

**FINAL RULES AND REGULATIONS
SUBURBAN GIRLS SOFTBALL LEAGUE
2009 SEASON
(Revised 02/25/2009)**

The current ASA Official Softball Rule Book, as adopted by the league, shall rule in any cases not covered by the rules and regulations herein:

The age levels for the Suburban Girls Softball League are in accordance with the ASA Rules which are 8 & under Coach Pitch, 10 & under, hereinafter referred to as the "Minors"; 13 & under, hereinafter referred to as the "Juniors"; and the 18 & under, hereinafter referred to as the "Seniors".

SELECTION OF PLAYERS:

1. Players will be selected according to area boundaries.
2. Boundaries are determined by the League's Boundary Committee.
3. Players may not be shifted from one team to another in order to field an additional team without League approval.
4. Areas entering more than one new team in the League for the first time shall divide the new players as equally as possible for each age group within the same division. This shall be done by a draft. Any area entering the League with pre-existing teams may enter the teams as they existed before entering the League.
5. The child of a League Head Coach will be permitted to play in the area where the parent or legal guardian is the head coach. Head coach must be active and involved with the team at games, practices, etc.
6. Each team must submit to the Player Agent its team roster plus 1 copy for the League's use (said copy becomes a part of the League record) no later than the special Meeting called by the Player Agents for the approval of contracts and birth certificates. Rosters shall consist of name, date of birth, address, phone number, and coach's name, address, and phone numbers.
7. Playing Divisions will be as follows: 8 & under (Coach Pitch); 10 & Under (Minors); 13 & Under (Juniors); and 18 & Under (Seniors). Minimum age will be six (6) years old. You must turn six (6) by January 1. All playing ages are determined by player's age on January 1 of the current year.

8. Call-up Player Rule: Player must be rostered as a call-up player. Call-up players may not play ahead of a regular rostered player. Call-up players shall be placed at the bottom of the starting batting order, and will be used first as the Extra Player (EP or DH). If there are one or more fielding positions that cannot be filled by a regular rostered player, call-up players may share time in the field throughout the game, but no regular rostered player shall be on the bench when their team takes the field. If eleven regular rostered players appear, one call-up player may bat one time for a regular rostered player, but may not play the field. No regular rostered player shall miss more than one plate appearance. (Exceptions to these rules – injury). Player can only be listed on one roster as a call-up player. Additional requirements are:
- Her primary coach gives her permission to play.
 - Her primary team does not have a game at the same time.
 - Opposing team must be notified of all call up players' prior to start of the game.

All of these conditions must be met in order for a girl to play as a call-up player. If a player is placed on a call-up roster, contractual requirements will be in effect only for that particular year.

Players that are allocated to another area and are eligible to be a call-up player must be used by their home area in that capacity. They may only be used as a call-up player in their allocated area if their home area is not sponsoring a team at the next level.,

Any violations of the call-up rule will mean automatic forfeiture of the game or games involved. Same as illegal player.

9. Any exceptions to the above rules must be approved at a League meeting before contract/roster approval.

CONTRACTS:

1. Contracts will be furnished by the League and must be completed prior to having parents' sign.
2. Within an area, a player is bound to a contract for the duration of her time in softball. Contract is canceled if a player moves her legal address to another area before the Special Meeting called for by the Player Agents. Contracts will be signed and dated each year by the parent or legal guardian.
3. Players are ineligible until League receives a signed contract.

4. Completed contracts and rosters must be submitted to the Player-Agents no later than the Special Meeting called for by the said Player-Agents. Incomplete contracts will result in ineligibility of said player. **NO LATE CONTRACTS OR ROSTERS WILL BE ACCEPTED AFTER ROSTER TURN-IN DATE.**
5. Player's legal address is determined by the player's residence (address) the day the Special Meeting called for by the Player-Agents is held.
6. The league has established boundaries for all Associations. Players must reside within an Associations' boundaries to play for that Association (Team). Players are contracted for the duration of their league softball career to the Association (Team) whose boundaries they reside within. If a player moves from one association to another within the league boundaries, the player may finish playing for her previous team only to the end of the age level she was playing in when she moved. A player residing in an area with no slow pitch available and outside league boundaries may play in our league with league approval. In this case the player may be permitted to finish that level with that Association (Team). (Also see Selection of Players Rule #5).
NOTE: Maximum of 2 players from outside of area per roster.

