

DOUGLAS COUNTY GIRLS SOFTBALL 2010 RULES & REGULATIONS FASTPITCH DIVISION

APPROVED 12/03/09 for the 2010 Season

I - ELIGIBILITY

A. League age cut-off date is January 1st; (whatever the player's age is on the cut-off date the player is eligible to play that age all year.)

B. Acceptable proof of age will be by birth certificate or school records, however, a copy of the birth certificate must be submitted prior to the start of league play or the player will not be allowed to play in regular season and tournament games until such birth certificate is produced. (Proof of age is the responsibility of the coach.)

C. Complete team roster with verification of proof of age must be turned in to the area representative for their park prior to the beginning of league play. Any team failing to turn in an acceptable roster to the Area Representative will forfeit each scheduled league game until an acceptable roster is turned in. On April 1st all county team rosters will be frozen and no additions may be added with out first having a meeting of the Board of Directors of the Association. The Area Rep is to forward each team's roster with complete names to League Secretary by April 1st via personal delivery or email.

D. No player, coach or team will be accepted in the league unless they come through the representative of their area, abide by league rules and are approved by league officers and area representatives.

E. Teams from outside of Douglas County may register to play in the Douglas County Girls and Women's Softball League Inc if such teams are approved by the Board of Directors. Teams outside of Douglas County approved to play in the League must abide by League rules.

F. Players whose primary permanent residence is in Douglas County are eligible to be frozen or drafted to a team at any of the participating communities. Players whose primary permanent residence is outside of Douglas County may be frozen or drafted to a team at any of the participating communities with the provisions that this does not cause a player whose primary permanent residence is inside of Douglas County not to have a place to play.

II - CONDUCT

A. Any member of the league (participants or officials) guilty of misconduct may be punished by reprimand, suspension or expulsion from the league (to include regular season, tournament and post play). This misconduct includes coaches who knowingly break league rules or make decisions that are deemed detrimental to the physical or mental well being of the players.

B. Jeering and un-sportsmanlike conduct by anyone will not be permitted during a game, including regular season, tournament and post season play. Players and/or coaches who violate this rule will be suspended from league play and/or subject to disciplinary action by the association.

C. When any coach is ejected from a league game or league tournament, an incident report must be filed by the umpire and the coach involved. After the incident report is received, the Board may take disciplinary action.

D. Any coach suspended by the Association may be allowed to coach after one year's suspension. After being reinstated by the Association, his/her first year back as a coach will be on a probationary basis. If while on probation a coach is guilty of any infraction of conduct or rules governed by this Association, he/she will be suspended for an indefinite period of time. He/she may apply to the Board of the Association to be reinstated. A majority of the Area Representatives must vote favorably to reinstate the coach.

E. Any official complaints, (in writing), against coaches will be handled by the Board unless the Board asks for the complaint to be handled at the community level.

F. Coaches who intentionally violate League rules will be suspended by the Association for a period of not less than one (1) year.

