

# NORTH COUNTY COMMUNITY GIRLS SOFTBALL LEAGUE

## "White Page" Rules – 2017

(Supersedes & Supplements rules as written in the 2017 PONY Rule Book)

### League Regulations

#### 1. TEAMS & ROSTERS

A. League Representative is responsible for assuring that rosters meet NCCGSL Age and Talent Parity rules. Age Parity is defined as +/- 2. This includes each League Age group and Total Player Count.

B. League Representative shall submit two (2) copies of preliminary team rosters at the Registration Meeting.

C. League Representative shall submit final roster to age group VP by the Wednesday before Opening Day.

1.) Players whose names do not appear on the roster are not eligible to play.

2.) Players may be rostered to only one (1) team. Exception: League Age 14 (See Rule 1.E.)

3.) 8U – HSE teams should have at least 12 & not exceed 15 players. 6U should have at least 5 & not exceed 11 players – Exceptions must be approved by the NCCGSL Board.

4.) Rosters may be changed with the approval of VP and Director.

a.) Maximum 3 changes per season per team; one change per season per player.

b.) Roster changes after May 1st must be approved by the NCCGSL Executive Board

D. Managers are responsible for carrying a copy of their roster for perusal by opponent.

Game may only be protested by challenging manager and illegal player named prior to perusal request. If player is found legal and/or the protest is withdrawn, the challenging manager will be ejected.

1.) Use of an illegal player will result in forfeiture of all games in which illegal player participated

a.) Player and manager are suspended from the NCCGSL for the remainder of this season

b.) Player and manager are suspended from the NCCGSL for all of the following season

c.) Team forfeits all NCCGSL post season team awards

d.) The NCCGSL Board reserves the right to review and increase the penalty

E. League Age 14 players may double roster on a 19U (High School Eligible) team

1.) League Age 14 players can double roster only within their organization

a.) Exceptions must be approved by NCCGSL Board

b.) Exceptions considered only when their organization does not field a 19U team

2.) Double rostered player's first allegiance is to their 14U team, i.e. the player cannot quit the 14U team and play only for the 19U HS Eligible team. Penalty: player is disqualified from NCCGSL for the remainder of the season.

#### 2. LEAGUE AGE

A. League Age Groups are 6U, 8U, 10U, 12U, 14U & HS Eligible (19U)

B. League Age is determined by player's age on December 31 of the year prior to upcoming season (birth year)

##### 1.) Age Chart

1997 = 19	1998 = 18	1999 = 17	2000 = 16	2001 = 15	2002 = 14
2003 = 13	2004 = 12	2005 = 11	2006 = 10	2007 = 9	2008 = 8
2009 = 7	2010 = 6	2011 = 5	2012 = 4	2013 thru 2017: ineligible	

1.) A player cannot "play down" into a lower age group

2.) A player may be protested at any point during the game

a.) If player is declared ineligible, she may not play in this or future games for this team.

\*\* Notify NCCGSL VP and League Rep \*\*

### Players

#### 3. PLAYER'S RESPONSIBILITIES

A. All players' first allegiance must be to the NCCGSL. Those playing for other softball organizations whose schedule conflicts with any NCCGSL event (games, practices, fundraisers, etc.), shall be informed that the

NCCGSL event has priority over other organizations' events. **(EXCEPTION: Girls playing for their High School softball team)** Penalties may include forfeiture of all games in which this player participated and/or expulsion of player from the NCCGSL.

- B. Players must participate in at least half of their team's scheduled games from their date of registration to be eligible for the playoffs. Exceptions will be considered for players attending schools outside of the area who are not commuting home on a daily basis as long as they are registered before the cut-off date.

## Equipment

### 4. BALL

- A. 10U, 12U 14U & HSE - **Optic yellow softball with leather covers, clearly stamped with Core: .47 & Compression: 375#**
- B. 10 & Under uses an 11" Optic Yellow Ball
- C. 12U, 14U & HSE all use a 12" Optic Yellow Ball
- D. 8U uses an 11" Safety Ball, preferably an Easton "Soft Touch Incrediball" **with rubber cover (not cloth)**
- E. 6U uses a 10" Safety Ball, preferably an Easton "Soft Touch Incrediball" **with rubber cover (not cloth)**
- F. **Any ball with a synthetic cover is illegal (except "Incrediball").**

