

JACKSON GIRLS SOFTBALL LEAGUE HIGHLIGHTS OF RULES & PROCEDURES

(REVISED MARCH 16, 2008)

All games of the Jackson Girls Softball League (JGSL) will be played under the Official JGSL Rules, which are posted on the League's website (www.jgsl.org). The following are highlights of these rules:

A. **DIVISIONS:** The divisions and eligibility rules for the League are as follows:

Division K:	Kindergarten
Division E:	First and Second Grade
Division D:	Third and Fourth Grade
Division C:	Fifth and Sixth Grade
Division B:	Seventh and Eighth Grade
Division A:	Ninth Grade through College Freshman

B. **INFIELD FLY RULE:** The infield fly rule is not applied in any Division, with the exception of Division A.

C. **INNINGS:** All games in Divisions A and B will be seven innings. Division C will play six innings. Divisions D and E will play five innings. However, no inning may be started after one hour forty-five minutes has elapsed since the start of the game, according to the umpire's watch. The Umpire will make allowance for any time out due to injury or rain delay. This rule will be waived when there is not another game scheduled to be played on the field immediately after the game in question. In Division K, games will be five innings, with each team batting through their lineup each inning. No score is kept for Division K games.

D. **DISTANCES:** The following base and pitching distances shall be used:

<u>Division</u>	<u>Bases</u>	<u>Pitching</u>
K	55	35
E	55	35
D	55	35
C	60	40
B	65	46
A	65	50

Division K will be coach pitch or batting tee, based upon the player's ability.

Division E will be exclusively coach pitch. There will be a maximum of seven pitches per player. The defensive team shall provide a designated coach or volunteer to be positioned behind the umpire to assist the catcher in retrieving pitches that are not hit into play. In addition, two balls shall be used by the pitcher to expedite play, although only one ball shall be in play at any time. No balls will be called. If a player does not hit the ball within the seven pitches she will be declared out. However, a player will not be called out if the last pitch is hit foul.

Divisions D, C, B and A will be exclusively player pitch. In Division D, the defensive team shall provide a designated coach or volunteer to be positioned behind the umpire to assist the catcher in retrieving pitches that are not hit into play.

E. NUMBER OF PLAYERS: In each Division the appropriate number of players must be played on defense, if available. In Divisions A, B, C, D and E, a team must have seven players to start a game. The following are the maximum number of players that can be played on defense in each Division: A-10; B-11; C-12; D-ALL; E-ALL; K-ALL.

F. BATTING AND DEFENSIVE LINE UP: For A, B, C, D, and E Divisions, the starting line up must be submitted to the official scorekeeper (Home Team) 10 minutes prior to the scheduled starting time of the game. Once submitted, late players must be inserted to the bottom of the line up. A manager must account for all players on his or her roster. Failure to comply may result in disciplinary action against the manager.

In order to facilitate enforcement of the Player Rotation Rules and insure compliance among managers, the managers of each team in "E", "D" and "C" League shall exchange defensive lineups prior to the start of each game. A form of defensive lineup will be provided to the managers in the material distributed at the Manager's Meeting, but any form is permissible as long as it clearly identifies the defensive position each player will be playing in each and every inning of the game. Any manager may make changes in the defensive lineup during the course of the game, provided that the change will not result in a violation of the Player Rotation Rules and the change is brought to the attention of the opposing manager prior to the start of the half-inning in which the change is to be implemented. Failure to comply may result in disciplinary action against the manager.

G. BAT THROWING-PLAYER CALLED OUT: A player throwing the bat will be warned once by the umpire. The official scorekeeper shall be notified by the umpire of the warning. If the same player throws the bat a second time in the game, the umpire will call the batter out and the ball "dead" (runners return to bases). For just cause, an umpire may call out a batter without an initial warning.

H. FOUL BALLS: Unlimited foul balls are allowed in all Divisions. A caught foul tip (height never above batter's head) after two (2) strikes constitutes an out in A, B, C, and D Leagues. Any caught foul ball (above batter head height) is an out in all Leagues.