III - GENERAL RULES

- A. Each game will be played under rules of the Douglas County Girls and Women's Softball League, Inc. using the A.S.A. sanctioning body's rules as a guideline.
- B. Games will be as stated in each age group.
- C. A game will be forfeited 15 minutes after the scheduled starting time, if a team cannot field a team according to the rules of that age group.
- D. The practice and coach's requirements should be explained to the players and their parents in advance. When a girl is not allowed to play, the reason should be explained to her in advance of the game. All complaints regarding this rule should be given in writing to the Area Representative.
- E. Area Representatives will vote on League Game protests. Decisions will be final. Protests must be filed with the umpire at the same time of rule infraction and turned in to the Area Representative in writing the first working day after the protested game. Protests will be handled according to guideline body's rules. There will be a \$25.00 fee for a protest to be turned in to the Area Representative along with the written protest. This fee will be refunded in the event the protest is upheld.
- F. An Illegal Player is a player that has violated a non-game rule. For example a 12 year old player on a 10&U team is an Illegal Player, a player that attempts to steal home base in a 10&U game is not. Any player judged to be Illegal for any reason will not be allowed to play in League Games. All League Games played with the Illegal Player will be forfeit.
- G. Rule changes that need to be made to correspond with any revision initiated by a recognized softball association (e.g. NSA, ASA, USSSA or ISA) will be made whenever necessary.
- H. It will be the responsibility of the coach to see that each girl plays half of a game and that all players that are able are on the batting roster and must bat. If a player that is present is not able to play because of injury, illness or team discipline the umpire must be notified prior to the game. If a coach is found guilty of not playing all of his/her team in a league season game or the end of the season county tournament, the game will be forfeited. Only players injured, ill or ineligible because of team discipline will be allowed not to play in a league season game.
- I. If a player is unable to bat, she will drop out of the line-up and be skipped with no out charged. An out will be charged to the team on the 2nd missed at bat and she will not be allowed to return to the line-up and her position on the line up will be an out each time she would have come up to bat.
- J. Correct base distance is 60 feet and pitching distance will be 40 feet.
- K. No game will begin after 8:30pm for 10 & under or 9:15pm for 12 & under and older age groups on a school night
- L. Free substitutions will be used.
- M. Run rules will be in accordance with the Douglas County Girls Softball: 18 after 3 innings, 15 after 4 innings and 10 after 5innings. Note for all Age Divisions where Run Limits exist: If time has expired and the away team is seven (7), or more, runs behind OR the home team is seven (7) or more runs behind, the umpire will call Ball Game as the losing team is mathematically unable to tie or win due to the 6 Run Limit. Due to this the Home Team may not get "last at bat".
- N. All offensive coaches must be at least three (3) feet from the baseline while the ball is in play.
- O. At least one (1)-scheduled umpire must be present or the game will be rescheduled.
- P. Manager/Head Coach is the only authorized person to discuss a rule interpretation with the umpire.
- Q. One (1) new approved ball will be provided by the Home team and the Visiting team will provide one (1) used approved ball that is acceptable to the umpire and the coaches. All softballs must be optic yellow with a visible stamped COR rating of 0.47 or lower.

R. It is mandatory that all players participating in any activity sponsored by the Association wear helmets with face masks and chin straps (properly secured) when they are batting, base running or performing as a player coach. This includes both the league and tournament play, both inside and outside of Douglas County.

S. It is mandatory that all catchers wear a helmet and mask with a throat protector or a mask with a built in throat protector. Chest protector and protective leg gear is required. A Catchers Mitt and "Knee Savers" are recommended.

T. All pitchers in 10&U and 12&U are required to wear a protective mask such as the Game Face.

U. All equipment must be U.S.S.S.A or A.S.A. approved. Shoes with metal cleats will not be allowed.

V. Double bases will be used at First Base, when available.

W. No Jewelry of any kind will be allowed except that newly pierced ears must be covered by a "Band-Aid" or tape.

X. In the interest of safety, all players must be instructed not to 'sling the bat' (using intentional or unintentional excessive force in placing the bat on the ground). If a batter in any age group causes the bat to make contact with any Defensive Player a Dead Ball Out shall be called and the batter shall be out, no runners can advance.

10&U, 12&U, 14&U: If in the opinion of the Umpire a Batter slings the bat without contacting an Defensive Player; the first time the umpire will warn the team. Each additional time any Batter on that same team slings the bat within that game, the Batter will be out. The scorebook will be marked by the scorekeeper to record that the team was warned. When the out is called, it is an immediate dead-ball situation, no runners can advance.

16&U: If in the opinion of the Umpire a Batter slings the bat without contacting an Defensive Player, the player will be out. When this is called, it is an immediate dead-ball situation, no runners can advance.

Y. There is to be no intentional contact between the offensive and defensive players. The following ASA Softball Rules are here as a partial reference:

RULE 8 - BATTER-RUNNER AND RUNNER

Section 7. THE RUNNER IS OUT.

J. When a runner interferes:

- 1. With a fielder attempting to field a batted fair ball or a foul fly ball, or*
- 2. With a fielder attempting to throw the ball, or*
- 3) With a thrown ball.*

EFFECT: If this interference, in the umpire's judgment is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.

- 4. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.*

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player.

EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected.

Z. Obstructing the runner by the defense is a violation of the Rules. The following ASA Softball Rules are here as a partial reference:

RULE 8 - BATTER-RUNNER AND RUNNER

Section 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructs the progress of a runner or batter-runner.

EFFECT: When obstruction occurs a delayed dead ball is ruled.