### 5. UNIFORMS & SAFETY EQUIPMENT

- A. League-issued uniforms, T-shirts and headwear should be worn.
  - 1.) Handkerchiefs or bandanas do not qualify as headbands and cannot be worn, either around the head or around the neck
  - 2.) Plastic visors and mirrored sunglasses are not allowed
- B. All safety equipment and other gear must meet the requirements as listed in the PONY Rules.
  - 1.) **Double ear flaps and face guards are required on all batting helmets**  
**Safety Note:** Top inside padding of helmet must be touching the top of player's head.
  - 2.) **Use of chin straps is encouraged but not mandatory.**
- C. **Catchers must wear all protective gear**
  - 1.) Shin guards, chest protector, full helmet with double earflaps and mask with throat protector.
  - 2.) Any player or minor serving as a catcher to warm-up a pitcher must wear a mask and helmet.
- D. **Batters, Base Runners, On-Deck Batters, and Player Coaches must wear batting helmets at all times while on the playing field.**
- E. **Jewelry may not be worn during the game.**
  - 1.) Watches, bracelets, earrings, necklaces, chains, rings or any other item judged dangerous by umpire
  - 2.) Medical alert necklaces or bracelets may be worn but must be securely taped to the body
- F. **Any player entering the playing field wearing metal cleats shall be immediately ejected. NO WARNING!**
- G. **Pitchers & corner infielders are encouraged (but not required) to wear an approved face mask.**

### 6. BLOOD & ACCIDENT RULE

(In addition to PONY Softball Rules COMMUNICABLE DISEASE PROCEDURES)

- A. **In case of a serious accident and/or when bleeding occurs, the umpire shall immediately stop the game.** A coach, trainer, or other authorized person shall be summoned to administer to the injured person. A player, coach or umpire who is bleeding must be treated before continuation of play. The bleeding must be stopped and the open wound covered. If, in the Umpire's judgment, treatment is administered in a reasonable amount of time, the individual will not have to leave the game. Contaminated clothing must be changed before the injured party may participate. All contaminated equipment must be disinfected prior to use. Contaminated soil or other field areas must be cleaned, covered, removed or otherwise made safe prior to resumption of play.
- B. The Game Clock stops from the time of accident/injury until the time play is resumed.
- C. **All Safety Equipment must be worn.** Other uniform rules will not be enforced if a uniform change is required.
- D. If an injured Pitcher leaves the game for treatment **and returns as pitcher in the same inning**, pitching records will be treated as if she never left the game. The relief pitcher is not charged with an inning and is eligible to return as pitcher in a later inning.

## Playing Field

### 7. BASE & PITCHING DISTANCES; BUNTING & INFIELD FLY RULE

	6U	8U	10U	12U	14U	HSE
Base Distance	50'	50'	60'	60'	60'	60'
Pitching Distance	33'	33'	35'	40'	43'	43'
Bunting	NO	NO	YES	YES	YES	YES
Infield Fly Rule	NO	NO	NO	YES	YES	YES
Dropped Third Strike	NO	NO	NO	YES	YES	YES

### 8. PITCHER'S PLATE

- A. Pitcher plate shall measure 24 inches long and 6 inches wide
- B. Distance is measured from the back of home plate to the front of the pitcher's plate
- C. There shall be a circle around the pitcher's plate measuring 16 feet in diameter
  - 1.) The circle is measured as an 8 foot radius from the front center of the pitcher's plate

### 9. BATTER'S BOX

- A. The batter's box, one on each side of home plate, shall measure 3 feet wide by 7 feet in length
- B. The inside line of the box shall be 6 inches from home plate
- C. The front line of the box shall be 4 feet forward of a line drawn through the center of home plate

## The Game

### 10. UMPIRES

**Safety Note** - Home team must have umpire equipment available for volunteer umpires.  
All adult umpires **must** wear a mask.

**All umpires who are minors must wear full equipment (mask, chest protector & shin guards)**

- A. It is the home team's responsibility to provide a qualified umpire.
  - 1.) Games cannot be postponed if the umpire doesn't show
    - a.) Managers should agree on an umpire chosen from among the spectators
    - b.) There are 2 umpires at every game - the two managers!
- B. With the home organization's consent regarding their field, it is the umpire's responsibility to determine if field and weather conditions allow the start and/or continuation of the game.
- C. Umpire will conduct a pregame meeting at home plate 10 minutes prior to the scheduled start time.
- D. 10U – HSE - Team must have **8** players to start and finish a game.
  - 1.) Team **will not** take an out for missing the 9th or 10th batter in the order.

### 11. PREGAME MEETING

- A. Lineups are exchanged prior to start of game.
  - 1.) **Players who are not present shall be removed from the lineup at this time**
  - 2.) **Players arriving late shall be placed at the bottom of the lineup, even if before the first pitch**
- B. During pregame meeting, Manager must notify umpire of any ineligible players.
  - 1.) This includes players benched for disciplinary reasons

- C. Umpire and both managers should be aware of **artificial curfew times** prior to the start of game.
  - 1.) Terms of curfew must be stated at this time
- D. During the regular season, the game start can be delayed for up to 15 minutes, from the original scheduled game start time, to wait for the minimum number of players to arrive for either team.
  - 1.) The game clock starts at the original game start time.
  - 2.) If a team does not have the minimum number of players, present and at the field, within 15 minutes, the team short players, will be issued a forfeit and the game will not be played.
  - 3.) All games that start late, for shortage of players, must be reported in the game incident report to VPs.
  - 4.) Excessive late starts by a team may result in forfeiture of games.
  - 5.) Exceptional circumstances, like an unexpected major road closure shutting down all traffic, may be considered by the umpire.

