

**CENTRAL COAST GIRL'S SOFTBALL LEAGUE
SUPPLEMENTAL RULES**

ROOKIES (10 – under)

1. PITCHING

- A. Batters may be walked intentionally by the pitcher simply by declaring her intentions to the umpire. No pitch is necessary.
- B. A pitcher may not pitch more than four (4) innings in any one day or more than six (6) innings in one week during the regular season (Sunday thru Saturday).

EXCEPTIONS: If a team has three (3) scheduled games in a one week period, the pitching limit will be extended to nine (9) innings in that week only. Make up games and tied games follow regular season pitching rules. The pitcher's innings pick up where they left off as if the game were played or finished when originally scheduled.

- C. Only the starting pitcher is allowed to re-enter the pitching position once during the game.
- D. For pitching purposes, one (1) pitch to a batter constitutes one inning.

PENALTY: Violation of Section B or C will result in a forfeit of the game, constituted by an ineligible player.

- E. The pitching distance will be 35 feet.
- F. An 11 inch vinyl covered safety ball (Richardson, IncrediBall or other comparable safety ball) will be used.

2. BATTING/BATTING ORDER

- A. Continuous batting order. All players will bat in the same order throughout the game.

EXCEPTIONS: 1) Any player removed from the game due to: injury and inability to return, personal commitment or disciplinary action by the coach, that player's position in the batting order will be eliminated and no out will be called. 2) Any player removed from the game due to ejection by the umpire during the game will cause an automatic out when that player's position in the batting order comes up.

- B. Once a team has batted through its entire order, late arrivals will not be allowed to enter the game.
- C. Five runs per inning. After the 5th run scores, the inning is over. **EXCEPTION:** Unlimited scoring in the sixth inning only. Scorekeepers must notify the umpire when the 5th run scores.
- D. Accidental Bat Throwing: Any bat that strikes or comes dangerously close to striking any player.

PENALTY: 1st offense: Team warning
2nd offense: Player causing infraction is called out, ball is dead and all runners return to the last base touched at the time of the infraction.

- E. Infield fly rule: Not used in this division.

3. **BASE STEALING**

- A. There will be **NO BASE STEALING.** Base stealing is defined as touching the next base.

PENALTY: An out is called.

- B. Base runners may lead off after the ball leaves the pitcher's hand but must return to their base if the pitch is not hit.
- C. Runners can be played on after leading off but can't advance if played upon if the ball is not hit.

PENALTY: Runner is out if she advances to and touches the next base when played upon when the ball is not hit.

- D. A batter that is walked cannot advance to second and must remain on first base until the ball is hit by another player.

4. **TIME LIMITS**

- A. Six (6) innings or an hour and a half from the start of the game whichever comes first. If an inning starts before the time limit expires, it will be played to completion. TIE GAMES: SEE Rule 5.
- B. At the end of the four (4) innings (3-1/2 for home team), if one team is ahead by 10 runs the game is over.

- C. Four completed innings or time limit will constitute a completed regulation game for win/loss records.
- D. A team will be allowed fifteen (15) minutes from the first call of “Play Ball” by the umpire to field a team. Failure to do so will result in a forfeit.
- E. Both the home team and the visiting team will have an official scorekeeper and both will record the starting of the game.

5. PLAYER PARTICIPATION

- A. There will be a maximum of ten (10) players in the field. The rover or buckshort will be used and this player may be placed anywhere on the field in fair territory except in front of the pitcher.
- B. Teams may start the game with eight (8) players.
- C. Each player on the roster **MUST** play two (2) innings in the field in all regulations games. Failure to comply will result in a forfeit by the offending team.

EXCEPTION: Ten run rule or called regulation game. Players not completing two innings of play will start the next game and play a minimum of three (3) innings.

- D. No manager will induce a player not to show up to a game because of the player’s ability. IF there is an indication of this, the manager or persons responsible will be expelled from the league in all capacities. To control this the manager or coach will give the opposing team and the home plate umpire a complete roster prior to the start of the game. This roster will be in writing and will include: 1) Names of the manager and coaches. 2) Batting order roster of the team, and 3) Notation of missing players and the reason for their absence.
- E. A team member may be benched by the manager for disciplinary actions prior to the game without penalty to the batting order. The manager must notify the opposing manager and umpire prior to the beginning of the game or an automatic out will be called each time that batter’s spot in the batting order comes up.
- F. The cities participating in this softball league subscribe to the rule of free substitution. That is, substitutions can be made freely at all positions, except at the pitching position, as long as each available roster team member plays the required number of innings.

6. TIE GAMES

- A. All tie games will continue until the tie is officially broken. **EVERY EFFORT WILL BE MADE TO BREAK THE TIE IF AT ALL POSSIBLE.**

EXCEPTION: If there is another game following on the same field.

- B. If the tie cannot be broken officially, and the game is called, it will be played from the point of the tie. If it is replayed, the batting order must remain the same. Any player unable to play from the original batting order is an automatic out. Opposing managers and coaches and the home plate umpire must be notified of any changes in the batting order.
- C. Ties must be played within two weeks unless exempted by the CCS Board or the game will result in a tie for both teams.

7. CALLING THE GAME

- A. The termination or calling of the game shall be solely the determination of the umpire in charge of the game, and will be based on his judgment. Those factors that can influence his decision are weather darkness, conduct of, but not limited to fans, managers, coaches, scorekeepers and players.
- B. Fields will be determined prior to the start of the regular season. Once established, fields will not be changed without approval of the CCS Board.

8. COACHING THE BASES

- A. Anyone connected with the team (manager, coach, player) may coach the bases. However, if a player coaches the bases she must wear a protective helmet.