NOTE 1: Obstructed runners are required to touch all bases in proper order.

EFFECT: Delayed dead ball, the runner is called out if properly appealed

NOTE 2: Should an act of interference occur following any obstruction, enforcement of the interference penalty has precedence.

1. An obstructed runner may not be called out between the two bases where obstructed

Exceptions:

a. when an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner,

b. an act of interference, or

c. if passing another runner.

EFFECT a-c: The obstructed runner is no longer protected between the bases where obstructed and may be put out

d. missing a base

e. leaving a base before a fly ball was first touched

EFFECT d/e: The obstructed runner is out if properly appealed.

2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction,

EFFECT: A dead ball is called and the obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.

3. If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,

EFFECT: The obstructed runner will be called out. The ball remains live.

4. When a runner, while advancing or returning to a base

a. Is obstructed by a fielder who neither has the ball or

b. Is attempting to field a batted or thrown ball, or

c. When a fielder fakes a tag without the ball

EFFECT: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

NOTE: If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

IV - AREA ORGANIZATION

A. Each community should have a suggested maximum number of twelve (12) players per team.

B. Playing Divisions:

1. Age Groupings:

10 and Under "A"

10 and Under "B"

12 and Under "A"

12 and Under "B"

14 and Under

16 and Under

18 and Under

2. Temporary Players: A player may be added to a Class "A" Roster from a Class "B" Roster for one (1) game without becoming ineligible to return to Class "B" provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be registered on a DCG&WS League Team.. The added player can not pitch. A player may be added

to a Class "B" Roster from a another Class "B" Roster for one (1) game without becoming ineligible to return to their original Class "B" Roster provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be registered on a DCG&WS League Team. The added player will be allowed to pitch. In divisions that do not have classes (A's & B's) A player may be added to the Roster from another team Roster for one (1) game without becoming ineligible to return to their original team Roster provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be registered on a DCG&WS League Team. The added player will be allowed to pitch. This section has been established to allow the game to play without forfeit.

3. Number of Teams in an Age Grouping: If there are not enough Class "A" within an age division to play a league schedule or not enough in an age group to play a league schedule , the following will apply:

- a. 10U & 12U Divisions Only : Class "A" Teams in these age divisions will join with Class "B" Teams and play a mixed (Open) Class "A" and Class "B" schedule.
- b. 14U & 16U Divisions Only: The age division lacking enough teams to play a league schedule within their age divisions will play up one age division.
- c. 18U Division Only: If this division is lacking enough teams to play a league schedule within their age division, this age division will play down with the 16U Division.
4. Reassignment of Age Grouping: At a time when a team has developed to the point where the team is an overwhelming force in their Age Grouping, the League will recommend that the team moves up (either "B" to "A" or up an Age) so that team can continue to develop their skills.

C. League Fees must be turned in to the League Treasurer before the first scheduled game – no team can play until its League Fees are paid. League Fees are not refundable if the team disbands or withdraws from the League.

D. Girls may register to play at any of the participating communities and provided space is available, every effort will be made to ensure that they are able to play out of the community of their choice.

E. Players will not be allowed to change teams after April 1st. Rosters are frozen on April 1st.

F. All teams will be registered with the Douglas County Girls and Women's Softball League Inc. Each individual community may sanction with other governing bodies.

G. Rained out or canceled games will be rescheduled by the County Scheduler, only if the rainout will result in either team ending with less than 10 games.

H. League games that have not been made up by the end of the season will not count as a forfeit unless not playing the game will result either team finishing with less than the minimum noted above. The team that failed to make up the game will forfeit and will be responsible for any umpire fees, which may be incurred.

I. All teams must abide by the rules properly accepted by the Board of Directors or the team will be withdrawn from the League by a vote of the Area Representatives.

J. A ball player may be rostered on only one (1) slow pitch roster and only one (1) fast pitch roster at a time. A player may be rostered on both a fast pitch and slow pitch roster at the same time. Failure to abide by this rule will result in the teams forfeiting all previous games where the infraction incurred.

V - TOURNAMENTS

County Championship Tournament (End of Season)

1. When possible, the County Championship Tournament will be held in one central location and in accordance with the guidelines agreed upon by the Board of Directors.
2. All teams in each division will be seeded based on their win/loss record during league play within their division and will be placed accordingly on the brackets.

