

2019

Shrewsbury Girl's Softball

Objectives
Guidelines
Rules

These rules are common to all or most leagues (where specifically noted) within Shrewsbury Girl's Softball (a division within Shrewsbury Little League). For the latest rule updates, news, and team information visit: <http://www.shrewsburylittleleague.com>

Objectives

The principal objective of the Shrewsbury Girl's Softball league is to provide a positive recreational softball experience for youth players at all levels of experience and ability. The goal is to always teach the game of softball in a positive manner, allowing kids the opportunity to grow in their skills every practice, game and season while having fun with friends, teammates and opponents. Objectives include :

- Improvement of ability and skill on an individual and team level
- Development of good sportsmanship and proper conduct
- Understanding the importance of commitment, teamwork and respect

Guidelines

- Coaches and parents are looked upon as role models and are expected to conduct themselves properly and promote good sportsmanship at all times.
- Umpires are to be treated with respect and are not to be intimidated, threatened or ridiculed in any manner. Umpires for the 10U Division are youth umpires who are developing in the role. Coaches should act positively towards the umpires and if desired also provide positive and constructive feedback as required between innings with an intent to help them improve.
- Players are encouraged to cheer for their own team in a positive nature. Negative cheers, directed at an opposing team and/or player, are not allowed. Any coach, parent or player making discriminatory or derogatory remarks directed at another individual during the course of a game or practice will be removed from the league.
- When not in the field, all players are required to be in the bench area. Each team is responsible for ensuring that their bench area is clean after all games and practices. Food is allowed in the bench area for medical necessity only.
- Little League Softball rules apply except for several local rules, which ensure fair playing time and a fun experience for all. If a rule interpretation cannot be agreed upon at a game, the game should not be delayed. At the conclusion of the game, the Head Coaches of both teams in addition to the umpire will meet with the Minor League Director to discuss and resolve any issue. The rules are guidelines to fair play. Coaches should use good judgment during the course of play to abide by the “spirit” of the rules.
- Programs should have yearly evaluations and drafts to ensure the teams are of equal strength, thus keeping the playing field equal.

Notes for Parents

- Attend and volunteer your assistance at practices and games – share in your child's successes. Those working directly with the girls are **required** to submit a CORI form.
- Make sure your child is on time for practices and games
- Ensure that your child will be picked-up when a game or practice is scheduled to end
- Inform the coach when someone other than yourself is picking up your child or when you are not going to be present at a game or practice (in case of an emergency).
- Have your child inform her coach when she will be late or cannot attend a practice or game.
- Inform your child's Head Coach of any medical conditions that he/she should be aware of in the event of an emergency (asthma, diabetes, allergic reactions to bee stings, etc.). The coaches of Shrewsbury Little League Softball are not allowed to administer advanced first aid to any child. In the event of an emergency, the proper emergency personnel will be notified as soon possible. The information provided will only be used to assist emergency personnel.
- Thank your child's coaching staff on occasion. Without their dedication and commitment there would be no softball program.
- Be a good fan to your child and her team. Yelling at your child from the stands not only embarrasses your child but also reflects upon yourself – learn to love the game for what it is – a game!

“Overlay” rules that are specific or unique to each league are contained in Appendix 1.

A. SHREWSBURY GIRL’S SOFTBALL LEAGUE GENERAL RULES

i. Pre-Game:

- 1. Players are to arrive at the field 30 minutes prior to the start of the game.**
2. Visiting team will take infield 30 minutes before game time and will end their infield practice 15 minutes before game time.
3. Home team will take the infield 15 minutes before game time and will end their infield practice five minutes before game time and remain on the field in their positions until the game starts.
4. Home team will be seated on the first base side of the diamond and Visitors will be seated on the third base side.
5. **For GSB 10U Minors, GSB 12U Majors and GSB 16U Seniors, if a team cannot field seven (7) players within 5 minutes of the scheduled game time, the team will LOSE by forfeit.** Following the umpire’s forfeit ruling the two teams may and are encouraged to play an unofficial scrimmage game. If a team’s 7th player shows up after the game has been declared a forfeit by the umpire, **THE FORFEIT CAN NOT BE OVERRIDDEN.**
6. **For GSB 10U Minor, GSB 12U Majors, and GSB 16U Senior only, lineups must be exchanged five minutes before game time.**
Player lineup cards must adhere to the following rules:
 - a. Lineups must include the last names of all players, their uniform number, and the names of the manager and assistant coaches.
 - b. At the end of the game the managers will then verify with one another the pitchers and how many innings they pitched. This information (along with game summary refer to section 1.8) will be posted on the web page in the following manner.
 - i. Player first name and initial of last name
 - ii. Uniform number
 - iii. Number of innings pitched
 - c. It shall be the responsibility of the managers to insure this information is correct. If a manager notices a mistake, it shall be the responsibility of that manager to contact the league commissioner and the manager that posted the error.
7. **For GSB 10U Minors, 12U Majors and 16U Seniors, all offensive players are required to wear a double ear flap NOCSAE approved batting helmet with face mask/guard and chin strap. All defensive players are strongly encouraged to wear a protective fielder’s mask.**

ii. Game Length:

- a. **All games will have a MANDATORY time limit that varies by league.** A game shall have completed at least three complete innings in order for the result to be considered final. A game may be called/stopped early, due to weather, darkness or other unforeseen circumstances. If a game is called/stopped in the middle of an inning, the result of the game will revert back to the last completed inning.
- b. **In accordance with ASA/USA softball game length guidelines, all 10U, 12U and 14U/16U games will use the same time limits.** The time limit will be 1 hour and 20 minutes and finish the current inning at that point. After that inning is complete, play one more complete inning, or half inning if the home team is ahead. For example, if 1 hour and 20 minutes is reached and the game is currently in the middle of the 5th inning (with home team coming up to bat), both teams would complete the 5th inning and then play one more inning (6th inning) under normal rules. The important point to note is that the 1 hour 20 minute mark is the point at which you “finish the current inning, and then play 1 more inning”. ASA/USA finds that using this guideline, most games are completed by 1 hr 45 min, making game times more predictable and under 2 hrs to complete.
- c. **Regular season games can end in a TIE, once the game time limit has been reached.** Each team will be awarded $\frac{1}{2}$ win in the standings. Playoff games will be played until a winner is determined, using the international extra-inning rules.

iii. Managers

1. **Girl's 6U Tee and 8U Rookie Division managers and/or coaches are allowed and encouraged to be present on the field** to reinforce the instructional nature of the league. The defensive team may have a maximum of two adults on the field, behind the baseline; the offensive team may have the coach-pitcher and an adult to back up the catcher on the field, in addition to first and third base coaches.
2. **GSB 10U Minor, GSB 12U Majors, and GSB 16U Senior: managers and coaches must remain in the dugout during their team's defensive half of the inning.** EXCEPTION: A manager or coach can leave the dugout during their defensive half inning for the following reasons:
 - a. Warming up a pitcher (only **3** pitches for returning pitchers and **5** for new pitchers)
 - b. Visiting the mound (1 per inning per pitcher)
 - c. Attending to an injured player
 - d. Umpire discussion
 - e. **GSB 10U Minor only: a coach may back up the catcher**

when a pitch is being thrown only (no coach backup is allowed when a play that involves the catcher is being made); **between the time the pitcher is in motion until after the catcher returns the ball to the pitcher, that coach shall make no comments to the catcher, pitcher or umpire.**

3. **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior: managers, coaches and players must remain in the dugout during their team's offensive half of an inning. EXCEPTION:**
 - a. Warming up a pitcher (only **3** pitches for returning pitchers and **5** for new pitchers)
 - b. Coaching either first or third base
 - c. Attending to an injured player
 - d. Umpire discussion
4. **GSB 10U Minor, GSB 12U Majors, and GSB 16U Senior:** managers and coaches are NOT allowed to cross the foul line between innings. If they cross the foul line between innings it will be considered a trip to the mound during their defensive half inning
5. **All managers/coaches assisting during games are required to complete a Shrewsbury Little League (SLL) volunteer application** and must be approved by the SLL board of directors. If a parent has not filled out an SLL volunteer application or is not approved by the SLL board of directors, they will be asked to leave the dug out area. All divisions will provide a list of all managers and assistant coaches to the League Commissioner. **No exceptions.**
6. No more than the team manager, two assistant coaches, and scorebook keeper will be allowed in the dugout at any time.
7. **No parents will be allowed on the field of play or in the dugout during a game, unless there is an injured child.** If the parent enters the field of play or the dug out during a game that parent can be asked to leave the premises.
8. Umpire decisions are **FINAL**. There will be **ZERO TOLERANCE** for arguing with an umpire. If you have a question regarding a rule you may ask the umpire for a conference after the play is over. **There will be NO questioning of the umpire's judgment calls, such as balls and strikes and out or safe plays.** Violation of this policy will be taken under review by the Girls Softball Commissioner and could lead to suspension from coaching in future games and/or seasons.

NOTE: Umpires for the 10U Division are youth umpires who are developing in the role. Coaches should act positively towards the umpires and if desired also provide positive and constructive feedback as required between innings with an intent to help them improve. Managers from both teams will discuss objections to a call with the youth umpire and come to an agreement on the ruling.