## 12. DEFENSIVE PLAY

- A. **10U, 12U, 14U and HS Eligible** may play 10 players in the field
  - 1.) The pitcher and catcher in their designated areas, plus 8 fielders in the field of play.
- B. **Each player must play a minimum of 3 innings per game in the field.** (Players may alternate innings)
- C. A team is allowed 3 charged defensive conferences per game.
  - 1.) Each charged conference after the third requires a pitching change
  - 2.) In an extra inning game, each team is allowed one charged conference per inning
    - a.) Additional charged conferences require a pitching change
    - b.) Unused conferences from the regulation game are not carried over into extra innings
- D. Defensive coaches are not allowed on the field and must stay in the dugout.
- E. Catchers are responsible for retrieving and returning all pitches thrown by the pitcher.

## 13. OFFENSIVE PLAY

- A. **All teams must bat roster.**
  - 1.) All players present must be listed in the order they will bat.
  - 2.) If any player refuses to bat, she must take an out.
  - 3.) Any player leaving the field due to illness or injury may not return to the game without the approval of the umpire and opposing manager.
  - 4.) If a player is leaving the game and will not return (injury, school function, piano lesson), their name will be removed from the lineup **without penalty**.
  - 5.) Any player who is out of the game due to injury or Blood Rule will have their turn at bat canceled **without penalty**.
- B. The offensive team is allowed one conference per inning between a manager/coach and a batter/runner
  - 1.) Penalty: Ejection of manager or coach who insists on another conference
- C. **Batter must keep one foot inside the batter's box between pitches.**
  - 1.) Failure to keep one foot in the box may result in a strike on the batter for delay of game
  - 2.) A strike should not be called, for the act of stepping out of the batter's box that does not constitute a delay of game.
  - 3.) This rule is not intended to penalize the player. It is intended to speed up the game.
  - 4.) No strike should be called, without a warning to the batter. Any number of warnings can be issued to the same batter.
  - 5.) Exceptions and complete rule can be found at (*Pony Rules 8-1 & POE 5*)
- D. The hand is **not** part of the bat. (*PONY Rules Pg. 71 Rule 10 sec. 1.e*)
- E. It is illegal to throw the bat after hitting the ball – “sling the bat” in a manner potentially dangerous to others
  - 1.) First team offense: Team warning
  - 2.) All future offenses: Dead ball. Batter is out. All runners return to their original base.

## 14. PITCHING

- A. **6U & 8U:** Coach Pitch (see Supplement Sheet)
- B. **10U, 12U, 14U, HSE:** Fast Pitch
  - 1.) The pitcher must start with **both feet touching** the pitcher's rubber, hands apart and to their sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitcher's rubber. Prior to presenting the ball, the pitcher may rock backward but **must keep both feet in contact** with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter. **Complete details for pitching rules are in the PONY Rule Book.**
  - 2.) 10U pitchers may also start from the "K" position
    - a.) The pitcher must start by facing either first or third base. The pivot foot must be touching the rubber. The lead foot must be in a direct line between the pivot foot and home plate.
    - b.) After taking position described in a), the pitcher must first take a sign from the catcher. She must then present the ball before beginning her pitching motion.
    - c.) The pitcher shall move her throwing hand backward (in a direction opposite to that of delivery of ball to batter) and no farther than a position of 12 o'clock ("K" position)
    - d.) The pitcher is allowed (but not required) to pause when she reaches the point where she will start to deliver the ball toward the batter. Once she begins her forward delivery, she may not hesitate or pause again prior to releasing the ball. To do so would constitute an illegal pitch.
  - 3.) All pitchers may re-enter as pitcher once per game
  - 4.) The delivery of one pitch in an inning counts as a full inning pitched.
  - 5.) **10U:** A pitcher may pitch a maximum of three (3) innings per game.
  - 6.) **12U:** A pitcher may pitch a maximum of four (4) innings per game.
  - 7.) **14U: A pitcher may pitch a maximum of five (5) innings per game.**
  - 8.) **19U:** A pitcher is limited to 7 innings in a game and 10 innings in an originally scheduled week.
    - a.) Pitching records will reset for an originally scheduled week on Saturday night at 11:59pm.
    - b.) Pitching records will be updated on the league website, however, it is the responsibility of both coaches to exchange accurate pitching records for the originally scheduled week, during the pregame meeting.
    - c.) Providing a false or incorrect pitching record, which leads to exceeding the allowed innings for a pitcher, will result in forfeiture of the game and suspension of the manager.
  - 9.) A pitcher who exceeds her pitching limits is immediately removed as pitcher and the manager is ejected.
  - 10.) **Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm-up pitches, whichever comes first.**
    - a.) A ball is awarded to the batter for each additional pitch
- C. Illegal Pitch
  - 1.) When an illegal pitch is called, a delayed dead ball situation occurs.
    - a.) The manager has the option of taking the result of the play or the illegal pitch penalty, which is a ball on the batter and all runners advance one base.

