

S.C.G.S.A. LEAGUE RULES

CONTRACTS:

To prevent girls hopping from one team to another throughout the season, each girl is under contract from April 1 to the end of her playing season at S.C.G.S.A. During this time, the only way a girl can change to another league team for any reason is by written permission from both managers and approval by the Board.

From April 1 through the end of the league season, NO manager or coach of a team registered through the Association shall have any contact with a player (or player's parent) that is on the official roster of another association team in an effort to recruit that player for a future season. In addition, coaches are responsible for their players and player's parents in this regard. No player or parent of a player will be allowed to attempt to recruit another player in an effort to circumvent this rule.

PENALTY:

Should an official complaint be filed in writing to the S.C.G.S.A. Board; after meeting with all involved parties, the board determines, by majority vote, that the complaint is valid, the coach involved will be suspended for the next three games and the team shall forfeit their next scheduled game. Should a coach violate this rule a second time within the next calendar year they shall be suspended from the association for a period of (1) season.

PLAYER PICKUP:

Players may play for other association teams at invitational tournaments with the approval of both coaches and the parents of the player. Note: Players can only be on one (1) championship qualifying roster. If a coach allows a player to play in a championship tournament with another team, that player cannot play for their normal team in a championship tournament, i.e. State or Regional.

INSURANCE:

This insurance plan does not cover glasses. The insurance coverage is for players only. Managers, coaches, and scorekeepers must sign a waiver absolving the Association from any liability. If any girl is injured, the manager must turn in a copy of the claim immediately to the Association.

EQUIPMENT:

All catchers must wear protective equipment. Players can only use softball bats with the visible "Official Softball" and the association (USSSA, ASA, etc.) approval stamps on them. A pitcher may use a solid one-color glove; however, it cannot be white or yellow.

FACE MASK:

As of the 2004 season, all softball associations require that every helmet must have an approved facemask for all age groups. Each facemask must show visible approval by the National Operating Committee on Standards for Athletic Equipment (**NOCSAE**).

S.C.G.S.A. LEAGUE RULES

GAME TIME:

Game time limit is 1 hour and 15 minutes. Teams will report to their field warmed up and ready to play by the scheduled game time - no grace period allowed. The league schedule will provide the game time. Each team has five minutes of infield warm-up prior to the game time. Game time begins with the first pitch of the game.

DUG OUTS:

Home team shall occupy the third base dugout; visitors will occupy the first base dugout. Only authorized managers, coaches, sponsors, scorekeeper, and ball players are to be in the dugout.

* Bat boys or girls not allowed in league play. Managers will use one of their substitutes or one of the girls at the tail end of their batting order to take care of the bats.

SCOREKEEPERS:

The home team's scorebook will be the official book for all league games. Official scorekeeper must have lineups 15 minutes before game time. Lineup cards will be presented to the umpire at the pre-game conference. The Official scorekeeper will sit in a location that is readily available for umpires. Scorekeepers cannot call time out. They can speak to managers and coaches only, unless the umpires ask for information. The umpire will resolve any disagreement in scoring or time.

SCOREBOARD/TIME CLOCK:

The visiting team must provide an adult to operate the scoreboard and time clock (instructions for their operation will be located with the scoreboard controller). The umpire will resolve any disagreement in scoring or time.

GROUND RULES:

Umpire will discuss ground rules with Managers and Coaches prior to the start of each game. Players will hustle on and off the field at all times. Teams will leave the field immediately after completion of their game so the next game may proceed. Dugouts will be cleaned up before leaving.

LINE-UP:

When writing your lineup in a scorebook, and the line up card, you must use the player's last name; first initial and uniform number (must be in ink).

OFFICIAL ROSTER:

The team manager must bring their official roster to every game.

TEAM LIMIT:

Each team must carry a minimum of 11 players and a maximum of 16 players on the team roster.

ANYONE caught abusing any of the FENCES (jumping over a fence, throwing into a fence, hitting into a fence, etc.) will be FINED \$50.

S.C.G.S.A. LEAGUE RULES

PLAYING RULES

SCGSA follows the USSSA Fast-Pitch playing rules with the exception of those modified in the following paragraphs.

PARTICIPATION OF PLAYERS:

The Umpire must receive notice of any changes to the lineup. In league games, every team member present must play in a part of each game. Only players on the official roster are eligible to play in a game.

In all league games, every member present, at the start of a game, must be included in the batting order for the entire game. Coaches can add players coming late to the end of the batting order.

Each girl must play at least one-half inning in the field with free substituting permitted in all leagues. [The Umpire must receive notice of any changes to the lineup.] This change refers to playing in the field so as to show proof each girl has played some part of the game in the field. Players arriving after the start of a game are not required to play in any part of the game. Coaches are required to notify the plate umpire when all players have been entered into the game.

