

**Eastern Montgomery County Girls Softball League
EMCGSL
2015 Season**

Section I.

A. ELIGIBILITY/TEAM SELECTION

1. All players are eligible to play in the EMC GSL. Player must be registered with one of the following community leagues. (Ambler, East Norriton, Lower Gwynedd, Plymouth and Whitpain)
2. Players are permitted to play up in next age group permitted that parent / guardian sign waiver with township / league. Age group is set as player's age on the December 31st prior to the season.
3. The EMC GSL is separated into two (2) playing groups:
 - a. **Mini / Rookie Division** (8/U) – Instructional / Non-Competitive
 - b. **Minor Division** (10/U) - Introduction to ASA competitive play
4. Each township / league will maintain its independence of its organization, own registrations, registration fees, insurance, equipment, etc.
5. The EMC GSL committee will have one member from each township / league.
6. Each township / league will have 1 vote for each decision topic needed.
7. For **Minor Division**, rosters must be submitted by the coach to the league commissioner by the third game. The commissioners of each township should then exchange all rosters so each has a complete set.
8. For **Minor Division** regular season, coaches can fill-out roster for a game by using call-up process from **Mini / Rookie Division** or sharing players from another **Minor Division** team. Any players pulled from another Minor Division team may not pitch.
9. For **Minor Division** playoffs, coaches can fill-out roster for a game by using call-up process from **Mini / Rookie Division** ONLY.

Section II.

A. GAME REGULATIONS

1. Games scheduled for Monday-Friday evenings will begin at 6:00pm or 8:00pm. Saturdays and Sundays between the hours of 9:00am and 6:00pm.
2. **Mini / Rookie Division** - All games will end at the close of the 5th inning (or at least 1.5 hour limit has been played). Coaches may agree to play additional innings up to a 2 hour limit.
Minor Division – All games will end at the close of the 6th inning (or 2 hour time limit as set forth below).
3. GAMES ARE LIMITED TO AN APPROXIMATE TWO HOURS. No start of a new inning after 1 hr 45 min of play. The calling of a game prior to the time limit because of darkness, rain or other dangerous playing conditions will be at the sole discretion of the plate umpire. The plate umpire

should discuss the situation with the two team coaches and all three should make every effort to agree.

- a. Games called for darkness or rain after the completion of 3 innings shall be declared an official and completed game. The official score is the score after the last full inning of play.
- b. If a game is called for darkness or rain before the end of the 3rd inning, it will be rescheduled as new game as if never played. Reference rescheduling games below.

B. RESCHEDULING GAMES

1. When a game is called for rain the respective coaches should agree to play the make-up game within 1 week, provided fields and officials are available.
 - a. Home team coach is responsible for contacting opposing head coach, umpire and Division Coordinator in the event of a rain out.
 - b. Sundays are recommended for all rescheduled games.
 - c. Games not played will result as Forfeit for both teams.

Section III.

A. GAME EQUIPMENT

1. The home team will provide a new ball for each game.
 - Mini / Rookie** - Balls will be 11" softie or 10" hard
 - Minor** - Balls are 11" hard.
2. All players are to wear proper team uniform.
3. All catchers must wear a face mask, chest protector, and shin guards to play.
4. ALL batters and base runners MUST wear a batting helmet with face guard.
5. Only official metal, ASA softball bats will be allowed. All bats must be taped.
6. All defensive players must wear a glove (which they are responsible for providing).
7. Metal spikes are not permitted.
8. For **Both Divisions**, facemasks for pitchers are strongly recommended, but not required.

B. FIELD LAYOUT

1. Bases should be placed 60' apart.
2. **Mini and Minor Divisions** - The pitching rubber must be placed 35' from the back of home plate.
3. The infield is defined to be the area bounded by the four bases.

Section IV.

A. PLAYING RULES

NOTE: Where a specific rule is not stated here within, the rules of ASA (Amateur Softball Association of America) shall apply.

1. **Mini / Rookie Division** - All players shall play and play a position. All extra players over 10 are encouraged to play outfield position.

Minor Division - Ten players shall constitute a playing team. Teams may play with 3 players short.

NOTE: In the Minor Division, a minimum of **seven** team players must be present at the start of the game. Teams with less than **seven** players at the start, or at any time during, a game must forfeit. However, it is encouraged to still play with using players from the opposing team.

NOTE: For all divisions, outfielders should be at least 15 feet from infield baseline (to avoid too many kids playing "infield").