SCHEDULING:

1. The number of teams for each association must be submitted to the League by the March meeting:
2. The Scheduling/Coaches Meeting will be held in March. Dates will be announced at the March Meeting. Every team must be represented by a rostered coach at this scheduling/coaches meeting. Schedule is final as of the close of this meeting.
3. Final schedules will be distributed at the April Meeting.
4. Games may only be rescheduled due to lack of players for a high school softball game on a league game night or a team softball tournament. Lack of players is defined as having less than 10 players. Missing players must be participating in events referenced above. Violations of this rule will result in forfeiture.
5. Any team who knowingly agrees to reschedule a game with a team who wants to reschedule in violation of rule #4 will also forfeit the game. For example, Team A asks Team B to move a game because of lack of players for a reason other than outlines in rule #4. If Team B agrees, both Team A and Team B will be given forfeits in the league standings. Applicable fines will also apply (see Meetings and Forfeits, rule #3.)

EQUIPMENT AND PLAYING FIELD:

1. The League will designate the official game ball.
2. The home team of each game will furnish one new ball.
3. Protective equipment that must be worn by catchers consists of a catcher's mask, body protector, and a protective helmet. All fielders must have gloves. Girls at bat and running the bases are required to wear helmets with chinstraps.
4. Sneakers or shoes with rubber cleats must be worn.
5. Playing fields must have stationary bases, home plates, and a pitcher's rubber before play starts. A batting box must be used according to ASA rules (3 ft x 7 ft).
6. Base distance is 60 feet for minors and juniors and 65 feet for teeners and seniors. Pitching distances are as follows: Minor – 40 feet, Junior – 46 feet, Senior and Teeners 50 feet.
7. Alike uniforms must be worn by all girls, properly numbered, unless otherwise approved by the League. If hats are worn, not every player must wear one. Those that do wear hats must wear identical hats. Call-up players are permitted to wear their own uniforms and hats. Player has one inning to comply. NOTE: If player continues after warned, the game will be forfeited.
8. All playing fields must be approved by the Field Committee of the League.
9. Any player wearing a hooded sweatshirt or coat must have the hood tucked in if they are not wearing the hood.

RESCHEDULING GAMES:

1. Rainouts or tie game must be rescheduled within 7 days. Failure to do so will result in the league rescheduling the game. The home team is responsible for initiating the rescheduling of make-up games. However, if the game was canceled per Scheduling Rule 4, the team that canceled the game is responsible for rescheduling the game. Rescheduling is completed when the League is notified of the rescheduled date.
2. The umpire must be notified of a rainout by 4:00 pm or the home team will assume the umpire's travel expense.
3. Any game not rescheduled by the official end of the season date, will be rescheduled by the league without regard to field availability of the home team. Field availability of both teams will be taken into consideration, if possible; however, the rescheduled date is binding and cannot be rescheduled again, except due to weather. Any team unable to play will forfeit the game. If both teams are unable to field a team, both teams will be given losses in the official standings.

PITCHING RULES:

1. The current ASA Official Softball Rule Book governs pitching rules. (Note: 2 trips onto the field "excluding injuries" in the same inning with the same pitcher and the pitcher must leave the pitching position and may not re-enter that position for the remainder of the game).

PROTESTS:

1. No protests may be made on a decision involving the umpire's judgment.
2. If a protest is desired, the umpire and the opposing coach must be informed before play resumes, i.e. before the next pitch.
3. Protests in playoffs will be resolved on the field before play resumes.
4. The President must receive the protest in writing within 48 hours. The protesting team must submit \$10 along with the protest. If the protesting team loses the protest, the \$10 will be deposited in the League's Treasury. If the protesting team wins the protest, the \$10 will be refunded. A team answering a protest must reply to said protest, in writing, within 48 hours after notification.
5. When a member of the Protest Committee is involved, the President will appoint another member of the League to that Committee.

PLAYER AND SPECTATOR CONDUCT:

1. EXCEPTIONAL SPORTSMANSHIP IS ENCOURAGED FROM PLAYERS AND COACHES ALIKE!
2. If a player or coach is fighting or uses profanity, the umpire shall remove said player or coach from the game. The player or coach will also be suspended for the next 2 games.
3. If any spectator causes any disturbance or stages continuous harassment of any individual, it shall be the responsibility of the respective team to approach the individual.
4. Any intentional harm incurred by the umpire, coach, or player shall be settled by civil law supported by the League.
5. Designated Head Coaches only may enter the field to question an umpire's ruling.