## 15. BASE RUNNING

- A. **All Age Groups: A runner must do one of the following to avoid a collision with another player. Slide (except 6U & 8U); give themselves up; attempt to go around a fielder who has the ball and is waiting to make a tag or if permissible, retreat back to the base they left from.** This applies to all fielders and all bases. **Penalty:** Runner can be declared out and (if flagrant) faces ejection from the game.
- B. Runners are awarded two bases on an overthrown ball that goes out of play. **Runners are awarded one base on a pitched passed ball that goes out of play.** Bases are awarded by the runners' position on the field **at the time the ball leaves the fielder's hand.** This is an umpire judgment call.
- C. Coaches cannot touch or aid base runners while ball is in play. (Penalty: runner out)
- D. **6U & 8U:** see Supplement page
- E. **10 & Under**
  - 1.) Runners must stay in contact with the base **until the ball has passed home plate.**
  - 2.) Stealing is permitted, with the exception of Home Base.

- 3.) Runner from first base may advance one additional base, in jeopardy, on an errant throw by the catcher to second base during an attempted steal of second base.
- 4.) Runner from first base can advance only to third base on an attempted steal of second base, even if there is an attempted play at third base resulting in an overthrow.
  - a.) If the runner reaches third and leaves the base, the runner is in jeopardy to be put out.
    - 1.) This includes a runner that overruns third base or continues to home plate.
    - 2.) The runner is in jeopardy, even after the runner passes home plate. The runner must return to third, by touching the bases in the proper order.
    - 3.) The runner is out, if out of the base path, while avoiding a tag.
    - 4.) If the runner leaves the field of play, it is a dead ball and the runner is out.
- 5.) Runner on third base can advance to home, in jeopardy, on a throw to **any** base during a stolen base attempt or on an attempted pickoff at **any** base.
- 6.) Under no circumstance can a runner advance to home:
  - a.) On a wild pitch or passed ball
  - b.) On a pitched ball that goes out of play (**dead ball**)
  - c.) On an overthrow from the catcher back to the pitcher (**dead ball**)
  - d.) When the runner occupies first base at the start of any stolen base attempt or when a batter/runner attempts to steal second base after a walk. This includes continuation of play at any base.
- F. **12U, 14U & 19U (HS Eligible)**
  - 1.) Runners may leave the base after the pitcher releases the ball.
  - 2.) Runners may steal any base, including home.
- G. **A courtesy runner may be used at any time for the pitcher or catcher.**
  - 1.) **The courtesy runner is the last player who has completed her at-bat and is on the bench.**
  - 2.) **The courtesy runner can be used for the pitcher and catcher of record, only. Exception: In 10U the courtesy runner can also be used for the incoming pitcher and catcher, to speed up the game.**
- H. ITB: The last player to complete her at-bat in the previous inning takes second base to start the ITB inning
- I. **Look Back Rule:** When a runner 1) is legitimately off her base after a pitch or as a result of a batter completing her turn at bat, and 2) is stationary when the pitcher has possession of the ball in the circle, the runner must immediately attempt to advance to the next base or immediately return to the previous base. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw. Failure to immediately proceed to the next base or return to the previous base after the pitcher has possession of the ball within the circle will result in the runner being declared out. A runner who hesitates or "jitterbugs" is declared out. Complete details for this rule are in the PONY Rule Book.

## 16. SIDE RETIRED

- A. **All Age Groups:** 3 outs or 5 runs (**6U: 3 outs or 4 runs**) (whichever comes first) completes an inning, except for the last scheduled inning, which is an "open inning".
  - 1.) **6U:** 4th inning
  - 2.) **8U & 10U:** 6th inning
  - 3.) **12U 14U & 19U (HS Eligible):** 7th inning
- B. **10U, 12U, 14U, 19U:** A team can score more than 5 runs in an "open inning".
  - 1.) All extra innings are "open innings"
  - 2.) Extra innings are played using the International Tiebreaker Rule (see PONY Rules)
  - 3.) Under no circumstance shall an "open inning" be declared in an earlier inning.
    - a.) Both teams receive a loss
- C. **8U only:** In the 6th inning, both teams bat their entire roster, no matter how many outs or runs
  - 1.) Six innings maximum; no extra innings
- D. **6U:** In the 4th inning, both teams bat their entire roster, no matter how many outs or runs
  - 1.) Four innings maximum; no extra innings
- E. 15-Run Slaughter Rule: All age groups (**except 6U & 8U**). These games are no scores/no standings)
  - 1.) If the home team is winning by 15 runs or more at the end of 4-1/2 innings (**10U, 3-1/2 innings**), the game is considered complete and home team is awarded a win.
  - 2.) If the visiting team is winning by 15 runs or more at the end of 5 innings (**10U, 4 innings**), the game is considered complete and the visiting team is awarded a win.
  - 3.) Rules 16.E.1 and 16.E.2 also apply in the sixth inning (**10U, fifth inning**).