2. All girls must play. Every girl who shows up for a game must play at least 2 defensive innings (6 outs) in the field and must also bat in a running batting order throughout the game.
 - a. Any player wearing a cast will not be permitted to play.
 - b. Players may be freely substituted at any position.
 - c. All players bat in a continuous batting order.
 - d. No jewelry of any kind can be worn by players during games.
3. To make the two hour time limit workable, coaches' cooperation is important, and the following guidelines shall be followed:
 - a. Start the game on time.
 - b. Hustle the girls on and off the field between innings.
 - c. Catchers for the batting team should begin putting their equipment on after there is two outs. In the event the catcher is on base when the second out occurs, the catcher should be brought in and a substitute as a base runner for the catcher until the end of the inning.
 - d. Allow the pitcher only 5 warm-up pitches between innings.
 - e. A 5 run rule will apply (allowing a maximum of five runs per inning) with the exception of the last inning, which will have no maximum.
 - f. Mercy rule of 15 run lead will apply after 4 completed innings.
4. The Infield Fly Rule will not be used in this particular league.
5. A player who throws the bat will be warned once by the plate umpire and called out if the violation recurs.
6. **Only** in the **Mini Division** the following rules apply:
 - a. Bunting is not permitted.
 - b. Sliding is not permitted
 - c. Base stealing is not permitted.
 - d. No advances on overthrows.
 - e. Maximum of 2 base run if ball hit into outfield.
 - f. For defensive instructional purposes only, 2 coaches are permitted to position themselves in the field, provided they do not interfere with any play. (Coaches are for instructional purpose only).
 - g. Umpire will be a coach or parent volunteer and will be provided by home team.

- h. No dropped 3rd strike rule
- i. The Infield Fly Rule will not be used in this particular league.
- j. Catchers are required if team has at least 8 players.

7. **Only** in the **Minor Division** the following rules apply:

- a. Runners may advance one base only on an overthrow to first base; otherwise, the ball is live. An overthrow by definition is one that lands out of the playing field. For example, if the catcher throws the ball over the first baseman's head and the ball lands in the field of play (ex. right field), the ball is still live.
- b. Sliding is permitted. In the event of a close play at any base, the runner must slide or avoid contact or she will be out. In the event of contact, you get one warning per team. The second time there is contact, that player will be ejected (even if it is that player's first time). **No head first sliding is permitted!!**
- c. After 3 batters walked in an inning, coach will pitch to each batter after receiving 4 balls pitched by the pitcher in that inning. Pitcher continues to pitch to each batter until receiving 4 balls before coach returns to pitch. Coach is eligible to strikeout batter but cannot walk a batter. Coach to pitch to own team players.
- d. Stealing from 2nd to 3rd only. If an over throw at 3rd on a steal, runner can not advance to home.
- c. With the exception of 1st and 3rd base coaches during offensive half of inning, coaches must remain in bench area with players.
- e. Limit steals to 3 per inning. Player cannot leave the bag to steal until the ball crosses the plate.
- f. No dropped 3rd strike rule
- g. The Infield Fly Rule will not be used in this league.
- h. A 15 run mercy rule applies after completion of 4 innings.
- i. Leads are not permitted until the pitched ball crosses the plate.
- j. Only one successful bunt per inning is allowed.
- k. Once a batter squares to bunt, batter cannot perform a full swing on that pitch.

8. Dead Ball Rule

The ball becomes "dead" in the following situations:

- a. when the catcher has possession of the ball and begins her throwing motion back to the pitcher.
- b. if the pitcher drops a throw back from the catcher.
- c. if the pitcher drops the ball during the pitching motion. A ball shall be called on the batter's count. (It is not a "no pitch").

There is no stealing when ball is "dead".

9. Cheering. Good sportsmanship is the overriding goal. No cheers may be directed at the pitcher or the batter from the opposing team.

10. Snap Throw. A snap throw is a throw by the catcher down to first base after a pitch in an attempt to tag out a baserunner who is taking a lead. In the event of a snap throw, the runner may advance to second base only (no further bases), but only if she tags first base first before she advances to second base. If she does not tag up on first base and she is successful in advancing to second base, she shall be sent back to first base. It is not an out. If she is tagged out on the play as she is advancing to second base, she is out. There will be no snap throws to second base or third base. In the event there is, it is a "dead" ball and the catcher will be warned.

A runner must be tagged out. A snap throw situation is not a force out.