PENALTY FOR NON-COMPLIANCE:

Any team that wins a game but does not play all team members present will forfeit that win to the opposing team. Any team that does not play all team members present in a losing game, will be stripped of one additional win and will be charged with one additional loss in their win-loss record. (This will not affect any other league team's record.) If a team does not play all of its players present, the umpire shall declare a forfeit.

PLAYERS PRESENT:

League games require no less than seven defensive players. Any team playing with less than seven defensive players must forfeit the game to the opposing team.

PITCHER WARM-UPS:

Pitchers will be allowed one minute to throw no more than five (5) warm-up pitches before the start of each half inning.

GAME BALLS:

Every league game; the Home team provides 1 new and 1 good condition ball.

SUN BREAK:

If, at any point in the game, the position of the sun creates difficulty for the batter, catcher, or umpire to see and react to a pitched ball in a "normal" manner, play will suspend until a time the problem is resolved. Should there be a difference of opinion between the players, coaches, and umpires concerning the need for a "sun break," an O.I.C. (not involved in the game) will resolve the issue. If the O.I.C. determines that the continuation of play would create an unnecessary safety and/or liability risk; play will suspend as noted above. The decision of the O.I.C. is final.

S.C.G.S.A. LEAGUE RULES

Note: If both O.I.C are involved in the game, a non-involved board member will be summoned to make the determination.

SMOKING & DRINKING:

No smoking permitted on the playing field. No alcoholic beverages permitted on the premises. Anyone reported drinking or in possession of alcoholic beverages or drugs by any personnel within the playing field or complex, reported to the Board, could result in the person(s) expelled from the association. Managers will be held responsible.

THROWN BAT:

Any player deliberately throwing the bat shall be automatically suspended for the remainder of the game.

INJURY:

In the event of an injury to a player, no manager, coach, or umpire shall request the game to proceed until every reasonable effort made to protect the injured player. Any play in progress must complete and all runners held at their respective bases. If the injured player is hurt while on bases, the previous player in the line up, who is not on base will take the runner's place on base. If a player's injury occurs while at bat, the on deck batter will take the batter's place and count. The player removed from the game, with no penalty of an automatic out for the team, until there are less than nine players. (This is for league only.)

CALLING GAMES:

When any of the following instances occurs before the time limit expires, the game shall be stopped by the umpire and called an official game. The team with the applicable lead at the time shall be declared the winner.

1. Home team ahead by 12 runs or more after 2 ½ innings of play.
2. Visiting team ahead by 12 runs or more after 3 innings of play.
3. Home team ahead by 10 runs or more after 3 ½ innings of play.
4. Visiting team ahead by 10 runs or more after 4 innings of play.
5. Home team ahead by 8 runs or more after 4 ½ innings of play.
6. Visiting team ahead by 8 or more runs after 5 innings of play.

If none of the above applies, the game is official when the time limit has expired.

The last out of an inning constitutes the beginning of the next inning.

TIE GAMES:

In all leagues except 10 & under and Instructional Leagues, if the time limit expired and a tie-game, the international tiebreaker rule will go into effect. In 10 & under, if a tie-game at the end of an inning and the time limit expired, the game declared a tie. Both teams receiving credit for 1/2 game won and 1/2 game lost.

RAINOUTS:

Rescheduling games will occur when postponing games due to rain. A game will be considered complete if it has been in progress 1 hour or has 5 completed

S.C.G.S.A. LEAGUE RULES

innings if visitor team is ahead or 4 1/2 innings if the home team is ahead. Failure to meet this standard will result in game being replayed in its entirety.

WET GROUNDS:

The groundskeeper and officer in charge of grounds shall determine playing conditions of field.

GAMES REPLAYED:

Any game called short of a legal game shall be replayed at a later date in their entirety.

CANCELED GAMES:

In the event of rain or other weather conditions, an official decision is made at 4:00. At that time a designated person from each team scheduled to play that night is authorized to call the Lake Complex or by checking the website at www.scgsa.org. A message will give out information as to which, if any diamonds will have games scheduled for that particular night.

MAKEUP GAMES:

If you have a game cancelled due to rain or other reasons, you will receive a rescheduled game from the Dir. of Scheduling. The Dir. of Scheduling will attempt to give you at least 24 hours notice before rescheduling game. Remember, make up games could play on weekends.

WINNING TEAM:

Representatives from the home and visiting teams will sign a score card and give it to the Umpire after the game. The Umpire will take the score card to the headquarters building. One of the officers-in-charge will call all scores in to the newspaper at the conclusion of those nights' games.

ADMISSION FEE:

There is no longer an admission fee for league games - we will have an open gate and east gate will also be open.

