

DOUGLAS COUNTY GIRLS SOFTBALL 2010 RULES & REGULATIONS SLOWPITCH DIVISION

APPROVED 12/03/2009 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 Association 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. The presence of a suspended coach at a league event where his team is participating will cause the suspended coach's team to forfeit the game. If the suspended coach is found to be at a League Event by a Board Member, the Board Member will have the umpire

stop the game and declare a forfeit by the suspended coach's team.

III - GENERAL RULES

A. Each game will be played under rules of the Douglas County Girls and Women's Softball, Inc. using the U.S.S.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 a base in an 8&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 and pitching distance will be based on Douglas County Girls Softball rules.

K. No game will begin later than 8:00pm for T-ball and 8 & under. 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". In regular season play, if both team managers agree, play will continue until the game clock expires or there is ten minutes to the next scheduled game. The official score of the game will remain the score at the time one of the teams was run-ruled. This is to allow for additional game experience for the players.

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. Each team will furnish a league-approved ball that is acceptable to the umpire and the coaches. 0.47 COR or less.

R. It is mandatory that all players participating in any activity sponsored by the Association wear helmets 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 optional in slow pitch, required in fast pitch. It is highly recommended pitchers wear a protective mask such as the Game Face.

T. Stealing will be allowed in the 12 and Under division and older. Stealing may be attempted at a base runners own risk once a pitched ball has crossed the plate or hits the ground. A player will not be allowed to steal on a pitched ball that is swung at by the batter. No stealing will be allowed on a dead ball or if the batter is hit by a pitch.

U. In 12 and Under and up a Courtesy Runner will be allowed: A Courtesy Runner may only be used one time per inning. The Courtesy Runner may be any player on the Team's roster. The Courtesy Runner will be in the batting order. The Courtesy Runner may be entered at any time. Once a base runner is replaced by a Courtesy Runner, the original player cannot return as the base runner. If the Courtesy Runner's position in the batting order comes up while the Courtesy Runner is still on base the spot in the batting order will be an out that half inning (you cannot walk the batter in front of the Courtesy Runner's spot in the order to get the out). If the Courtesy Runner becomes injured and cannot resume play, the Courtesy Runner is out.

V. 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.

W. 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.

6&U, 8&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 Batter. Each additional time that player slings the bat while batting within that game, she will be out. The scorebook will be marked by the scorekeeper to record which player was warned. When the out is called, it is an immediate dead-ball situation, 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, 19&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.

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

Rule 8. BASERUNNING

Sec. 5. BASE RUNNERS ARE OUT under the following circumstances:

B. When the Base Runner interferes with a Fielder attempting to field a batted ball, or intentionally interferes with a Fielder catching a ball, or throwing a ball, or with a thrown ball.

EFFECT Sec. 5. B. If the interference is not ruled intentional; the Batter-Runner is entitled to go to First Base. If, in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding Runner shall also be called out. When a Base Runner interferes after he is out or after scoring, the most advanced Runner shall be declared out.

V. When a Defensive Player clearly has the ball and is waiting for the Runner and the Runner deliberately and forcefully runs into the Defensive Player, the Runner is declared out.

EFFECT Sec. 5.V. The offender shall be ejected, the ball is dead and all other Runners must return to the last base touched at the time of the collision.

Y. Obstructing the runner by the defense is a violation of the Rules. The following USSSA Slow Pitch Softball Rules are here as a partial reference:

Rule 8. BASERUNNING

Sec. 7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

E. When he is obstructed by a Fielder between the bases, or as he rounds a base, unless the Fielder is trying to field a batted ball, or had the ball in his possession ready to tag the Runner.

EFFECT Sec. 7. E. The obstructed Runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The Umpire should also award the Runner all other advanced bases, he believes the Runner would have made, had no obstruction occurred, without waiting for an appeal from the Offensive Team. If the Runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy. The Ball remains live with all other Runners in jeopardy, except any preceding Runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

IV - AREA ORGANIZATION

A. Each community should have a suggested maximum number of fifteen (15) players per team.

B. Age Grouping:

6 and Under

8 and Under

10 and Under

12 and Under

14 and Under

16 and Under

19 and Under

In 6&U through 16&U there may be a mid-season division of each age group into two Flights for the balance of the season. All teams will only play teams in their Age Division and Flight for the remainder of the season and the End of Season Tournament.

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 12 games (in the Spring season).

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 and flight will be seeded based on their win/loss record during league play within their flight and will be placed accordingly on the brackets. All 6&U teams will be seeded based on a hat pick and 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.
8. In 6 and Under games the score will be kept. There are no batter limits in these games, the following shall apply: there shall be a 6 run limit per half inning. Effect: The sixth run scored is an 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. Run Rule will be as stated in paragraph M under the General Rules.