B. PITCHING RULES

1. **Mini / Rookies Division** - Coach Pitch "Only"
 - a. A coach from the team at bat will pitch to batters. Upon release, coach must make every effort to avoid interference with pitcher playing defensively.
 - b. In an effort to allow the batter an opportunity to hit and keep the game moving due to time restrictions, batters in this division are limited to 8 pitches per at bat. 8 pitches **or 3 swings** will be considered strike out (some flexibility may be allowed depending on the situation, at the discretion of the two head coaches).
 - c. **Limit to 3 outs or complete batting order.**
2. **Minor Division** - will use slingshot or windmill style pitching. (Windmill style is preferred)
3. **Minors** – A player shall not pitch more than 3 innings in one game. Delivery of a single pitch shall constitute having pitched an inning.
4. **Minors** - A player removed as a pitcher can re-enter the game in the pitching position, provided she does not exceed the 3 inning maximum allowed per game. Having pitched the 3 inning maximum she can then be substituted in another position.
 - a. If pitcher hits* 2 batters within 1 inning, then pitcher must be removed as pitcher for the remainder of the game. Player may be permitted to play another position.
* Hit by Batter definition: Batter must make an attempt to get out of the way of the pitch. This ruling is at discretion of umpire. For example, if a pitch bounces a few times and then hits the batter, this is most likely not a hit by pitch. We realize that most players are not experienced in making an attempt in getting out of the way of a pitched ball. The intent of this rule is for the slow pitches (e.g. a few slow bounces) that the batter doesn't move at all.
 - b. There are no restrictions on the number of games per week a pitcher can pitch.
5. All Divisions - Intentional walks are not permitted.
6. If the pitched ball hits any part of home plate, it is a ball.

C. GROUND RULES

1. Play ends when the ball is returned to the pitcher who catches the ball and is within the 8' pitching circle.
 - a. Once the ball is returned to the pitcher in the 8' circle, base runners must immediately return to the last base touched or proceed to the next base. Runners may not stand still between bases. If runner does not commit to a base when ball is held by pitcher within 8' circle, the runner is out.
2. Overthrows from the field that go out of play, all runners are awarded one base. Any overthrow that is lodged in a fence, backstop, or other obstacle along the playing line is out of play and play stops.
3. Play lines shall be marked from the outside edge of the backstop, parallel to the baselines, in front of the players' benches.

4. **Minors** - During regular season a tie at the end of a game stands. No extra innings are allowed. Extra innings will be used during playoff games only.

D. PLAY-OFF REGULATIONS - MINOR DIVISION ONLY

1. Team records are based on the following point system:
 - 3 points for WIN
 - 2 points for TIE
 - 1 point for LOSS
 - 0 points for FORFEIT
2. The team with the better record (total games played - regular and post-season) prior to the start of the game shall be considered "home team". In the event that team records are tied the following shall be considered in the order given to determine the team with the better record, thus the "home team".
 - a. "Head to head" wins - team with most wins against opposing team. If still tied...
 - b. "Head to head" runs against - team with higher number of runs scored against opposing team. If still tied...
 - c. "Head to head" runs allowed - team with lower number of runs allowed by opposing team.
3. Minors will play 5 complete innings or mercy rule.
4. In the event that a playoff game is called due to darkness and 5 innings have not been played, the game is to be played the next day and resumed were game play was stopped. Pitcher play and inning rules remain in effect from prior part of game.
5. No play-off game can result in a tie. In the event of a tie at the end of a play-off game.
 - a. Game continues with extra innings.
 - b. 15 run maximum will apply for each extra inning.
 - c. Mercy rule of 15 run lead still applies.
6. In the event that a playoff game is still a tie and is called due to darkness, the game is to be played the next day and resumed were game play was stopped. Pitcher play and inning rules remain in effect from prior part of game.

E. FIELD DECORUM

1. **Only** uniformed players, coaches and umpires shall be permitted within the confines of the playing field and team bench areas during the games.
2. No protests are allowed in this league.
3. In competitive levels appeals can only be made by coaches regarding a misinterpretation or misapplication of a playing rule and must be made prior to the next pitch. Anything involving an umpire's judgment is **not** subject to appeal. The plate umpire's decision is final.
4. All coaches, players and spectators in this program are expected to set a good example of sportsmanship and fair play. Anyone using abusive language and/or inappropriate conduct will be removed from the field. Please refer to the Coaches, Parents and Players Code of Conduct.