

**GRAPEVINE GIRLS SOFTBALL ASSOCIATION  
SOFTBALL GENERAL RULES FOR ALL LEAGUES**

***A. CONDUCT OF PLAYERS, COACHES, PARENTS AND UMPIRES***

1. All players, coaches, parent and umpires will conduct themselves in a sportsmanship manner at all times. Coaches are responsible for ensuring their team's compliance.
2. Arguing with and/or badgering of the umpire(s) **WILL NOT** be tolerated and will result in forfeiture for the violating team.
3. No alcoholic beverages will be allowed on the premises at any time.
4. No smoking will be allowed in or around the playing fields, or bleacher areas. Smoking will only be allowed in the parking area. Parents and other spectators shall refrain from the use of tobacco products when in these areas and in the presence of players.
5. "Chatter and chants **will** be allowed as long as it is neither profane or directly targeted at any individual players in a negative manner. Any abuse of this rule will result in the "no chatter" rule being reinstated.
6. Players, coaches, parents and umpires will refrain from using profane language.
7. Any violation of the above rules will be subject to disciplinary action from the **GGSA Board**.

***B. MANAGERIAL RULES***

1. All team managers, coaches and assistant coaches are subject to annual criminal background investigations.
2. If a team fails to appear within 15 minutes after the official start time or availability of the playing field, forfeiture will be declared.
3. All players shall wear a consistent uniform jersey and pants (or shorts). Blue jeans and cut-offs are **NOT** permitted. Jerseys must be tucked in at all times during games.
4. The home team shall utilize the first base dugout.
5. No more than three coaches will be allowed in the dugout.
6. Umpire(s) will call the game in case of inclement weather.

7. All teams shall clean up their dugouts of all trash and dispose of it properly at the end of each game. Coaches will also be responsible for making sure parents clean up the bleacher area at the end of the game.
8. Each team shall have a first aid kit in possession at all times. The first aid kit will be the sole responsibility of the coaches to provide.

### ***C. PLAYING RULES***

1. All catchers and batters are required to wear protective helmets with face guards. Catchers also must wear throat guards, chest protectors, shin guards, (except for 6U). Pelvic protectors are strongly recommended, but are not provided by GGSA. Additionally, chest protectors for all defensive players are recommended, but not provided by GGSA. (Contact a league official for source information about obtaining the above personal items.)
2. Coaches are responsible for having their team on the playing field at the time of the scheduled game time.
3. Any conflicts with a scheduled game other than weather-related delays must have approval from the GGSA President to be rescheduled. All requests must be submitted at least ten (10) days **prior** to scheduled game time in order to be considered.
4. No new inning will start after the league's time limit laws have expired. If the game is tied after time has expired or the maximum innings have been played, then a tie breaker inning will be played using the "International Tie Breaker Rule" (3/2 ITB). This will consist of one full inning where the offensive team begins its' turn at bat with the last batter from the previous inning being placed on second base. Each batter will start with a full count (three balls and two strikes). If the game is still tied after the inning is completed, then each team will record the tie as a half-win for their league's standings.
5. If a team cannot field enough players from their roster for a regular game, the coach may "promote" a player(s) from the age group directly below their own (i.e. 12U coach may choose a player from the 10U league). The following procedures are also in effect:
  - a) The coach must obtain permission from the player's parent(s).
  - b) The promoted player cannot be used as a pitcher or catcher under any circumstances.

- c) The coach may promote enough players to fill a roster of (10) players, however, all regular players must play on defense at all times. A promoted player cannot play defense while a regular player is benched.

#### ***D. PROTESTS***

1. Protests can be made only in regards to interpretation of rules, **NOT** judgment calls.
2. Protests will be handled at the time of the protest call by a meeting of the umpire and coaches. If unable to reach an agreement, a protest must be indicated in the official score book and a written protest must be submitted to the appropriate league commissioner within 48 hours after the game in question ends, who in turn will submit it to either the GGSA Board, or an inter-city grievance committee with inter-city games.
3. A \$50.00 fee made payable to GGSA must be attached to the written protest. If the protest is upheld, this fee is returned. If not, the fee will be forfeited and placed in the trophy fund.
4. If the protest is upheld, the game will be rescheduled and replayed starting at the point of protest.
5. It is each coach's responsibility to have a current A.S.A. rulebook and league standing rules in his/her possession as a point of reference.

#### ***E. COACH SELECTION***

1. The GGSA Board will select coaches. All coaches must complete a coach's application and submit a background check authorization form. Coaches must also provide at least three (3) references. Final approval of coaches will be at the sole discretion of the GGSA President. Head coaches must also attend the NYSCA certification class provided by the City of Grapevine. Failure to do so will result in loss of status of head coach.
2. All coaches must attend all coaches' clinics. Failure to do so will result in their dismissal.
3. All coaches are expected to cooperate and support all activities scheduled by the GGSA Board. Failure to do so will result in their dismissal.

## EQUIPMENT AND UNIFORMS

### EQUIPMENT:

One of the key responsibilities of the coach is to ensure that your team has the proper equipment to make softball safe and enjoyable.