iv. Pitching Rules **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior:**

1. All pitchers must start their windup with both feet in contact (i.e., a straddle mount) with the rubber.
2. Pitching distance:
 - a. **GSB 10U Minor:** 35 feet
 - b. **GSB 12U Majors** 40 feet
 - c. **GSB 16U Senior** 43 feet
3. No quick pitches will be allowed. Repeat offenders will be removed from pitching.
4. NO MANAGER, COACH and/or PLAYER will apply any foreign substance to the ball (this includes wetting fingers) Pitchers may blow on their hands if in the umpire's opinion the weather dictates.
5. A manager/coach is allowed one visit to the mound per inning. The second visit will require replacing the pitcher. IF A MANAGER VISITS THE MOUND FOR A THIRD TIME DURING ANY PITCHERS 3 INNINGS THE PITCHER MUST BE REMOVED.
6. Batter hit by pitcher:
 - a. **GSB 10U Minor:** (2) batters in one inning MAY, at the umpire's discretion, be ruled ineligible to continue.
 - b. **GSB 12U Major and Senior:** If a pitcher hits three (3) batters in any inning they will be required to be replaced.
7. Batters must attempt to get out of the way of errant pitches. It is the umpire's decision to walk a batter who has been hit by a pitch (a reasonable attempt to evade the pitch must have been made in order to walk). 10U Minors division, girls who still want to hit after being struck by a pitch may remain in to bat.
8. A player announced as a pitcher in the starting line-up will be considered to have pitched even if removed prior to throwing an actual pitch.
9. The number of innings/week or outs/week for each pitcher varies by league.
 - a. **GSB 10U MINORS & 12U MAJORS:** A player may pitch in maximum of three (3) innings in a game. A player may pitch in a maximum of nine (9) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. Only the starting pitcher may re-enter as pitcher as long as they have not already pitched 3 innings.
 - b. **GSB 16U SENIOR:** No Limitations.

10. **For GSB 10U Minors only:** During the first two weeks of the season, there will be no player pitcher walks. If a player pitcher goes to ball 4 to a batter, the batter's coach will enter the game & pitch to the batter. The batter's coach will continue to pitch until the batter puts the ball in play or the batter strikes out swinging (the batter will not strike out looking at a pitch, so the student umpire only needs to call swinging strikes when the coach is pitching). The player pitcher can return to pitch to the next batter. At the 2-week mark into the season (May 6th, 2019), the rules will allow 1 (one) player pitcher walk per half inning. At the 4-week mark into the season (May 20th, 2019), the rules will allow 2 (two) player pitcher walks per half inning. At the 6-week mark into the season (June 3rd, 2019), player pitcher walks will be unlimited (subject to the run limit/inning) and there will be no more coach pitch for the remainder of the regular season or playoffs. Pitchers/batters are then subject to the normal balls/strikes/walks rules. **Note: Coach pitch is only allowed during the regular season. Only players may pitch in the playoffs.**

v. **Pitching Rules (Girl's 6U Tee, 8U Rookie):**

1. Coach pitch distance is 28 feet
2. **In the 6U Tee division, each team will introduce coach pitching at a point in the season when players for that team have hit off of coach pitching in practice. Each team should adhere strictly to six pitches and then the Tee, this moves the game along and reduces player frustration; goal is for the ball to be in play for every batter.**
3. **In the 8U Rookie division, if the batter *does not hit the ball into play* after 6 pitches (independent of the quality of the coach pitching), the batter will walk or may, at the coach's discretion, hit off the Tee.** Again, the goal is to put the ball in play.
4. **In the 8U Rookie division, after the season halfway point, a player may be allowed to pitch if she has been properly instructed on the pitch. If the batter *does not hit the ball into play* after 3 pitches, the at-bat will continue with normal coach pitching.** This should be discussed by the managers prior to the game.

vi. **Game Rules:**

1. **All players will be placed in the batting order**, although only 9 or 10 players (varies by division) will be placed in the defensive positions each inning. A continuous batting order will be used in all divisions. For 6U Tee & 8U Rookie, all players may play defensive positions in the field, spread out evenly between infield and outfield position areas. Any player showing up after the start of the game will be added to the bottom of the order.
2. ALL players must play a defensive position. **The position should be changed from one inning to the next** but once a player has

been placed in a defensive position that player must remain in that position for the duration of the inning unless there is a pitching change or injury. EXCEPTION: a pitching change can be made during an inning.

3. **No player shall sit out two innings in a defensive position until all players have sat out one; no player shall sit out three innings in a defensive position until all players have sat out two.** The only exceptions: inability to participate due to injury or specific parental request.
4. Any player may re-enter a game at any position. **EXCEPTION: once a player has pitched in a game and has reached their maximum number of innings pitched per game, that player CANNOT re-enter the game as a pitcher**, even if a game goes into extra innings (GSB 10U Minors, GSB 12U Majors)
5. **In the case of a tie game, GSB 10U Minor, GSB 12U Majors and GSB 16U Senior will utilize the tiebreaker protocol.** Girl's 6U Tee and 8U Rookie Divisions can play to a tie (W/L is not tracked in those leagues).
 - a. At the top of the tied inning, the Away team at-bat player that made the last out of the previous inning starts as a runner at second base (so there is a runner in scoring position)
 - b. The play starts and an inning is three outs.
 - c. The Home team at-bat player that made the last out of the previous inning starts as a runner at second base.
 - d. Inning is three outs.
 - e. **In both regular and post-season play, this is repeated until there is a winner due to runs scored.**
 - f. **In regular season play, if it is deemed unsafe to start or continue a tie-breaking effort (i.e., tie break inning cannot be completed due to time, darkness or weather), the game will be suspended.** A game shall have completed at least three complete innings in order for the result to be considered final. A game may be called/stopped early, due to weather, darkness or other unforeseen circumstances. If a game is called/stopped in the middle of an inning, the result of the game will revert back to the last completed inning. Regular season games may end in a tie.
6. All divisions, except GSB 16U Senior, have a mercy rule in force; the rule itself varies by division.
7. **No divisions will complete innings by "batting around the order"** innings can only be retired by either three outs or via the mercy rule whichever occurs first.