9. MANAGERS AND COACHES

- A. Each team is encouraged to have one manager and two coaches. There should be three official representatives present at all times. One of the coaches or manager should be in the dugout with the players.
- B. In the absence of the manager or coaches, a parent may temporarily assume the responsibility.

10. MAKE UP GAMES

- A. All requests for rescheduled games need to be submitted to city CCS Reps by April 15th. Postponements will not be allowed unless approved by the CCS Board. Official school functions, other than official functions, and

major holidays will be considered at the time when the schedule is made out.

- B. If a team cannot play a scheduled game due to an approved reason, including the failure to appear of the home plate umpire, a postponement must be given by the CCS Board. Failure to make up the game will result in a loss to the team not cooperating in rescheduling. If it cannot be determined which team is not cooperating in rescheduling, the Protest Committee will resolve the matter. Their decision will be final.

Cancellations not approved by the Board will result in a loss to the team canceling.

- C. If the official umpire is not there within 30 minutes of the start time, the game will be postponed and rescheduled. Managers of both teams will contact their representative immediately if this happens.

Any umpire having a conflict of interest will not serve as umpire, i.e., relative managing, coaching or playing in that team.

11. **UNIFORMS**

- A. Uniforms will consist of uniform pants (shorts), stirrup hose, team jerseys and caps or visors. All purpose rubber cleated shoes are recommended. **NO STEEL CLEATS ARE PERMITTED.** In order to participate in league games, all girls must wear the above described uniform, except caps. If caps are worn, they must be worn bill forward. Stirrups must be worn inside the shoes.
- B. All catchers will wear complete catchers equipment including full hood at all practices and league games.

12. **CONDUCT**

- A. No parent or non-team member will be allowed in the dugout or on the playing field unless acting as an official, manager, coach or player. These representatives shall wear a hat of the team represented.
- B. All players, manager and coaches of the defensive team will stay in the dugout or behind the out-of-play line at all times. Only the on deck batter will be in the circle provided for her.
- C. The use of profanity, drugs, alcohol or tobacco on the playing field or in the dugouts during league games or practices is strictly forbidden. Managers, coaches and scorekeepers must leave the field to smoke.

PENALTY: The umpire has the authority to eject any player, manager or coach from the game who violates this rule. This includes the entire team if necessary, in which case the game will be forfeited to the opposing team. **NO PROTEST WILL BE HEARD ON THIS MATTER.** All managers and coaches will warn their teams of this rule prior to the start of the season as there will be no warnings on this rule.

- D. All spectators are encouraged to cheer for their respective teams, and positive encouragement is the most supportive. Spectators will abide by the general conduct rule and the team manager and coaches will be responsible for controlling their partisan spectators, parents, relatives and friends. The umpire shall give a warning to the manager of the team in question to control his or her group.

PENALTY: Forfeiture of the game will result if the situation is considered out of control in the judgment of the umpire. **NO PROTEST WILL BE HEARD ON THIS MATTER.**

- E. The manager and team captain will be the only ones heard by the umpire. This must be in a normal tone of voice with no yelling. If this is not obeyed the violator will be ejected. **NO PROTEST WILL BE HEARD ON THIS MATTER.**
- F. Any manager, coach or player guilty of un-sportsman like conduct as determined by the head umpire will be removed from the game and placed on probation. On the second violation, the offender will be suspended for the season on approval of the CCS Board. This includes both physical and verbal abuse and applies before, during and after all games in and around the park. **NO PROTEST WILL BE HEARD ON THIS MATTER.**
- G. **CHEERS:** No negative cheers or obvious distractions during the pitch will be allowed.
- H. No cowbells, air horns or other noise devices will be allowed during a game.
- I. Any umpire having a conflict of interest will not serve as umpire, i.e., relating managing, coaching or playing in that game.

13. **PROTESTS**

- A. Protests will be allowed only as described in the Official ASA Rules. All protests must be received in writing, accompanied by a \$25.00 protest fee, within 72 hours by the CCS Board. The umpire will note and sign the point of protest in both score books to the next pitch.

Action on protests will be handled by the CCGSL Protest Committee. The \$25.00 fee will be refunded if the protest is upheld. If the protest is overruled, the fee will be deposited in a fund to defray post season costs.

14. SCOREKEEPERS

- A. Both teams will provide an official scorekeeper and score books will show all official matters of the game, including position changes, starting times, runs, hits, errors, warnings, ejections and protests. Immediately after the conclusion of the game the opposing managers or team representative will compare and sign books confirming actions of the game and the final score.

15. INJURIES

- A. If a player is injured while batting or base running and must leave the game, the player making the last out will replace the injured player. If a batter, they will assume the injured player's count.
- B. **YOU CAN ONLY PINCH RUN FOR AN INJURED PLAYER ONCE.** Player must be taken out of the line up and he game if the manager or coach tries to have a pinch runner for the same player more than once.
- C. If a player is unable to participate in the rest of the game, that spot in the batting order is eliminated. No out is called.

16. PLAYOFFS

- A. All teams must have a winning record to participate in the playoffs.
- B. PITCHING RESTRICTIONS: Maximum of four (4) innings per game. Only the starting pitcher may return into a game.
- C. All ties should be broken by international tie breaker.
- D. Regular season time limits and scoring to apply.
- E. Division winners will be based on division record and will be seeded first.
- F. Teams with the same record will be seeded by:
 - 1) Head to head score.
 - 2) Common opponent.
 - 3) Runs allowed for the entire season.
 - 4) Runs scored for the entire season.

5) Coin toss.

G. Rookies will have eight winning teams participating in the playoffs.