## 17. REGULATION GAME

	Innings per Game	Maximum Innings	Minimum Innings
6U	4	4	
8U	6	6	
10U	6	8	3.5 (home team winning)
12U, 14U & 19U	7	9	4.5 (home team winning)

- A. Both teams must have an equal number of at-bats.
- 1.) If the visiting team **ties the score or takes the lead** in the top of the inning and the game is postponed for any reason (darkness, weather, etc.), the game must be resumed at a later date, **beginning at the point where it was postponed**.
    - a.) **Example A:** The visiting team is losing in the top half of the 6th inning when the game is called.  
**Action:** The game is complete. Each team had an equal number of at-bats (5) and the lead did not change in the top of the inning.
  - B. Example B:** The visiting team is losing going into the top half of the 6th inning, but has tied the score when the game is called due to darkness.  
**Action:** The score **does not** revert back to the previous inning. Game must be rescheduled and resumed from the point at which play was stopped.
  - C. If a game is not an official game, both teams must record time remaining in the game, players on base, player at bat, outs, balls, strikes, lineup, score, innings pitched for each pitcher, suspended and ejected players, managers and other participants and any other pertinent info, to allow the game to resume, where it was stopped.**

## 18. TWO HOUR TIME LIMIT

(except 6U: 1 hour and 15 minutes & 8U: 1 hour and 45 minutes)

- A. A new inning cannot begin two (2) hours or more after the **originally scheduled** starting time of a game.
- 1.) A new inning begins **immediately** after the final out of the previous inning or the 5th run scores.
  - 2.) e.g. - Game Time is 6 pm. Third out occurs @ 7:59 = new inning. Third out occurs @ 8 pm = game over.
- B. **Umpire's watch is the official time**

## 19. SCORE REPORTING

- A. **10U – 19U: Both teams are responsible for filing an accurate Game Report with the Age Group VP.** Report shall include the **original date of game**, names and scores for both teams, and any ejections or incidents that occurred.
- 1.) **Teams are responsible for providing an accurate game report. Teams should check and confirm their information with the opposing score keeper before leaving the field.**
- B. Reports must be filed **via e-mail by 9 PM on the day after the end of game**.
- 1.) **VP will acknowledge receipt via e-mail reply**
  - 2.) **If you do not receive an e-mail reply by 9 PM, call your VP!**
  - 3.) **Always include your League Rep in all email correspondence**
- C. **Turning in game reports is part of the overall game process and is the responsibility of the team. Turning in inaccurate or late game reports may result in forfeiture of the game for either or both teams.**

## 20. RECORDS & STANDINGS

- A. No awards will be determined by regular season records or scores
- B. All teams (except 6U & 8U) will participate in a post season tournament following regular season play
- 1.) Tournament seeding will be determined by regular season play

## 21. PROTESTS

- A. **Both teams must report protested games to the LEAGUE VP and your League Rep.**
- 1.) Formal protests will only be accepted through your League Representative.

- a.) Written formal protest must be in hands of League VP within 48 hours of end of game.
- b.) \$50.00 Protest Fee must accompany written formal protest (refunded if you win protest)
- c.) Managers must follow the protest procedures (PONY Rules Pgs. 81-83)

## 22. POSTPONEMENTS

### A. Each team is allowed two personal postponements per season

- 1.) Team must contact the **NCCGSL League VP** and the **opposing manager** at least 48 hours in advance to postpone the game. **Late notifications will result in a forfeit. Make sure that you also inform the umpire!**
- 2.) Postponed games originally scheduled in June must be played prior to the scheduled date.
- 3.) **One personal postponement must be played before the scheduled date; one may be played after.**
- 4.) Postponements are not allowed in the Playoff Tournament!