8. **The last batter shall not “clear the bases”** in any league if the mercy rule has defined the end of the inning.
 9. **There is no leading**; the point at which a runner can leave base is league specific.
 10. If a runner leaves the base before the pitcher releases the ball (GSB 12U Majors and Senior) or before the ball crosses home plate (GSB 10U Minors only), the following will occur:
 - a. The play will be determined dead and that team will be issued a warning and all runners will be returned to the base they previously held.
 - b. On the second offense the runner is ruled out and all additional runners will be returned to the base they previously held.
 - c. If after the first warning, multiple runners are on base and all or some the runners leave early, the lead runner will be ruled out and the other runners will return to the previously held base.
 - d. If there are multiple runners on base and only one leaves early that runner will be determined out not the lead runner and the other runners will return to the previously held base.
- vii. No exception to these rules and this is at the sole discretion of the umpire.
1. **Returning to base:** Once pitcher has control of the ball inside an 8-foot radius of the pitching rubber, runners not more than one-half way to the next base must return to base (GSB 10U Minors/ GSB 12U Majors/Senior); if catcher overthrows pitcher on the return of a pitch, ball is considered dead (GSB 12U Majors); once pitched ball is not hit, runners must return to base (unless attempting a steal and the offensive team has steal attempts remaining in GSB 10U Minor); for 8U Rookie and 6U Tee, runners do not leave base until the ball is hit (so no return rule applies).
 2. Any bat intentionally thrown while batting or after hitting the ball will be called an out and there will be no advancement. **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior:** if the infraction is considered serious, the umpire will remove the player from the game.
 3. The defensive player must tag out the offensive batter/runner with the same hand that possesses the ball unless the play is a force and the defensive player has both control of the ball and foot on the bag.
 4. **Plays made to home must be thrown from the point of control (Girl’s 6U Tee, 8U Rookie).**
 5. Tagging up is allowed; the runner must be on the base from which they are advancing (**GSB 10U Minor, GSB 12U Majors and GSB 16U Senior**).

6. A foul tip on the third strike will be considered an out if the catcher catches the ball.
7. **Home plate is fair ground.** Both foul lines start at the bottom corner of home plate and continue out from there towards the outside edge of first and third base.
8. **A batter while in the process of swinging at a pitch gets hit will not be awarded a base and it will be called a strike GSB 10U Minor, GSB 12U Majors and GSB 16U Senior.**
9. If on a play the ball goes out of play, the batter/runner will be entitled to advance to the base they are running to and one additional base (8U Rookie, GSB 10U Minor, GSB 12U Majors).
10. **Infield fly rules will be in effect for the GSB 12U Majors and Senior divisions only.** Pop fly with runners on first/second or first/second/third with less than two outs, AT THE UMPIRE'S DISCRETION will be ruled an infield fly. The batter is immediately ruled out and runners may advance at their own risk. Remember this is an umpire's JUDGEMENT call and CANNOT be questioned.
11. **Dropped third strike GSB 12U Majors and Senior divisions only.** When the umpire calls a third strike and the ball is not caught, provided (1) first base is unoccupied or (2) first is occupied with two outs. **Note:** A batter forfeits their opportunity to advance to first base when they enter the dugout or any ball in dead ball area. The batter may attempt to advance first base with chance of being put out.
12. **Interference:** There are two types of interference calls:
 - a. Runner interfering with a fielder – a runner MUST give the fielder the right of way to make a play on a ball. If in the opinion of the umpire the runner impeded the fielder's right of way to make a play, the runner will be declared out and all base runners will return to their respective base(s) (GSB 10U Minor, GSB 12U Majors, and GSB 16U Senior).
 - b. If in the opinion of the umpire the fielder obstructs the runner during the play they are involved in, the batter/runner will be awarded at least one base beyond the base touched. If the play is at first base the runner will only be allowed that base **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior.**
13. **A runner will be judged out when hit by a batted ball.**
EXCEPTIONS:
 - a. If the ball has passed a fielder attempting to field the ball.
 - b. If the ball is deflected off a fielders glove.
 - c. If hit by a ball when in contact with a base (the batter will be judged out).