VI - DRAFTING SYSTEM (Rec)

A. Freezes:

1. 6 and Under through 16 and Under may freeze up to ten (10) players (with each sister counting as one joint freeze) and at least one (1) of them being the coach's daughter. In 19U each coach may freeze up to fifteen (15) players. 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. All freezes must be submitted to the Area Representative before try-outs begin. All non-frozen players must go through the draft.
3. All freezes are protected for their team.
4. 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.
5. Order of drafting will be determined by a draw from a "hat". 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. Each girl that is eligible for the draft will be given a specific number at registration. That number must be attached to the girl when she comes to tryouts.
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 - T-BALL RULES: (ALSO REFERRED TO AS SIX AND UNDER)

- A. There will be a seven (7) batter rule per inning or three outs.
- B. There shall be a sixty (60) minute time limit for the game. Except in tournament play, at the end of the time limit the umpire shall call the game after the batter completes her at-bat. This time limit is 'sudden death'; the inning shall not be completed and the home team does not get a "last at bat".
- C. The base distance will be 55 feet.
- D. If a player slings the bat, the first time the umpire will warn the player. Each additional time the player slings the bat, the player will be out.
- E. The player pitcher has to be at or behind the 35-foot marker and inside the circle before the play starts.
- F. Complete team roster will be batted with the entire team eligible to play on the field.
- G. Must have five (5) players to start the game.
- H. After the game has started, if players arrived late they will be added to the bottom of the batting order and they will be allowed to play.
- I. There will be a 16-foot diameter circle around the 35-foot mark (pitching mark) which shall be from where the pitcher designee (player) stands. The semi-circle foul line will be placed ten (10) feet from the back of the home plate.
- J. Two (2) coaches will be allowed on the field during defensive play inside the foul line and outside the base lines. The offensive team may have three (3) coaches on the field, two (2) base coaches and one (1) to pitch or place the ball on the tee and to adjust the tee height for each batter. After this coach pitches or adjusts the tee, he/she must move toward the fence behind home plate so as to

be out of the way of play.

K. A catcher will be optional for each team. If a team chooses not to use a catcher, the player may be placed in the field, but only if the team has less than ten (10) players in the field. On defense, no fielder may stand closer to the batter than the pitcher. The outfielders must play outside the baseline prior to the ball being placed in play. A maximum of six (6) players including the pitcher and catcher may play in the infield at one time.

L. The batter will be allowed five (5) opportunities to hit the ball with the coach's option of either pitching or placing the ball on a tee. If the batter is unable to get a hit by the fifth (5th) pitch or swing, she is called out. From the tee, a swing and a miss, a swing and hitting the tee and foul balls all count as a swing. It is the duty of the Pitching Coach to remove the tee from the batter's box if the batter becomes a base runner.

M. Only the pitcher can stop the play by stepping into the 16' diameter circle, and she must be in full control of the ball. If the pitcher is attempting to make a play and runs through the circle, this will not be considered making the play dead, and the play will be allowed to continue.

N. The games will end after one hour or five complete innings, whichever comes first.

O. There will be a 15-minute grace period after the scheduled start time. If a team cannot field 5 players after the grace period the game will be forfeited. As additional players arrive, they will be added to the end of the batting order.

P. It is mandatory that coaches teach players to throw overhand. Players will not be allowed to roll the ball.

Q. If the pitcher catches a fly ball while inside the circle (after the ball has hit by the batter), it is the umpire's judgment if the play is dead. If the pitcher attempts to make a play while the runner is attempting to advance, she will be allowed to.

R. The adult coach pitching shall not field any batted or thrown balls. A pitcher designee (player) will remain approximately three (3) feet to the left or right, but not directly behind the adult pitcher, nor closer than the 35-foot mark and will remain in that position until the ball is batted. This player will receive all balls batted or thrown balls to the pitchers mound. No player may play in front of the adult pitcher. Should the adult coach, either by accident or reflex, touch or catch a batted ball during play action the ball will be considered a dead ball and the umpire will consider this hit one of the allowed five (5) pitches. All base runners will return to the base occupied prior to the ball being hit. When the coach pitches the ball, both feet must be in the circle between the rubber and the front of the circle in a straight line to home plate. He/she may not pitch from either side of the rubber or to the left or right of the rubber between the front of the circle and the rubber. After the ball is hot the adult pitcher is to exit the field of play away from the play.

S. There will be a halfway mark between the bases, if a runner is past the halfway mark when the pitcher steps into the 16'diameter circle with both feet and in full control of the ball, the runner will be allowed the base she is attempting to advance to. If the runner is not past the halfway mark, she must return to the last base.