### B. Personal and weather related postponements must be rescheduled within one week of its scheduled date.

- 1.) Postponed games cannot be scheduled after the final scheduled game of the regular season
- 2.) **Games postponed in April must be played by May 15**
- 3.) **Games postponed in May must be played by the end of Memorial Day weekend.**

### C. League VP must approve all schedule changes (Exception: field number changes at the original site)

- D. Failure to reschedule games may result in a team's elimination from the playoff tournament
- E. A team that forfeits two (2) or more regular season games is eliminated from the Playoff Tournament

## 23. CONDUCT

- A. It is considered unsportsmanlike conduct to taunt, chant against or otherwise bully an opposing player or team, whether during the game or via social media. Improper conduct will be dealt with by the umpire during the game and by the NCCGSL Executive Board in all other cases.
- B. Any act, by a coach or representative of a team, to instruct a player to do anything that could potentially harm another player (i.e. "run over them", "knock them out of the way", "plow them over"), shall result in an immediate ejection, if heard by the umpire. If reported by a team manager or league official, a team warning shall be issued, by the umpire, to the offending team. If the umpire cannot determine the source, a team warning shall be issued to the manager to gain control of their team & fans. Continued violations may result in ejection of the manager, coach, spectator, or player. Excessive issues could cause forfeiture of the game.
- C. An organization shall be financially responsible for any vandalism or damage caused by teams or fans/associates representing their organization.

## 24. EJECTION

### A. Both teams are required to submit written reports of any ejections or incidents to the League VP and to their League Representatives. UMPIRE IS REQUIRED TO SUBMIT A REPORT TO LEAGUE VP. All contact information is located at: [www.NCCGSL.org](http://www.NCCGSL.org).

- B. A **player** ejected from a game is **automatically suspended** and is required to **attend and sit out the next scheduled game**.
  - 1.) Player is ineligible until she meets this requirement
  - 2.) For safety reasons, ejected players are restricted to the bench and not ejected from the field.
- C. A **Manager (Head Coach)** ejected from a game is **automatically suspended for one (1) game**. The Manager may not participate or communicate with the team until the end of the next scheduled game.
  - 1.) The Manager may attend the game. However, they cannot go within 200' of the bench area or perform any of the normal duties of the manager before or during the game. This includes field preparation and any pre-game activities. Two hundred feet (200') is equivalent to beyond the outfield fence.
- D. A **Coach (Assistant Coach) or Parent/Spectator** ejected from a game is **automatically suspended for the next two (2) scheduled games**. They may attend & observe the games from beyond the outfield fence (200' away).
- E. A **second ejection** will result in an **automatic 3 game suspension**.
  - 1.) The ejected Manager or Coach must appear before the Executive Board to explain their actions.
  - 2.) The second ejection of a Parent/Spectator will result in their child's/children's suspension from the NCCGSL for the remainder of the Spring season as well as FALL BALL. The parent/spectator can clear



their record by avoiding ejection for one full season (Spring and FALL) after reinstatement. A third ejection in a two-year period will result in their permanent expulsion from the NCCGSL.

- 3.) The Board reserves the right to increase the penalty.

## 25. INCLEMENT WEATHER

- A. It is the home team's responsibility to inform the opposing manager and the umpire of postponements, as soon as a decision is made regarding the game being unplayable.
  - 1.) Contact should be made to the opposing team manager BY TELEPHONE **AND** EMAIL.
  - 2.) If you cannot reach the opposing team manager, contact the opposing team League Rep and VP.
  - 3.) Use the contact lists provided to all coaches. Contact information is also found on the NCCGSL website.
  - 4.) **Get a confirmation the message was received to avoid having a team travel to your fields.**
- B. The NCCGSL will observe the Anne Arundel County Recreation & Parks Thunder & Lightning Policy
  - 1.) All activities must cease upon the first sound of thunder or sight of lightning.
  - 2.) All participants and spectators must abandon the fields and dugouts.
  - 3.) Go to your vehicles.
  - 4.) Play may resume 30 minutes after the last sound of thunder and sighting of lightning. The game may not resume until the skies are lightning and thunder free for 30 minutes from the time of the last sighting of lightning and sound of thunder.
  - 5.) Weather delay time is not deducted from the game time.
  - 6.) It is best to postpone the game if lightning continues and play is stopped for 40 minutes or more.
  - 7.) A host organization's lightning policy that exceeds these minimums supersedes the NCCGSL guidelines.
  - 8.) Warning to Managers, Coaches & Umpires: Failure to observe this policy shall result in suspension from the NCCGSL for the remainder of season.
- C. **When a game is postponed due to inclement weather, each manager must still send score reports to the age group VP.** Let the VP know the situation, to allow the VP to update the schedule properly.
  - 1.) Failure to report a score report, even when the game is postponed, may result in a forfeit for that game.