14. When scoring the winning run on a batted ball, the batter/runner must touch first base

15. Batting out of order – the batter will be declared out if the umpire is notified before a pitch is made. A batter that is out of order cannot be declared out with an active pitch count. If it is brought to the attention of the umpire, the correct batter will be inserted and assume the current pitch count. If a pitch is thrown to the next batter, the batter that hit out of order is now legal (GSB 10U Minor, GSB 12U Majors, GSB 16U Senior).

16. At the end of the game both teams and coaches will meet at home plate and shake hands with one another.

viii. Game cancellations/miscellaneous rules:

1. A game may be cancelled while in progress after a maximum of a 30-minute delay. Umpires will discuss with managers, but the final decision lies with the umpire.

2. RAINOUTS:

a. **Girl's 6U Tee, 8U Rookie: If rain occurs before a game, the managers will make the decision at the park.** After the game starts any delays/cancellations will be at the discretion of the managers. Lightning requires immediate evacuation of the field until the lightning ceases; the game is terminated if after 30 minutes the conditions have not improved.

b. **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior: If rain occurs before a game, the managers will be notified by 3:00 p.m (Weeknights) if the game is cancelled.** If you do not get notified by 3:00 p.m, or it is the weekend, the managers will make the decision at the park, inform the league commissioner and the umpire commissioner. After the game starts any delays/cancellations will be at the discretion of the umpire. **Any lightning will require immediate evacuation of the field until the lightning ceases;** if the delay due to thunder/lightning or rain is greater than 30 minutes the umpire can suspend the game and the managers will contact the League Commissioner to schedule a completion date. In this case, a game is considered complete if **three (3) innings** have been completed.

3. UNPLAYABLE FIELD: If during a rain delay the field becomes unplayable, the game will be suspended and the decision to make up the game will be at the discretion of the league commissioner. If both managers are unable to agree on the condition of the field, the umpire will make the final decision

ix. Web Page Information GSB 10U Minor, GSB 12U Majors, and GSB 16U Senior :

1. **Posting scores – It is the responsibility of the WINNING team manager/coach to post the score of the game, with a brief summary, and the number of innings a pitcher has pitched** 2 hours before the start of the next days scheduled games (example: for a game that starts 6:00 p.m. the next day the summary must be posted at 4:00 p.m. that day) NOTE: The scores posted on the Shrewsbury Web site will be the ones used for tracking season play. It shall be the responsibility of the managers to insure this information is correct. If a manager notices a mistake, it shall be the responsibility of that manager to contact the league commissioner and the manager that posted the information of the error.
2. **Recording the number of innings will be recorded in the pitch count area on the webpage to keep track of the number of innings pitched not the number of pitches thrown.**
3. Each manager is responsible for the following:
 - a. Entering the Coach Roster
 - i. It is very important that you enter the coach's names and email addresses. A new feature is being added so that that when a game is reported or edited all involved managers/coaches will be notified via email. In addition to this feature we have the ability to send an email to all managers of each league, or all leagues if we need to. Since the email addresses are maintained by each team's home page you can change your email address if it changes on you.
 - b. Entering the Players Roster
 - i. The kids visit these pages often; they look for their name and uniform number. Please fill it out ASAP.
 - ii. Reporting any game results that were won by your team
 - iii. Writing a game summary for the "won" game
 - iv. Report the number of innings each pitcher has pitched

x. Playoff Format GSB 10U Minor, GSB 12U Majors and GSB 16U Senior:

1. All teams will compete in a tournament at the end of the year were there will be one champion.
2. The schedule and dates will be provided during season.
3. Tournament seeding is based on each team's record.

4. The championship game will be played with out a time limit and a complete game will be played according to the maximum innings allowed for each division.
 - a. GSB 10U Minors will play six (6) innings
 - b. GSB 12U Majors will play six (6) innings
 - c. GSB 16U Senior will play seven (7) innings

xi. Mercy rule adjustment for 10U Minors

- 1) You should be able to get a full six innings in. There's no time limit. In order to keep the comeback possibilities alive, in the 6th inning, the 4-run mercy rule can be exceeded in the following 2 conditions/manners:

- a. A visiting team down by more than 4 runs can score as many runs as needed to tie the game. They cannot take the lead by exceeding the 4 run mercy limit, they can only tie it. The home team then gets its ABs to try to score a winning run.

- b. A home team down by more than 4 runs can score as many runs as needed to tie the game and force extra innings. They cannot win the game by exceeding the 4 run mercy limit, they can only tie it.

Some examples:

- Visitors are down 4 or less to start the 6th inning. They can score their normal mercy limit of 4 runs before the home team gets their ABs

- Visitors are down 5 or more to start the 6th inning. They can exceed the mercy limit and score as many as needed to tie it, at which point the home team gets their ABs, needing 1 run to win.

- Home team is down 4 or less in the bottom of the 6th. They can score their normal mercy limit of 4 runs.