You will be assigned a bag of equipment that must be turned in after the last game you play. The equipment will be inventoried when checked out to the coach and must be turned in with the same items in it. **GGSA** will provide most of the equipment that you will need to play a fun and safe game:

- \*catcher's helmet
- \*catcher's mask
- \*catcher's chest protector and shin guards
- \*bats
- \*batting helmet with face guards
- \*chin straps
- \*practice balls and game balls

After each game, you should inspect your equipment for damage or excessive dirt.

Any repairs needed should be reported to a board member immediately following your game to ensure adequate time for repairs.

To clean your equipment, any excessive dirt or mud can generally be cleaned with a brush or soap and water. Try to avoid perfumed soaps and chemicals, as more kids have allergies to these.

### UNIFORMS:

This spring, through registration fees, the league will provide each player with:

- \*visor (excluding 6U)
- \*jersey
- \*socks

Coaches will be provided with a complimentary jersey.

**Players need only provide their own glove and remainder of the uniform.** All players must have the same color pants and socks. Cleats are optional, as are other accessories such as sliding shorts, shin guards, bats, bat bags, etc.

## ***10 and Under League***

### ***A. GOVERNING RULES***

1. 10 and Under regular season shall be played using the most recent rules listed below in order of precedence:
  - a) These GGSA Standing Rules for the 10 and Under League (highest priority). These standing rules override or supplement ASA Rules.
  - b) ASA Rules and Regulations for the 10 and Under League.

### ***B. LENGTH OF GAME***

1. Five (5) innings or 1 hour and 15 minutes, whichever takes place first. No new innings will start after time limit has expired.
2. If the game is tied at the time or inning limit, then the “International Tie Breaker Rule” (3/2ITB) will be in effect for one full inning.

### ***C. INNING PLAY***

1. A half-inning consists of five (5) runs or three (3) outs, whichever takes place first.
2. An official game will be three (3) innings or 1 hour in the event of weather or any unforeseen circumstances. The home coach shall contact the league scheduler and visiting coach to reschedule the game.

### ***D. FIELD***

1. Pitching distance shall be 35 feet and base distance is 60 feet.

### ***E. EQUIPMENT AND SCOREKEEPER***

1. The softball shall be an 11” white or red-stitched ball with a .47 or a .50 core.
2. The home team shall provide the game balls and designate an official scorekeeper. Batting orders must be delivered to the opposing team’s scorekeeper prior to the start of the game.

### ***F. UMPIRES***

1. GGSA will provide two (2) umpires for each game.

2. In the event that an umpire is late or absent, coaches may select a mutually agreed upon individual(s) to umpire the game. GGSA board member **MUST** be advised immediately **AFTER** the game in this event.

## ***G. GAME PLAY***

### **1. PLAYERS**

- a) Games will be played with no more than ten (10) players on the field. The tenth player shall be placed in an outfield position. Any team may play with eight (8) players without forfeit; however, the ninth batter shall always be out.
- b) All players must bat (consecutively) whether they are playing defensively at the time or not.
- c) All players must appear in a defensive position within the first two (2) innings, and must play a minimum of two (2) defensive innings if the game lasts four or more innings.
- d) No player may sit out more than one consecutive inning.
- e) Any player removed because of illness or injury, may skip her turn at bat without an automatic out unless the number of players drops below nine (9). If the player returns to the game, they must be placed back into the original batting position. Players who arrive at the game after play has started may be added to the line-up only with the opposing coach and umpire's approval.

### **2. PITCHING, BATTING AND FIELDING**

- a) The batter will have a maximum of six (6) balls pitched. A maximum of four (4) balls will be pitched by a 10 and under girl pitcher, then coach/adult will pitch a maximum of two (2) more balls.
- b) The umpire will call strikes while the coach is pitching.
- c) The pitched ball from the player pitcher cannot arc any higher than the pitcher's head; otherwise, it will be deemed an illegal pitch.
- d) Batter is out upon three strikes, whether pitched by player pitcher, coach pitcher or combination of both.
- e) Batter will hit a fair ball or strike out.

- f) Foul balls are counted as strikes up to the fifth pitch; batter cannot foul out.
- g) No player pitcher may pitch more than two consecutive innings.
- h) Batter cannot be walked unless hit by a pitched ball by a player pitcher.
- i) When coach is pitching, the player pitcher will stay on field for defensive reasons. She should be on one side or the other, parallel to the pitching rubber. Coach/Adult pitcher will exit field when ball is hit and in play.
- j) A runner may advance to home only on a batted ball.
- k) Mandatory slide with CONTROLLED PLAY at home.

### 3. STEALING

- a) Runner may NOT steal when coach is pitching.

### 4. END OF PLAY

- a) The umpire will call time when the ball is returned to the pitcher, who is within the 16' diameter of the pitcher's mound and has the ball under control.

### 5. RULE CHANGES

- 1. The GGSA Executive Board may add, amend or delete any or all of these standing rules for regular and/or post-season if necessary.