## 8 & Under – Supplement

### 1. DEFENSIVE TEAM

- A. All players present must play a minimum of three innings defensively.
- B. All players may play the field at the same time (not required).
  - 1.) Only 7 players, including pitcher and catcher, are allowed in the infield area.
    - a.) All others must be outside the natural infield area.
- C. An infielder **cannot play** within the **33' arc** before the ball is hit
- D. A defensive player **cannot enter** the **10' arc** to stop a ball. Penalty: Batter is awarded first base.
- E. **During Coach Pitch:** Youth Pitcher must have both feet inside the circle and behind the pitcher's rubber before the ball is delivered.
- F. To encourage that fundamentals are being learned, the defensive team cannot roll the ball in an attempt to get an out. (Penalty: runner awarded base; ball is dead.)

### 2. BATTING

- A. The ball must travel outside the 10' arc to be considered a fair ball.
  - 1.) If a ball is fielded inside the 10' arc, the batter is awarded first base
- B. In the 6th inning, both teams bat their entire roster, no matter how many outs or runs

### 3. BASE RUNNING

- A. Runners must stay in contact with the base until the ball is hit.
- B. No stealing.
- C. **When a batted ball remains in the infield, runners may only advance one base.**
  - 1.) Runners **may not advance** on an overthrow by an infielder that is the first throw on a batted ball
  - 2.) To promote learning, the fielder is required to make a throw to a base even if the play is over.
- D. **A batted ball that passes all of the infielders (even if touched by the infielder first) and goes into the outfield must be returned and be in the possession of an infielder in order to stop the runners from progressing.**
  - 1.) A hash mark will be placed 10' before 2nd base, 3rd base and home plate.
  - 2.) Runners who are within 10' of reaching the next base at that time are awarded that base.
  - 3.) If the lead runner is not awarded the next base, all runners return to the previous base without penalty.

### 4. PITCHING

#### A. Coach Pitch

- 1.) Coach pitcher must start their delivery with both feet inside of the circle **and in line with home plate.**
- 2.) When the ball is hit, the pitcher moves toward the side opposite from where the ball is hit.
- 3.) Interference by coach pitcher is called "no pitch".
- 4.) A batter shall receive 5 pitches or 3 **swinging** strikes, whichever comes first.
  - a. Fifth pitch is final pitch, except for a foul ball or "no pitch".
  - b. **There are no walks. No bases are awarded if hit by pitch.**

#### B. Youth Pitch/Coach Assist

- 1.) **Mandatory youth pitch/coach assist will begin in the first game on May 3rd.**
- 2.) Makeup games played after the start of YP/CA will play using this rule.
- 3.) Mandatory YP/CA in the **3rd and 4th innings.** Optional YP/CA in the **5th inning.** **One, both or neither team can choose to use YP/CA in the optional 5th inning.**
- 4.) **It is mandatory that a different youth pitcher is used in the 3rd and 4th innings.**
- 5.) **A new or returning youth pitcher may be used in the optional 5th inning.**
- 6.) **The pitcher may pitch from the "K" position or use either a windmill or sling shot motion.**
  - a.) Only pitchers who have received training should be allowed to windmill.
- 7.) Youth pitch/coach assist shall **only** be allowed during the **3rd, 4th & 5th innings!**
- 8.) Youth pitcher will be allowed to throw a maximum of 4 pitches to each batter.
- 9.) While the youth pitcher is pitching, the coach pitcher must assume a position behind the youth pitcher and act as umpire, calling balls & strikes.

- 10.) **As umpire, the coach must call swinging and non-swinging strikes while the youth pitcher is pitching.**
- 11.) The youth pitcher is required to pitch from the pitching rubber.  
Coach pitchers are encouraged to pitch from the rubber. If not using the rubber, they must begin with both feet inside the pitching circle.
- 12.) **There are no walks.**
- 13.) **No base is awarded for a hit by pitch**
  - a.) If a batter is hit by an in-flight pitch from a youth pitcher, it is a "no pitch" and the coach pitcher enters for the remainder of the allotted pitches. **The coach shall not throw more than 3 pitches to the batter, unless the final pitch is a foul or no pitch.**
  - b.) If a batter is hit by a pitch that has touched the ground before reaching the batter, from a youth pitcher, a ball is called and the youth pitcher continues for the remainder of the allotted pitches.
  - c.) If a batter is hit by a pitch from a coach pitcher, it is declared a "no pitch"
- 14.) If the batter does not strike out or put the ball in play during the first 4 pitches from the youth pitcher, the coach pitcher will take over as pitcher.
- 15.) The youth pitcher will move to the right or left of the coach pitcher while maintaining a position with both feet inside the pitching circle and in line with or behind the pitching plate.
- 16.) **Batter will retain the strike count left over from the youth pitcher when Coach Pitcher enters.**
- 17.) The coach pitcher will throw a maximum of 3 pitches to a batter. The batter must put the ball in play, strike out or run out of pitches, which is counted as an out. If the batter hits a foul ball on the final pitch, they are given an additional pitch. **The at-bat cannot end on a foul ball or "No Pitch".**
- 18.) **Only swinging strikes are called during coach pitch**
- 19.) Youth pitcher returns for the next batter.
- 20.) **YP/CA will not be used in the Mark Jackson Memorial 8U Classics Games.**

## 5. COACHING

- A. The defensive team is allowed two coaches in the field.
  - 1.) Both coaches must remain outside of the infield area
  - 2.) If a defensive coach interferes with a runner, that runner will be awarded one base
- B. The offensive team is allowed one coach at 1st base and one coach at 3rd base.