I. PLAYERS PLAYING TIME & PLAYER ROTATION: Each player will play at least three full defensive innings in the A, B, and C Divisions. All players in D, E, and K will play all defensive innings. In all Divisions, the maximum number of infielders (dirt area) will be seven. Only one player is permitted to play any given infield position at a time. The balance of the players will be in the outfield. In the C, D, E, and K Divisions, it is emphasized that all girls rotate between infield and outfield positions frequently, and specifically the following player rotation rules shall apply:

In "E" and "D" Leagues, each girl must play at least two innings in the infield by the end of the fifth inning in each game. In addition, each girl must play at least two innings in the outfield by the end of each game. In the event a team has 10 or fewer players, each girl must play at least

one inning in the outfield by the end of the game. (Teams will not be required to fill an outfield position, if it means vacating an infield position.)

In "C" League, each girl must play at least two innings in the infield and one inning in the outfield by the end of the fifth inning in each game.

All players must play a full game offensively. Failure to comply with the players playing time rules may result in disciplinary action to the manager or game forfeit, as determined by the JGSL Board. Any inning not played for any legal reason, such as rain, darkness, last half of inning, etc. will be considered as having been played for the purpose of the player rotation rules.

A manager may elect not to play a player because of discipline or injury. The opposing manager and the official scorekeeper must be notified prior to the start of the game, or immediately as such action is warranted. If a player is removed or suspended from a game for disciplinary reasons, the manager must submit a written report explaining the circumstances leading up to the player suspension to the League Commissioner within two days of the incident. At the discretion of the Commissioner, the matter may be presented to the JGSL Board for review.

J. SLIDING: No sliding is permitted in the D, E, and K Divisions. If, in the judgment of the umpire, a player in one of these divisions slid into a base, the player will be called out.

K. PERSONAL ATTIRE: Players may not wear: rings, watches, bracelets, earrings, necklaces, or comb. Exceptions will be made for medical bracelets.

L. EQUIPMENT-CATCHERS, BASE RUNNERS, BALLS AND BATS: Catchers must wear a helmet, mask and chest protector. Chest protector is optional in A Division only. The on-deck batter, the batter and any base runner must wear a helmet. Straps will be used in the proper manner if the helmet is so equipped. An 11" ball will be used in all Divisions. All Divisions will use single wall bats only. Any team using a double walled bat will get a warning and the bat will be removed from play. If a team continues to use a double walled bat after receiving a warning, then that team will forfeit the game.

M. PITCHES: A pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it crosses any part of the plate. A pitched ball shall not rise higher than 10 feet above the ground. In D Division the strike zone will be an additional 2 inches wider on both sides of the plate.

N. FIELD BOXES AND EQUIPMENT: A field box is located at each field and contains equipment and first aid supplies. The combination for the locks on the field boxes is: 9-1-3-3. If you have any problems with equipment, please contact the Equipment Committee. The Field boxes are to be locked at all times for safety reasons.

O. PLAYING FIELD: The home team is responsible for assuring the playing field is set up and ready for play. Bases, home plate, and pitching rubber are to be left on the fields at all times. Pitcher's plate distance shall be checked before game start.

P. DUG OUT: The home team will occupy the first base dugout. Each team is responsible for cleaning out the dugout after each practice or game. Teams must not leave a mess for the next team or Park Department.

Q. OFFICIAL GAME BALL: The home team will furnish the official game ball. New balls will be provided for each team's home games. The visiting team should provide the umpire with a good used ball as a backup. Divisions D, E, and K shall use the softie-style balls.

R. UNIFORMS: All C, D, E, and K Divisions must wear the hat provided as part of the uniform. The hat must be worn in proper (forward) fashion. This rule is waived when a player is wearing either a batting helmet or catcher's helmet. Hats are optional in the A and B Divisions.

S. COURTESY RUNNER: A courtesy runner shall be allowed when, according to the umpire's judgment, a player who has reached base is clearly unable to run on subsequent plays due to an injury. The courtesy runner shall be the most recent player to be put out on the injured player's team, according to the official scorebook. This may be a putout of a batter, a batter-runner, or a base runner. If the injury occurs at the beginning of a game and no other outs have occurred, the courtesy runner shall be selected by proceeding in reverse order of the batting order, starting with the injured player, and selecting the first player who is not currently on base. A courtesy runner may only be used once for each injury occurrence in a game. In subsequent turns at bat, the injured player must either run for herself or be removed from the game both offensively and defensively. If the injured player in subsequent times at bat reached base safely, but is unable to continue on subsequent plays due to the original injury, the player is to be removed from the game and declared out.