3. Work during the County Championship Tournament will be divided among the communities on a percentage basis according to the number of players represented by each community during the preceding year.
4. Any special requests for times and/or days must be turned in, in writing, no less than seven (7) days prior to the first day of play in the End of Season county tournament.
5. The County Championship Tournament Games will be the same as league time limits with no time limit on championship game.
6. Protests must be filed with the umpire and Tournament Director before the game in question is over. The protest fee is \$75.00 The Tournament Director will be the Area Representative from that park. All decisions are final. There will be NO rescinding of the protest after a decision is made. Protests will be handled according to the sanctioning body rules.
7. Any direct conflict of interests , tournament director should contact another area rep or executive board member for the decision.

VI - DRAFTING SYSTEM (Rec)

A. Freezes:

1. 10&U and 12&U "A" divisions require no draft. 10&U and 12&U "B" may freeze up to seven (7) players (with each sister counting as one joint freeze) and at least one (1) of them being the coach's daughter. If a coach does not have a daughter on the team, he/she will be allowed that freeze, with a designee child as the daughter freeze
2. In 10&U and 12&U "B" All freezes must be submitted to the Area Representative before try-outs begin. All players in the "B" Division are expected to participate in the draft but only the non-frozen players will be drafted. All freezes are protected for their team.
3. Along with the names of freezes, the coach must have the written permission of one or both parents or legal guardian before the draft begins.
4. Order of drafting will be determined by a draw from a "hat" or coin toss. After each round, the drafting order will rotate (1,2,3,2,3,1,3,1,2). When there are less than three teams, order of rotation will not reverse.

B. Late Sign-Ups:

1. Any players that sign-up after the draft day will be put into a hat and drawn by all coaches in that age group from that community, only if all teams have equal number of players

C. Registration:

1. The dates for registration will be set prior to each season by the Association. Any park starting registration before the set beginning of registration will be fined \$250.
2. When all teams in the community have the suggested maximum number eligible to play, last girls to register may be placed in a County pool and the County Association will assign them to teams needing players in the community nearest them.
3. Every community will accept ALL registration applications on ALL scheduled registration days. Any community found in violation of this rule will be fined a sum set by the Board of the Association, not to exceed \$50.00 per offense. This sum will be deducted from that community's per team share of the funds distributed to each community after the Championship Tournament.

D. Tryouts:

1. Tryouts will be held by each community prior to the draft date set by the Association.
2. All players present at the draft will be given a specific number that must be attached to the girl during the tryout.
3. Any eligible girl who does not participate in the tryouts will not be drafted, but the girl's name will be placed in a hat after the draft is completed and her name drawn. All coaches will participate in the draw, in order of draft rotation. There must be as many pieces of paper in the hat as there are teams drawing. Some papers will be blank. All names will be put in at one time for drawing. If after the drawing teams are uneven, teams with more players will have the option of keeping the new player or the last draft choice.
4. Two board members, to be assigned by the President, will oversee each community's draft.

VII – THE GAME

Rules will be governed by Douglas County Girls Softball.

1. There shall be a eighty (80) minute time limit for the game. There is a maximum of six (6) innings unless the game is tied at the end of six (6) innings. The minimum number of complete innings is one (1) unless the home team is ahead when the game clock expires. When the game clock expires, the inning that is underway shall be completed unless the home team is ahead or either team is run-ruled. No new inning shall start after eighty (80) minutes have elapsed on the game clock unless the game is tied..
2. There will an eight (8) player minimum to start a game. The manager of a team which falls below eight players during the game, has the option to continue to play.
3. There shall be a 6 run limit per half inning. Effect: The sixth run scored is a inning ending out regardless of the outcome of the rest of the play. Once the sixth run crosses the plate the umpire will call time and the sides will switch out.
4. In 10&U note the following:
 - a. Ten (10) players are allowed on the field.
 - b. No stealing home, except when an attempt is made on a runner at any base.
 - c. Drop 3rd strike is in effect.
5. Tie games – In any regular season game where the score is kept if at the end of the game clock or the final inning (as listed in these rules) the score is tied, one (1) additional inning shall be played using the standard rules for that age division. If after the extra inning the teams remain tied the game shall be stopped and declared a tie. This rule does not apply during tournament play.