- Home team is down 5 or more in the bottom of the 6th. They can exceed the mercy limit and score as many as needed to tie it, at which point extra innings are played.

For extra innings, the rule is that each team gets to start with a runner on 2B (whoever was up last in previous inning). Normal mercy rule in effect until a winner is determined.

1. Mercy rule adjustment for 12U Majors

- b. You should be able to get a full six innings in. There's no time limit. In order to keep the comeback possibilities alive, in the 6th inning, the 5-run mercy rule can be exceeded in the following 2 conditions/manners:

- a. A visiting team down by more than 5 runs can score as many runs as needed to tie the game. They cannot take the lead by exceeding the 5 run mercy limit, they

can only tie it. The home team then gets its ABs to try to score a winning run.

b. A home team down by more than 5 runs can score as many runs as needed to tie the game and force extra innings. They cannot win the game by exceeding the 5 run mercy limit, they can only tie it.

Some examples:

- Visitors are down 5 or less to start the 6th inning. They can score their normal mercy limit of 5 runs before the home team gets their ABs

- Visitors are down 6 or more to start the 6th inning. They can exceed the mercy limit and score as many as needed to tie it, at which point the home team gets their ABs, needing 1 run to win.

- Home team is down 5 or less in the bottom of the 6th. They can score their normal mercy limit of 5 runs.

- Home team is down 6 or more in the bottom of the 6th. They can exceed the mercy limit and score as many as needed to tie it, at which point extra innings are played.

For extra innings, the rule is that each team gets to start with a runner on 2B (whoever was up last in previous inning). Normal mercy rule in effect until a winner is determined.

B. SHREWSBURY GIRLS SOFTBALL DRAFT RULES

i. Team Formation:

1. Each team will consist of 12 to 13 children, one manager and two assistant coaches.
2. Girls 6U Tee and 8U Rookie division teams: assembled by the league commissioner and are designed to have equivalent average age.
3. **The only children that will be guaranteed to be on a specific team are the daughters of the manager and one assistant coach.**
4. **GSB 10U Minor, GSB 12U Majors and GSB 16U Senior** : tryouts are used to assess each child's skills; the assessment is used by the coaches in a draft process that results in teams of approximate skills parity
5. **There is no "legacy" policy from one year to the next.** Every year, teams are completely re-formed by either League Commissioner assignment (Girl's 6U Tee, 8U Rookie) or by a drafting process (GSB 10U Minor, GSB 12U Majors and GSB 16U Senior).

ii. Tryouts GSB 10U Minor, GSB 12U Majors and GSB 16U Senior:

1. All children that cannot make the tryout date(s) will be placed in the post draft pool, unless a manager or coach has specific knowledge of the player's capabilities.
2. During tryouts, each child is assigned a tryout number. ALL PLAYERS will demonstrate their capabilities at fielding, throwing, catching, batting and running. Managers and assistant coaches will rate players on a 1-5 scale for each of these skills. After the general skills assessment, players with an interest in pitching or catching will be rated for those specific skills. The tryout will be arranged by league and by birth year.
3. Team formation will take place immediately after the tryout.
4. **Once teams are selected, the rosters are final. There are no trades.** The Player Agent, the League Commissioners and/or the Softball Vice President must complete the only changes that can be made. Example: players registered after the tryouts.

iii. Team Formation Procedure GSB 10U Minor, GSB 12U Majors and GSB 16U Senior :

1. One manager and/or one assistant coach only from each team will attend the draft.
2. Each child at the tryout will be placed in the draft pool.
3. Coaches and managers will collaborate on their assessment and arrive at a consensus skill score for each player. Pitchers and catchers will be rated both for general skills and specifically for their pitching and catching skills. If a player did not attend tryouts, and a manager or assistant coach is familiar with their capabilities, that assessment should be shared and utilized by the group. Players of unknown capability are to be placed evenly throughout the teams.
4. Two pitchers will be assigned to teams (a manager or assistant coach with a daughter that pitches competently should disclose that fact, and assess their daughter's capability relative to the players that have tried out) such that the average pitcher rating is approximately equal across all teams.
5. After two pitchers have been assigned to each team, managers and assistant coaches will work collaboratively to draft "trailer" teams of equal caliber and capability from all the remaining players. Once all managers are satisfied with the relative parity of the teams, the league commissioner will assign the trailer teams at random to each manager. Because the assignment of the trailer teams to each manager is random, there is no intrinsic benefit for a manager or assistant coach to provide anything other than an honest

assessment of each player's capabilities.

6. **Siblings will be placed on the same team.** It is the responsibility of the managers and assistant coaches to ensure that even with this restriction, teams of approximate parity are formed.
7. Children will not be placed on specific teams because of requests by parents.

iv. Late Registrants:

1. Late registrants accepted for play after the tryouts are assigned by the League Commissioner to teams with available slots (**GSB 10U Minor, GSB 12U Majors and GSB 16U Senior** .