T. PARKING: Parking is restricted to the parking lots at the North and South complexes. Parking on the grass or roadways is strictly prohibited, and the cars are subject to towing and ticketing. It is the Manager's responsibility to insure that people associated with your team (parents, coaches, players, and others) are aware of, and comply with, the parking rules.

U. SCORING: In A, B, C, D, and E Divisions, the home team shall provide the official scorekeeper. When a team has scored seven (7) runs in one inning, that team will take the field as if there were three (3) outs. A team ahead by 15 or more runs at the completion of the fourth or fifth inning in E & D leagues or the fifth or sixth innings in A,B, & C leagues will be declared the winner and the game over. The seven run limit is waived in the seventh and subsequent innings for the A and B Divisions; in the sixth and subsequent innings for the C Division; and in the fifth and subsequent innings for the D and E Divisions.

V. OFFICIAL SCORE AND SCORE REPORTING: The scorekeeper for the home team is the official game scorer. The home team is responsible for posting the score on the scoreboard, if available, each inning. The winning team manager is responsible for reporting the final score on the JGSL website in accordance with the instruction provided to each manager. In addition, the reporting team manager shall note in the comment section of the website the time the game was completed and any circumstances that impacted the length of the game, i.e. late start, rain delay, etc.

W. PROTESTS: Any protest must be declared to the home plate umpire who will write the protest in the home teams scorebook, this must be done before the next legal pitch. Protests must be in writing and must be presented to a JGSL Board member within 24 hours of the occurrence. For each protest there will be a fee of \$10.00, returnable if the JGSL Board of Directors upholds the protest. Protests must be ruled upon by a majority of the Board within one week of receipt. Any Board member involved in the protest will be ineligible to vote on the issue. The Umpire-in-Chief or his designate must be present at the meeting. The managers and the umpires involved may be present.

Only rule infractions may be protested.

X. SEASON STANDINGS: To determine the A, B, C, and D Division season standings: if the season records of two (2) or more teams are equal, first place will be determined by the season record of the teams against each other. If the season win-loss record is split between the teams and the overall records are otherwise equal, a tie will be declared. No season standings are kept for E and K Divisions.

Y. GAME SCHEDULES: League schedules for all the games will be provided to the managers before the start of the season.

When multiple games are scheduled on a field, starting times are two hours apart. If another game is scheduled to follow, and the game exceeds one hour and forty-five minutes, the inning in progress will be completed, and the game will be stopped. Whichever team is ahead at that point will be declared the winner, regardless of innings played. (Refer to Section AA on next page). If the game is tied, it will continue beyond the one hour and forty-five minute limit until one team is ahead after a full inning is completed. The team that is ahead will then be declared the winner regardless of innings played.

Teams that are scheduled to play the second game on a given field should be present and ready to play at the scheduled starting time. Second and third games on a field will start 15 minutes after the end of the proceeding game, or at the scheduled starting time, whichever is later.

Z. PRACTICE TIMES AND FIELDS: Teams will be assigned practice times and fields before the beginning of the season. Each team will have up to one weekday and one weekend practice prior to the start of the season. Once the season starts, if a team wants to schedule a practice, the manager must call the Scheduling Committee for a practice time and field assignment.

AA. RAINOUTS: Game play shall be stopped due to heavy rain, snow, darkness, thunder, or any sign of lightning. Every attempt should be made to resume play as soon as conditions permit. In the event of thunder or lightning, the game shall not resume for at least 10 minutes after the last thunder sound or lightning flash. A game stopped due to rain, darkness, or other cause, which cannot be resumed within 30 minutes, will be considered complete if four or more innings have been played, or if the team second at bat has scored as many or more runs during the uncompleted fourth inning, or after three full innings, than the team first at bat has scored in their four complete innings. If a game has been stopped with the first team in the lead, and the second team has not been given an opportunity to complete its inning, then the game reverts to the score at the end of the last fully completed inning.

If a stopped game is not considered complete due to the number of innings completed, then the game will be rescheduled and completely replayed (not restarted from the stopping point).

If a stopped game had completed the required number of innings, but ended in a tie, then the game shall be rescheduled and resumed from the stopping point.