MEETING AND FORFEITS:

1. League meetings will be held on the first Monday of every month, except during those months deemed unnecessary as determined by the Board of Directors.
2. All meetings must be attended by one representative from each area. Meetings not attended by an area representative will result in a \$25 fine being imposed, by the League, on said area for each meeting missed.
3. All coaches meetings must be attended by at least 1 rostered coach, for each team, from each area. Coaches meetings not attended by a rostered coach will result in a \$20 fine being imposed, by the League, on said area, per team, for each meeting missed.
4. All teams forfeiting games shall be fined \$10 per forfeit. This fine will be waived if 24 hours notice is given to the opposing team.
5. Any games forfeited for which the umpire is not contacted and he appears at the playing field, the forfeiting team must pay the umpires fee. The League may take action on this matter.

GENERAL RULES:

1. Visiting teams shall have the field 20 minutes before a game except for doubleheaders. The 2nd game of double headers has no infield practice. If the visiting team desires to have batting practice before the game, it shall not be done on the infield of a field prepared for a game.
2. Regular game time is 6:15 PM. Forfeit time is 15 minutes after scheduled start of game. Doubleheaders will start at 5:30 PM and a new inning cannot begin after 7:00 PM. The 2nd game should start within 10 minutes after the first game ends. Lighted fields will have BOTH games played in their entirety.
3. A coach or player is allowed at 3rd and/or 1st base coaching boxes.
4. Score books must be properly filled out and signed by coaches or scorekeepers. The area liaison is responsible for calling the home team scores to the official league scorekeeper on Sunday evening via telephone or e-mail. For each week that an association fails to call in its scores, a fine will be assessed. The fines are follows: 1st week missed \$10, 2 week missed - \$20, and for every other week thereafter the fines increases \$10.

6. Junior, Teener and Senior Division games will consist of 7 innings. In case of rain or darkness, a game shall be considered official after the losing team has batted in the 5th inning or 1.5 hours from the start of the game. If not an official game, the entire game must be replayed.
Minor Division games will consist of 6 innings. Four innings or 1.5 hours will be considered a complete game if the game is called because of bad weather or darkness.
7. Minor Division: 5 run limit per inning, except the sixth inning. 15 run rule applies – (After 4th inning, if a team is ahead by 15 runs, the game is over. Home team must bat).
8. Juniors and Teeners Only: 5 run limit per inning, except 7th inning. 15 run rule applies- (After 5th inning, if a team is ahead by 15 runs, the game is over. Home team must bat).
9. Seniors Only: 10 run rule applies- (After 5th inning, if a team is ahead by 10 runs, the game is over. Home team must bat).
10. Infield fly rule is in effect for SENIOR AND TEENER BALL ONLY.
11. All teams will carry necessary team insurance on all players and coaches. The league carries no insurance on players.
12. Any and all games played by an illegal player will be forfeited. An illegal player includes any violation of the Call-up Rule.
13. Each Junior, Teener and Senior Division game will have one paid ASA umpire. If the umpire does not show and the head coaches agree to play, then the game will be a legal game. In the Minor Division, the home team will schedule one umpire from the league-approved umpire list. Games can be played with one umpire with the agreement of both head coaches.
14. All league fees, (including fees for balls), must be paid by the March meeting. Other fees such as DCUA fees will be assigned due dates as warranted. A late charge of \$20 per area will be assessed if fees are not paid by the due date.
15. The league will operate various committees to be set up by the League President.
16. A team can start and continue to play with 8 players if no other girls are available. If and when a 9th or 10th player shows, she will be placed at the bottom of the lineup. The player(s) can be immediately inserted into the lineup. If you start with 10 or less players an 11th player cannot be added to the lineup. You can also finish a game with less than 10 players if a player leaves a game for any reason. The minimum number players shall not be less than 8 players in the batting order at the end of the game. The player or players who leave the game will be an automatic out; unless injured.
17. If a team does not have enough players to field a team, the team not having enough players will forfeit the game. The forfeiture fine will be waived for these games if 24 hour notice of the cancellation is given.