C. SELECTION OF TEAM MANAGERS

- i. The League Commissioner will contact parents that express an interest in becoming a manager/coach. Interested candidates will be interviewed/recruited and selected by the League Commissioner. Final approval is the joint responsibility of the League BOD and the League Commissioner.

D. MAINTENANCE OF FIELDS

- i. Responsibility of both TEAMS to have the field in game ready condition!!!
 1. Infields should be dragged (Screened) prior to games.
 2. Pitchers mounds should be raked and filled properly.
 3. Base paths should be lined (LIME and spreader located in the POD) (4" max.)
 4. It is not necessary to line batters boxes.
 5. Outfield foul lines are painted once per week or as needed.
- ii. Closing of the field is the responsibility of both **TEAMS**.
 1. Work boxes are closed and after all equipment is properly stored, should be locked.
 2. Dugouts should be free of any debris, especially gum, water bottles, and Gatorade/PowerAde as bees love the dugouts.
 3. ALL equipment that was used prior to game time should be properly stored.
 4. Questions or requests for any supplies should be made directly to the LEAGUE commissioner.

Appendix 1: Overlay rules by League:

<i>GSB League Name</i>	6U Tee	8U Rookie	10U Minors	12U Majors	16U Seniors
<i>Grade Range</i>	K-1	1-3	3-5	5-7	7-11
Time Limit	1:00 / 6 Inn	1:15 / 6 Inn	1:20 / 6 Inn (14)	1:20 / 6 Inn (14)	1:20 / 7 Inn (14)
# of Fielders	10	10 (8)	10 (7)	10 (7)	9
Ball Size	11" SFT-TCH	11" SFT-TCH	11"	12"	12"
Pitch Distance	28 Ft	28 Ft	35 Ft	40 Ft	43 Ft
Run Limit/4 Inn	3 All Game	3 All Game	4	5	See foot note (12)
Field Min/Game	3 Innings	3 Innings	3 Innings	3 Innings	3 Innings
Base Distance	55 Ft	55 Ft	60 Ft	60 Ft	60 Ft
OutFielders Rule	Behind Baseline	Behind Baseline	On Grass	N/A	N/A
Runner Leaves Base When Ball...	Is Hit	Is Hit	Leaves Hand	Leaves Hand	Leaves Hand
Batting	Entire Team	Entire Team	Entire Team	Entire Team	Entire Team
After 4 Balls	Hit off tee (6)	Batter walks (5)	Batter walks	Batter walks	Batter walks
Plays at Home	Must Throw (4)	Must Throw (4)	N/A	N/A	N/A
Pitch Limit	N/A	N/A	3innings/Game 6innings/week	3innings/game 9innings/week	No limitations
Bunting	No	No	No	Yes	Yes
Drop 3rd Strike	No	No	No	Yes (11)	Yes
Infield Fly Rule	No	No	No	Yes (10)	Yes (10)
Play Offs	No	No	Yes	Yes	Yes
Sliding	No	No	Yes	Yes (9)	Yes (9)
Stealing	No	No	Yes limited (3,13)	Yes (3)	Yes
Stealing Home	No	No	No	Yes (10)	Yes (10)
Commit Line	Yes	Yes	Yes	No	No
Overthrow Rule	No Advance	No Advance	Yes (2)	Yes (2)	No
Pitching	Yes (6)	Yes (5)	Yes	Yes	Yes

Footnotes:

1. Base runner must return to base if ball isn't hit unless attempting a steal (see note 13).
2. in case of an overthrow; runner can advance no more than base going to (at the time of release of throw) plus one. Once base is achieved, ball is dead.
3. Base stealers will advance one base from the base they start the steal and will not advance beyond in the event of an overthrow.
 - a. Runner leaves early: 1 warning allowed per team; next event; runner is out!
 - b. Stealing: After batter / runner receives a Base on Balls; she cannot not advance to 2nd base (even on passed ball on ball #4)
 - c. Batting order: if player is injured or has to leave game early; teams are allowed to "skip over" player in batting order WITHOUT an OUT being called.
 - d. It's a free throw back from catcher to pitcher. If a pitcher does not handle the return throw cleanly or misses it entirely, the base runner cannot initiate a steal.
4. Plays at home must be thrown. A player cannot run home to force runner out. Throw must originate from point of control of the ball.
5. Coach pitches **six (6)**, then walk (8U Rookie Division only)
6. Start of season - Tee only for new players. When player/team is ready - Coach pitches **six (6)** then tee (Girl's Tee Division only).
7. Infielders no closer than pitcher.
8. Maximum of six players in the infield. All others must start the play in the outfield (grass) until the ball is hit.
9. Sliding required at home if there is a play at the plate GSB 12U Majors and Senior Divisions only)
10. Infield fly rules will be in effect for the GSB 12U Majors and Senior divisions only. Pop fly with runners on first/second or first/second/third with less than two outs, AT THE UMPIRE'S DISCRETION will be ruled an infield fly. The batter is immediately ruled out and runners may advance at their own risk. Remember this is an umpire's JUDGEMENT call and CANNOT be questioned.
11. Dropped third strike GSB 12U Majors and Senior divisions only. When the umpire calls a third strike and the ball is not caught, provided (1) first base is unoccupied or (2) first is occupied with two outs. **Note:** A batter forfeits their opportunity to advance to first base when they enter the dugout or any ball in dead ball area. The batter may attempt to advance to first base with chance of being put out.
12. GSB 16U Senior only if a team is up 10 runs or more in the 5th inning and beyond game ends.
13. GSB U10 Minors – Starting at the mid-point of the season (May 13th, 2018, unless stated otherwise after discussion between managers/commissioner), limited stealing will be allowed. Stealing second base or third base is allowed, no advance on an overthrow. The runner cannot leave first base or second base until the ball has passed home plate. Runners MAY NOT steal home or advance to home on a pass ball. Coaches should have their catcher always throw to the attempted base in order to develop their skills. Only **three (3) steal attempts** per inning, either passed ball or straight steal.
14. For GSB 10U, 12U, and 14/16U, once 1 hr 20 min time limit has been reached, you complete the current inning that you are in, and then you play 1 additional inning after that. 6 innings max for 10U/12U and 7 innings max for 14/16U.