In the event a game is rained out, called because of darkness, or tied, the two managers will determine a mutually agreeable makeup date with the League Commissioner, who will then coordinate the makeup game with the Scheduling Committee. If a mutually agreeable date cannot be determined, the League Commissioner and Scheduling Committee will select a date. Makeup games should be completed within seven days of the date the game was originally scheduled. The League Commissioner or Scheduling Committee is responsible for making arrangements with the umpires for makeup games. Makeup games take priority over all practices. If no fields are available, any given game may not be made up.

BB. TOURNAMENT SCHEDULES: For A, B, C, and D Divisions, positioning for tournament schedules is based on League standings at the end of the regular season. Ties will be decided by first comparing individual team records against each other. If a tie still exists, a comparison of the total runs scored in all games against each other will determine the standings. In the event a tie would exist after considering both of the above, the tie will be broken by a flip of the coin. Tournaments will be played in A, B, C, D, and E Leagues.

CC CONDUCT: JGSL has mandated the following Code of Conduct. All Board members, managers, and coaches must acknowledge and agree to adhere to the Code of Conduct as stated below.

1. The emotional and physical well being of the JGSL players will be placed ahead of any personal desire to win. Emphasis will be placed on youth softball since the game is for children and not adults.
2. Each player will be treated as an individual and with respect. Fair play and sportsmanship will be provided for all and each player will be given an equal opportunity to play. Players shall be respected under all conditions including losing situations. A manager or coach that operates out of spite will not be tolerated.
3. There will be a safe playing situation provided for all players. First aide procedures shall be reviewed and practiced in the event an injury occurs.
4. Practices will be organized so they are fun and challenging for all players. The practice will be conducted in a manner so that all players are actively involved.
5. Players will be notified of all JGSL events including scheduled games and practices, picture day, all-stars, etc.
6. An environment will be provided that is free of alcohol and drugs before, during, and after all JGSL sporting events. Smoking and/or the use of tobacco products are not permitted on the fields or in the dugouts during JGSL practices or games.
7. The opposing manager, coaches, and players will be treated with respect. There will be no profanity, vulgar language, or obscene gestures. There shall be no aggressive,

confrontational or otherwise unwanted physical contact with any players, other managers or coaches, spectators or umpires. Unsportsmanlike conduct will not be tolerated in any manner at any time.

8. There will be no arguing of calls with the umpire or the opposing team. The umpire's authority shall not be challenged. The umpire will have the authority to remove any offender from the ball game or the playing area. Failure to comply with the umpire's ruling will result in forfeiture of the game. Any manager, coach, or player ejected from a game by an umpire will be automatically suspended from League participation for the next two games.
9. During the game, the Manager is responsible for the actions of his team's coaches, players, and spectators.
10. Managers and coaches will be cognizant of and abide by the JGSL playing rules.
11. The manager/coaches meeting attendance is mandatory for all managers and coaches.

Complaints concerning misconduct shall be received by the Board, in writing, within 48 hours of the incident. Within 10 days of receipt of the complaint, the Board will provide the opportunity for all parties involved to present their views. A quorum of the Board will act on the complaint. Any Board member involved in the complaint will have no decision in the administration of any action by the Board. Failure to abide by League rules and concepts may result in warning letters, suspension from games, or indefinite dismissal from League participation.

DD. MANAGERS/COACHES: Only JGSL Board approved Managers and Coaches are permitted on the playing field during any games or practices. Only four Managers/Coaches from a given team are allowed on the playing field or in the dugout during official games. Each team manager is responsible for the equipment after the game.

EE. MEDICAL WAIVERS: The manager, or responsible coach, must have the player's signed medical waivers in their possession, in case of emergency, at any time the girls are on the playing field, during practices and games.

FF. SAFETY BASE RULES: Safety base have been installed as first base on all fields. The safety bases shall be 15x30 inches and not more than 3 inches high. The safety base should be positioned so that the white portion is where first base would be normally (in fair territory) and the colored (red or orange) should be in foul territory. Any batted ball hitting the white portion is fair and any ball hitting the red or orange part is foul. On the initial throw to first base from the infield or outfield the batter-runner **MUST** touch the red or orange portion of the base. If legally appealed by the defense during a live ball situation, the runner will be called out.