18. The ASA rule that states a batter is out if an uncaught foul ball is hit after two strikes IS NOT IN EFFECT.
19. The catcher is allowed to have her glove touching the ground as long as she is not interfering with the batter.
20. There will be NO infield balls and only 3 pitches allowed between innings after the first inning
21. Roster size is limited to maximum of 24 players.
22. The following will apply to a batter who throws her bat:
 - 1st offense: Warning (per player)
 - 2nd offense: Batter is out, ball is dead, runner returns to bases
 - 3rd offense: Same as 2nd offense + ejection.
23. If a catcher catches a foul tip on the third strike, the batter is OUT.
24. A uniform catch & carry rule will be in effect at all fields. When a fielder catches a ball in play and carries it out of play, the batter shall be out and runners will advance one base.
25. After a team goes ahead by 20 runs at any point in the game, the game is over at that point.
26. Minor & Junior Division: All players must play a minimum of 6 consecutive defensive outs and bat at least once. A coach may sit a player for disciplinary actions, however the coach must inform the opposing coach prior to the start of the game. If a coach is in violation of this rule, the game will be forfeited. If a coach has a second violation, he will be suspended for one game. An EP will be deemed to satisfy the defensive requirement of this rule if she is in the lineup as EP for the minimum of 6 consecutive defensive outs. (Exception to rule: If all available players have been used in a game and a player leaves the game due to illness or injury, any bench player can re-enter the field defensively. This player will not be allowed to bat. The sick or injured player's position in the batting order will be passed over without penalty of an out.)

Please check softball rulebook for Extra Player and appeal rule.

RULES AND GUIDELINES FOR 8 & U COACH PITCH SOFTBALL

It is the intent of this division to provide quality non competitive instruction in a co-ed environment. The hope is to make softball more fun through greater involvement and positive coaching.

- # 1. All players shall be no younger than 6 and no older than 8. Cut off date is January 1st of the season.
- # 2. The standard 10 player defense will be used.
- # 3. A maximum of three defensive will be allowed on the field during play. There must be at least one bench coach at all times. The offense will be allowed to have a first and third base coach.
- # 4. The team pitcher shall be involved defensively.
- # 5. The team catcher shall be involved defensively and stand well behind batter.
- # 6. Defensive players shall rotate from the bench, outfield, and infield respectively.
- # 7. Coaches shall pitch to their own team. Varied distances are approved. Varied arcs are approved.
- # 8. The batter is allowed three swings or five pitches after which the batter will hit off of a tee.
- # 9. All players shall bat in no particular batting order per turn.
- #10. Base runners are only allowed to advance one base at a time except for when the last batter hits.
- #11. When a base runner is put out by the defense that runner shall leave the field and return to bench.
- #12. Batters and base runners are required to wear helmets.
- #13. No score will be kept.
- #14. The length of the game is when each team has batted four times or two hours has elapsed.
- #15. The base distance shall be 60'.
- #16. The team fee to the league is \$50.00.
- #17. Area boundaries will be relaxed for this age group only.

PLAYOFFS:

1. Playoffs will have a double elimination tournament format with the number of teams determined by a vote of the area reps no later than the April meeting.
2. The method of qualifying for the playoffs and playoff dates will be announced no later than the April meeting.
3. Seeding will be determined by order of record of all qualifying teams unless specified otherwise by the Playoff Committee no later than the April meeting. The tie-breaking procedure will be:
 1. Head-to-head
 2. Record verses highest seeded team
 3. Record verses next highest seeded teamException: In a situation where two or more teams are tie for a final playoff, a one game playoff game will be played. This playoff will be considered an extension of the regular season and will follow regular season rules.
4. One or two ASA umpires will be furnished by the League for each playoff game. In the event both umpires are absent, the game may be played if both teams agree to use a substitute umpire(s).
5. The higher seeded team will have the option to be home team.
6. Teams must arrive at the field ready to play. Teams will not be permitted on the infield prior to the game.
7. After the first inning, there will be only 3 warm-up pitches and no infield balls.
8. All games will be played to completion of at least 7 innings (6 for Minors) unless the 10 run rule or 20 run rule comes into effect. Any incomplete game (darkness, rain, etc.) shall be resumed from the point the game was stopped unless one of the teams wishes not to complete the game, thereby forfeiting the game. Forfeit fines do not apply in this situation.
9. The 10 run rule is in effect for all playoff games. There is also unlimited runs per inning for all divisions except Minors, which will still use the 5 run limit rule. **NO 5 RUN RULE FOR JUNIORS AND TEENERS.**
10. All protests and disputes must be resolved before play continues.
11. Trophies will be awarded as follows:

1st place:	Team & 15 individuals
2nd place:	Team & 15 individuals

If a team has more than 15 rostered players, the league will purchase additional trophies.