AWARDS:

Trophies will be awarded to the top three teams in each league. Each leagues order of finish in the standings is determined by Win-Loss record. If teams are tied in the standings the following rules apply (in this order);

1. Head to Head between tied teams
2. Defensive runs allowed between tied teams.
3. Coin flip

PROTEST:

Please remember, when filing a protest, no contact (except the official protest itself) is to be made with any member of the Protest Board. For your information, the Protest Board consists of:

1. USSSA representative for S.C.G.S.A. (unless involved in the game)
2. S.C.G.S.A. Umpire-in-Chief (unless involved in the game)
3. S.C.G.S.A. Director of Scheduling (unless involved in the game)

DISCIPLINARY ACTION:

S.C.G.S.A. LEAGUE RULES

A player, who refuses to come to practice or does something else to jeopardize her team, can serve a suspension of one game. The manager must tell the umpire and the other team manager before the game starts. No player shall make any remarks or protest to the umpire on penalty of expulsion from the game and/or from further competition. Any player ejected from the game by an umpire for unsportsmanlike conduct may not be replaced by a player previously in the game.

SCGSA does not tolerate foul, obscene or disrespectful language on the field or off the field, from managers, coaches, players or parents. Any violation of this rule will result in the expulsion of the individual from the game field and/or future competition.

MANAGERS, you are hereby notified, if we have one valid complaint against your team concerning sportsmanship, the team will forfeit all of its league games and will be dropped from the league. If your team is dropped from the league, none of the girls will be eligible for league play for the remainder of the year without Board approval.

ANYONE caught abusing any of the FENCES (jumping over a fence, throwing into a fence, hitting into a fence, etc.) will be FINED \$50.

10 & Under Rules Addendum:

- a) The team may only score five runs per inning even if three outs have not been recorded. If the visitor is ahead by six or more runs and time expires, the game is over.
- b) Batters may not advance to first base on a dropped third strike.
- c) Pitching Distance of 35 Feet.

ALL USSSA FAST PITCH SOFTBALL RULES ARE ACCEPTED FOR THE SCGSA 10U DIVISION OTHER THAN THOSE EXCEPTIONS LISTED ABOVE.

S.C.G.S.A. LEAGUE RULES

INSTRUCTIONAL LEAGUE RULES - 6 & Under

1. Each coach will pitch to their own team.
 - No walks and no strikeouts allowed.
 - Pitching distance for coach pitchers will be 30 feet.
 - After 4 pitches the tee will be set up.
 - o Batter will be allowed 2 swings.
 - o If on the second attempt, ball goes foul, the batter is out.
 - o The ball must travel 10 feet from home plate in fair territory.
2. Running to first base on a third strike dropped by the catcher will be eliminated. No dropped third strike.
3. Stealing bases will be eliminated. No stealing.
4. Every team member present must be included in the batting order the entire game. Girls coming late are to be added to the end of the batting order.
5. Only seven (7) batters will bat each inning, last batter constitutes 1/2 inning and sides will change. (No three outs).
6. A ball within the 8 ft. circle will stop play and will freeze base runners.
7. No bases on an over throw.
8. Time limit is 1 hour.
9. An 11-inch ball will be furnished for league play.
10. Batting helmets will be worn by the batter, on deck batter and all base runners, to include NOCSAE approved facemask and chin strap.
11. One attempt will be made to re-schedule rain outs.
12. Catcher will be required to wear a face mask, chest protector, shin guards and throat protector.
13. Players must be 5 years of age before May 1 of the current year.
14. Player/Pitchers cannot be in front of coach/pitcher until the pitch is released.

S.C.G.S.A. LEAGUE RULES

INSTRUCTIONAL LEAGUE RULES - 8 & Under

1. Play will be governed by the USSSA 8th Edition rulebook as they apply to 8U teams, unless the SCGSA Board of Directors may modify rules.
2. Time Limit is 75 minutes.
 - a. Complete the inning.
 - b. Allow home team to bat if the home team is behind but is within 5 runs (per 5-run per inning rule).
3. Pitching distance is 30 feet.
4. Runners may steal one base per pitch except home. Runners may not advance on an overthrow during a steal attempt.
5. Running to first base on a third strike dropped by the catcher will be eliminated. No dropped third strike.
6. Third strike foul tip, if caught by the catcher, results in an out (USSSA Rule 3, Section 30).
7. The infield fly rule is not in effect.
8. Batters hit by a pitch will not be awarded first base.
9. There will be a 5-run per inning maximum or 3 outs, whichever occurs first.
10. Batters cannot be walked. If a batter receives 4 pitched balls from an opposing pitcher called "ball" by the umpire, the batter's coach will pitch the remaining strikes to that batter. If the batter fails to put one of the coach-pitched ball in fair play, the batter is out. (Example: Batter receives 4 pitched balls called "ball" by the umpire and two strikes. Coach pitches remaining strikes, which in this example is one.) [MODIFIED RULE]
11. If a ball pitched by a coach is fouled off on the third strike, the player will continue to receive pitches until the ball is put into fair play, or batter is struck out.
12. Runners may advance one base on an overthrow (exception: during a steal attempt).
13. Player/Pitchers cannot be in front of coach/pitcher until the pitch is released.
14. Bunting is allowed off player and coach pitcher.
15. An 11-inch "softie" will be used in league play.