.** However once the order is decided at the pre-game meeting with the umpires, changes are not permitted except as specified in Rule 2 (starting the game with less than 9 players). Abuses of this rule for the purpose of a competitive edge will not be tolerated and may result in forfeiture.

a. **If a team chooses to bat more than 9 players,** free substitution can be used. Which means defensively, any player may enter the game at any time for any number of times and at any number of positions. The defensive alignment has nothing to do with the batting order. Otherwise, If a team chooses to use a line-up of 9 players (10 including DP/Flex), standard NFHS/WIAA substitution rules will apply.

b. **Pitchers and catchers are permitted to have courtesy runners.** The last out prior to batter will be the runner. If that runner cannot perform then the next previous batting out will be the courtesy runner.

c. **Any player not able to perform,** will be dropped from the batting order (not an out) and cannot bat the remainder of the game.

d. **All levels will use 9 defensive players ONLY.**

5. **Additional U10 rules:**

a. No dropped third strike. Batter is out.

b. No stealing of Home Plate unless there is a play or an attempt at a play to 3rd base. Runner may NOT advance to Home on a passed ball or Wild Pitch. Otherwise, all other normal base running rules apply.

c. Stealing/leading off of other bases will not be allowed until the ball crosses home plate.

d. There will be NO coach pitch allowed. **This is NOT a coaches or umpires decision at game time.**

6. **Calling the game off because of a rainout before the game has started is the Home Team responsibility. Once the game has started it is up to the umpires.** Rescheduling the game in either case is the home team's responsibility and must be mutually agreed upon by BOTH Coaches.

a. Results of divisional games are to be reported to the designated board contacts or website.

b. If the number of teams in the division dictates that only ONE league divisional game is played and more than one game is played against the same divisional opponent, **the game that counts in the standings must be designated and agreed upon by BOTH Coaches.**

c. If a doubleheader is played against a divisional opponent, **the game or games that count in the standings must be designated and agreed upon by BOTH Coaches.** Each doubleheader game is required to be at least 5 innings.

d. If a re-schedule date cannot be agreed upon by both coaches, the league reserves the right to determine a forfeit by one of the teams involved.

7. **Rainout Rules Once Play has Started:** SCGSL will play in accordance with the WIAA rainout rules.
- 5 innings must be completed, if the home team is losing to be counted as a complete game.
 - 4- $\frac{2}{3}$ innings must be completed, if the home team is losing. Meaning the one home team player must bat for it to be a complete game in the event of rain.
 - If the game doesn't reach either of these requirements it must be completed at a different day, picking up where it was left off.
 - Both Coaches must agree on a time and day immediately after the rainout is called.
8. Tie games at the end of the time limit (U10 and U12) OR after 7 innings **will commence with the last previous out at second base to start each extra inning (International Tie-breaker rule). There will be no Ties in SC play.** League divisional games suspended/canceled due to weather/darkness should be continued/re-scheduled on a date agreeable to both Coaches (see #5).
- U14 and HS (U16/U18) – No time limits unless agreed to by BOTH coaches. **This is not an umpire decision to have a time limit for the game.**
 - U10 and U12 – No inning may start after 90 minutes after the game start time.
9. **Championship Games** will be played at the end of season for each level. Both teams will receive medals for 1st and 2nd place. All league rules will apply for these games EXCEPT there will be **no time limit for U10 and U12.**
- The league will set the date for the Championship Games and communicate the dates of the games at the Scheduling meeting. The league will provide the fields and the umpires for these games.
 - If any division has more than two divisions, there will need to be a playoff game prior to championship game night. The league will determine who needs to play in any playoff games and also determine when and where the playoff game will be played and provide the umpires. **NOTE – Divisions determined to be in this situation at the Scheduling meeting should reserve the week prior to the championship games for this.**
 - If the team eligible to play in any playoff game or championship game CANNOT play in the game, notice must be given to the league a week in advance. The league will then determine the next team eligible to play in the playoff game or championship game and notify them as soon as possible.
 - Rosters will be checked for ALL playoff and championship games.**

10. **Home teams are responsible for finding and paying the Umpires for regular season games.** PLEASE contact a Board member if there are any issues with officials. Failure to use the required umpires as listed below may result in forfeiture of the game by the home team as determined by the board.

a. U10/U12/U14 games require a WIAA or ASA registered umpire behind the plate. For the base umpire you may use a high school age official that has been to an umpire clinic OR a parent.

b. HS (U16/U18) games require two WIAA or ASA registered umpires.

c. Recommended rates for registered umpires are \$40.00 per game. For double headers, each team is responsible for paying the umpires for one game. Pay for un-registered umpires for U10/U12/U14 games can be negotiated by the Home team.

11. **Run ahead rule – NFHS/WIAA rule of 10 runs after 5 innings for ALL levels.** The WIAA rule of 15 after 3 will not be used unless agreed upon by both coaches. **This is not an umpire decision to enforce other run ahead rules.**

a. U10 - Each inning is over after 3 outs or 5 runs are scored, whichever comes first.

b. U12 - Each inning is over after 3 outs or 8 runs are scored, whichever comes first.

NFHS/WIAA/ASA pitching distances will be used: U10 is 35' and U12 is 40'. U14, HS(U16/U18) is 43'. We will be using NFHS/WIAA mechanics for ALL levels. The difference being the pitcher does not need to start with both feet on the pitching rubber and can take a step back with the non-pivot foot. 12" ball will be used for U12, U14 and HS (U16/U18). 11" ball will be used for U10.

Please continue to encourage good sportsmanship from your players, coaches and fans. Problems should be reported to the Board and continued bad behavior will not be tolerated. Players or coaches could face sanctions up to and including termination of your right to participate in the South Central Girls Softball League.

Other rules for each age group may be added by the Board of Directors as they see fit. Any proposed changes of the above stated rules or policies must be presented to the **Board of Directors** at a **regular meeting** prior to the start of the season.

Updated 2/17/19