Frequently Used 10U Rules

Benches	Home team is seated on the 1st base side. Home team provides two (2) game balls. All teams help prep the field.
Min Players	Each team must field 7 players within 5 minutes of the start of the game or they must lose by forfeit. The game should still be played as an unofficial scrimmage.
Game Time Limit	6 innings or 80 minutes, whichever comes first. After 80 minutes you complete the inning you are in and play one more inning
Game Min Inning	3 complete innings will constitute a complete game. After 3 innings, If the game is cancelled at any point and the home team is losing and did not get to finish their at bat the score will revert back to what is was in the last completed inning.
Run Limit	4 per inning, No "unlimited runs in the last inning". Teams may score more than 4 runs in an inning as part of the play but only 4 will count in the inning score.
Pitch Limit	3 innings per game, if one pitch is thrown it will be considered a full inning pitched.
Strike Zone	Expanded strike zone is in effect. Bottom of knees to shoulders with a ball width to the left and right of the plate. The ball must make it past the plate in the air to be called a strike. If the ball hits the ground it is a ball unless the batter swings then it would be a strike. A ball can be batted after it hits the ground.
Walks	1 per inning starting 13MAY19, coach pitch allowed 2 per inning starting 20MAY19, coach pitch allowed unlimited starting 03JUN19, no coach pitch The pitcher must have one foot in the pitching circle during coach pitch
Hit by Pitch	If a batter swings and is hit by a pitch, the batter will not be awarded a base and it will be called a strike on the swing. The batter must make a reasonable attempt to get out of the way. If the ball hits any part of the batter, in the air, the batter will be awarded the base. If the ball hits the ground first and then hits the batter this will be called a ball unless the batter swings. If a batter moves out of the way of a pitch but the ball hits any part of the bat it will be called a strike, foul ball. When 2 batters are hit with a pitch in the air thrown by a pitcher in an inning, the managers will discuss whether the pitcher should be removed. Pitches that hit the ground first and then the batter will be called a ball. The inning that the pitcher is removed will count as a full inning pitched. Starting pitchers can return in another inning.
Home Plate	Home plate is fair ground. If the ball is batted and hits home plate it will be fair until the ball enters and is fielded or stops in foul ground.
Thrown Bat	If a bat is thrown back into the catcher/umpire area during an at bat the batter will be warned to not throw the bat. In the same at bat, if the batter throws the bat into the catcher/umpire a second time, the managers will instruct the player and issue a warning that another thrown bat will be an out. In the same at bat if the batter throws that bat into the catcher/ umpire area a third time it will be an out.

Advance on an overthrow	The base they were returning/advancing to, plus one. Overthrow at 1st the batter/runner stops at 2nd base. If at any time the ball goes out of play, the batter/runner will be entitled to advance to the base they are returning/advancing to and one additional base. Out of play is beyond the fence area of the back stop and dugouts.
Advance on a play	When the ball is in play, base runners can continue to run until they are tagged out, advanced on an overthrown or out of play ball, or when the ball is returned to the pitcher who is in the pitching circle. If the base runner did not advance more than half way to the next base before the ball is returned to the pitcher, that runner must return to the base of origin
Plays at Home or any Base	A player can field the ball and run to the base to force a runner out.
Steals	3 attempts per inning. No stealing home. Free throw to 2nd and 3rd, no advance on an overthrow. The same player can only steal once per at-bat.
Lead/Steal	When the ball is released by the pitcher.
Pop Flies	Tagging up is allowed. The runner must be on the base from which they are advancing.