## 6. PROTESTS

- A. There are no protests in 8 & Under

## 7. SPORTSMANSHIP/TEAMWORK/INTENT

- A. This is a "No Scores, No Standings Instructional Division"
  - 1.) The intent of the 8 & Under division is to teach all girls to play all field positions.
- B. **All players should play in both the infield and the outfield every game.**
- C. Managers: please refrain from rotating your pitchers and first and third basemen "because they are my best fielders".

**GIVE THEM ALL A CHANCE TO LEARN & LOVE THE GAME !!**

## 8. TROPHIES

- A. All players in attendance receive a commemorative award at the Mark Jackson Memorial 8U Classics Games.

# 6 & Under - Supplement

## **TEAMS & ROSTERS**

1. Eligible players were born in 2010, 2011 or 2012.
  - a. Teams must have a minimum/maximum of: 5/11 players
2. Teams must submit their roster to the 6U VP
  - a. Team registration is \$5.00 per player (covers cost of award @ 6U Classics)
  - b. The PONY registration fee (\$15.00 per team) is waived
3. There are no forfeits.
4. There are no protests.

## **EQUIPMENT**

1. Ball: 10" Incrediball
2. Uniforms: Keep to a bare minimum to control costs
  - a. Matching T-shirts with numbers
  - b. Hats or visors are optional

## **FIELD**

1. Field dimensions & set up are exactly the same as 8U
  - a. Pitching Distance: 33'
  - b. Bases: 50'
  - c. Hash marks on the first & third baseline 35' from the back of home plate
    - i. No player may play closer than 33' from the batter before the ball is batted
  - d. In Play Arc: from the first base line to the third base line & 10' from the back of home plate
    - i. No player may enter the arc to field a batted ball

## **DEFENSIVE TEAM**

1. All players may play the field at the same time
  - a. Only 6 players, including pitcher, are allowed in the infield area.
  - b. A catcher will not be used
  - c. All others must be outside the natural infield area
2. An infielder cannot play within the 33' arc before the ball is hit
3. A defensive player cannot enter the 10' arc to stop a ball. Penalty: Batter is awarded first base.
4. Youth Pitcher must have both feet inside the circle and be positioned behind the pitcher's rubber before the ball is delivered
5. To encourage that fundamentals are being learned, the defensive team cannot roll the ball in an attempt to get an out. (Penalty: runner awarded base; ball is dead.)
6. Each player should be rotated to a new position every inning

## **BATTING**

1. The manager has the option to bypass the coach pitches and go directly to the batting tee for each batter
2. A batter shall receive a maximum of 3 pitches, delivered by the coach pitcher
  - a. If the ball is not put into play after 3 pitches, the batter will then bat using a batting tee
  - b. The batter shall bat until she puts the ball in play
  - c. The ball must travel outside the 10' arc to be considered in play
3. Teams will bat until they score 4 runs or receive 3 outs
4. Both teams will bat their entire roster in the 4<sup>th</sup> inning, regardless of total outs or runs

## **BASE RUNNING**

1. Runners must stay in contact with the base until the ball is hit. There is no stealing.
2. Runners may only advance one base per batter, regardless of how far the ball is batted.

## **PITCHING**

1. Coach Pitch
  - a. Coach pitcher may pitch from any distance between the 10 ft arc and the pitcher's rubber
  - b. Coach pitcher must be in line with home plate
  - c. After the ball is hit, the pitcher must clear to the side opposite from where the ball is hit
    - i. Interference by coach pitcher is called "no pitch".
  - d. The coach pitcher shall leave the playing field after the third pitch
  - e. The coach catcher will install the batting tee and set the ball for hitting

## **COACHING**

1. The defensive team is allowed two coaches in the field
  - a. Both coaches must remain outside of the infield area
  - b. If a defensive coach interferes with a runner, that runner will be awarded one base
2. In addition to the Coach Pitcher, the offensive team is allowed three coaches
  - a. Catcher/Batting Coach
  - b. First base Coach
  - c. Third base Coach

## **REGULATION GAME**

1. Games will last 4 innings or 1-1/4 hour (1 hour and 15 minutes), whatever comes first
  - a. There are no extra innings
  - b. Both teams shall have the opportunity to bat an equal number of times
  - c. If time expires in the middle of an inning, complete the inning

## **TROPHIES**

1. All players in attendance receive a commemorative award at the 6U Classics Games.