The defensive player **MUST** always touch the white portion of the base. This rule is in effect only on the initial play at first base, which does not include:

1. Returning to the base after over running.
2. Running on a base hit to the outfield (runner may touch the red or white part)
3. Re-tag to advance on a fly ball.

If a base runner uses the red or orange portion at any time after the first attempt at first base and is not in contact with the white portion, then the runner is considered off the base.

GG. RULE HIGHLIGHTS BY DIVISION:

K League

1. Play 5 innings (approx 1 hour). All girls will play in the infield every inning.
2. No score is kept, and no run or out limit in each inning.
3. Up to 3 total coaches for each team permitted on the field and in the dugout
4. All girls will rotate equally between each position.
5. All girls bat every inning, with players running to home after last player bats.
6. No catcher is used, a coach will be the catcher.
7. Girls who are out at a base shall return to the dugout, not continue to run the bases.
8. Batting lineups should change each inning so each girl gets a chance to bat first and last.
9. Coaches should attempt to get batter to hit a pitched ball (not from pitcher's mound).
10. If batter cannot hit ball in 5 attempts, place ball on tee to hit.
11. Move tee off of home ASAP after hit if a girl is running home from 3rd base.
12. No extra base hits (singles only).
13. Mark a semi circle approximately 4 ft from home plate – ball hit within circle is foul.
14. Use softie ball.

E League

1. **Play 5 innings.** All girls bat and play in the field.
2. Batting team has coaches at pitcher's mound and at 1st and 3rd base.
3. Fielding team has coach at home plate and up to two coaches in the outfield.
4. 7 girls maximum in the infield each inning – all others must have feet on grass.
5. Only one player at each fielding position (C, 1, 2, SF, SS, 3, P). Shortstops and short fielders should be positioned near the base paths, not closer to the pitcher's mound.
6. Girls rotate positions frequently. All girls must play all positions during the season. Poorest player should play pitcher and first; best player should play outfield.
7. Every girl must play at least 2 innings in the infield by the end of the 5th inning in each game. In addition, each girl must play at least 2 innings in the outfield by the end of each game. In the event a team has 10 or fewer players, each girl must play at least 1 inning in the outfield by the end of the game.
8. Proper fielding techniques should be coached – not running or rolling the ball to a base.
9. Batter gets 7 pitches to hit ball or will be declared out. Exception they can't be out on an uncaught foul ball.
10. Extra base hits are allowed.
11. Base runners can advance until ball has come into the control of any player (infield or outfield).
12. Advancing on overthrows is not permitted.
13. Use softie ball.
14. The defensive team shall provide a designated coach or volunteer to be positioned behind the umpire to assist the catcher in retrieving pitches that are not hit into play.
15. Two balls shall be used by the pitcher to expedite play, although only one ball shall be in play at any time.

D League

1. **Play 5 innings.** All girls bat and play in the field.
2. Girl pitch with a slightly wider (2 inches) strike zone.
3. No coaches allowed on the playing field.
4. 7 girls maximum in the infield each inning – all others must have feet on grass.
5. Only one player at each fielding position (C, 1, 2, SF, SS, 3, P). Shortstops and short fielders should be positioned near the base paths, not close to the pitcher's mound.
6. Every girl must play at least 2 innings in the infield by the end of the 5th inning in each game. In addition, each girl must play at least 2 innings in the outfield by the end of each game. In the event a team has 10 or fewer players, each girl must play at least 1 inning in the outfield by the end of the game.
7. Base runners can advance until the ball is in the control of any infielder standing in the infield dirt.
8. Base runners may only advance one base on an overthrow or error for each batter.
9. Use softie ball.
10. The defensive team shall provide a designated coach or volunteer to be positioned behind the umpire to assist the catcher in retrieving pitches that are not hit into play.

C League

1. **Play 6 innings.** 12 girls play in the field, all girls bat.
2. Every girl must play at least 2 innings in the infield and 1 inning in the outfield by the end of the 5th inning of each game.
3. Base runners can advance until ball is in the control of any infielder standing in the infield dirt.

B League

1. Play 7 innings. 11 girls play in the field, all girls bat.
2. Each player will play at least three full defensive innings.

A League

1. Play 7 innings. 10 girls play in the field, all girls bat.
2. Each player will play at least three full defensive innings.