T. For balls hit off the Tee, the umpires will wait until the ball stops rolling to call it foul if it is foul. If a ball is hot and it rolls outside the 10' semicircle at home plate, the ball is fair. If the ball stops within the semi-circle, it will be called foul. (This rule applies to balls hit off the Tee only). If the batter takes a swing at the ball and, in the umpire's judgment, the batter did not strike the ball and only struck the tee, the ball is a foul ball and will count as one of the swings allotted to the batter.

U. The umpires will require that the defensive team not stand in the base lines to avoid collisions or injuries.

V. Helmets are required in T-Ball.

W. Any bat used in a T-Ball game is acceptable as long as it has the official logo for "Official Softball", "T-Ball" or "Big T".

X. The Riff Ball will be used in all league games unless both teams agree to use an official softball.

Y. If there is an overthrow (into foul territory) at first base or third base, runners will be allowed to advance one (1) base at her own risk and the ball and play will be dead when the runner reaches the next base. If an attempted play is made at the base in question the player may be thrown out (remember it was at her own risk), but the player may not go any further.

Z. During regular season play no score will be kept.

VIII - EIGHT AND UNDER RULES

- A. The coach or assistant coach will pitch when their team is at bat; the coach will pitch from the 35' pitching rubber.
- B. 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.
- C. Each batter will be allowed five (5) pitches, if the batter has not successfully hit the ball fair after 5 pitches, she is out with the following exception. If the 5th pitch is hit foul, she is allowed one additional pitch. If the 6th pitch is not hit fair, she is out.
- D. The adult coach pitching shall not field any batted or thrown balls. A pitcher designee (player) will remain approximately three (3) feet to the left or right, but not directly behind the adult pitcher, nor closer than the 35-foot mark and will remain in that position until the ball is batted. This player will receive all balls batted or thrown balls to the pitchers mound. No player may play in front of the adult pitcher. Should the adult coach, either by accident or reflex, touch or catch a batted ball during play action the ball will be considered a dead ball and the umpire will consider this hit one of the allowed five (5) pitches. All base runners will return to the base occupied prior to the ball being hit. When the coach pitcher pitches the ball, one foot must be in contact with the pitching rubber.
- E. One coach will be allowed on the field during defensive play inside the foul line and at least 10 feet behind the outfielders.
- F. There shall be a sixty (60) 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 inning shall start after sixty (60) minutes have elapsed on the game clock unless the game is tied.
- G. If a team cannot field 7 players after the grace period the game is forfeited. As additional players arrive, they will be added to the end of the batting order.
- H. The defensive team must have one coach positioned behind the umpire to field the balls missed by the catcher. The pitching coach must exit the field of play after the ball has been hit by the batter.
- I. If there is an overthrow at first base or third base, runners will be allowed to advance one (1) base at her own risk and the ball and play will be dead when the runner reaches the next base. If an attempted play is made at the base in question the player may be thrown out (remember it was at her own risk), but the player may not go any further.

IX - TEN AND UNDER RULES

Rules will be governed by Douglas County Girls Softball.

Exceptions:

1. 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.
2. There shall be a sixty-five (65) 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 sixty-five (65) minutes have elapsed on the game clock unless the game is tied.
3. There will an eight (8) player minimum to start a game.
4. There will be no stealing.
5. Pitching distance will be 40 feet.

X - TWELVE AND UNDER RULES

Rules will be governed by Douglas County Girls Softball.

Exceptions:

1. There shall be a sixty-five (65) 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 sixty-five (65) minutes have elapsed on the game clock unless the game is tied..
2. There will an eight (8) player minimum to start a game.
3. Stealing will be allowed.
4. 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.

XI - FOURTEEN AND UNDER RULES

Rules will be governed by Douglas County Girls Softball.

Exceptions:

1. There shall be a sixty-five (65) 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 sixty-five (65) minutes have elapsed on the game clock unless the game is tied..
2. There will an eight (8) player minimum to start a game.
3. Stealing will be allowed.
4. 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.

XII - SIXTEEN AND UNDER RULES

Rules will be governed by Douglas County Girls Softball.

Exceptions:

1. There shall be a sixty-five (65) 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 sixty-five (65) minutes have elapsed on the game clock unless the game is tied..
2. There will an eight (8) player minimum to start a game.
3. Stealing will be allowed.
4. 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.
5. If in any regular season game a 16&U team is playing a 19&U team, the manager of the 16&U team shall have the option to disregard exception #4 to the 16&U rules. The 16&U team must be officially listed as a 16&U team for the season for this to be allowed.

XIII - NINETEEN AND UNDER RULES

Rules will be governed by Douglas County Girls Softball.

Exceptions:

1. There shall be a sixty-five (65) 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 sixty-five (65) minutes have elapsed on the game clock unless the game is tied.
2. There will an eight (8) player minimum to start a game.
3. Stealing will be allowed.