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2001 SOFTBALL RULES

***Additions and/or changes to 2001 Rules**

FOR RULES AND INFORMATION GOVERNING MEMBERSHIP REQUIREMENTS, DUES, ID CARDS, POSTPONEMENTS, RESIDENCE AND TRANSFER OF PARTICIPANTS, WAIVERS, QUESTIONNAIRES, FRANCHISE FEES, ROSTERS, PROTESTS, FORFEITS, GAME OFFICIALS, AWARDS, BILLING, TIED LEAGUES, FINES, ELIGIBILITY, PLAY-OFFS - REFER TO THE PGCBGC GROUND RULES (rev. 4/00).

The A.S.A. Fast Pitch Softball Rules govern this sport in conjunction with the PGCBGC "Ground Rules" (Rev. 4/00) and the 2001 PGCBGC Softball Rules. The PGCBGC Softball Rules which are exceptions to ASA rules must be presented to officials before every game.

I. AGE GROUPS - 10, 12, 14, 16 and 18.

Age groups based on age player becomes in 2001

II. QUESTIONNAIRES & ROSTERS - Are due on or before April 2, for 10, 12 and 14 & under April 20, for 16 and 18 & under.

Teams will be placed in appropriate leagues according to classifications based on performance from previous year. Also refer to PGCBGC Ground Rules (rev.4/00).

III. GAME PROCEDURES

A. TIME

All Monday thru Friday games will be played at 6:15 P.M. & 8:00 P.M. - Saturday games will be played at the time listed on the PGCBGC schedule. Forfeit time for multiple Saturday, Sunday and night games will be fifteen (15) minutes from the scheduled game time, for the FIRST game of the day & night only. Forfeiture time for second game will be stated starting time.

A regulation game is 7 innings. However an official game is 5 innings (4 1/2 if home team is ahead) if a game is called due to the 1 hour and 45 minute time limit. To clarify, the coach of the team trailing behind may call a conference at the top half of the 5th, 6th, or 7th inning with the umpire at any time after 1 hour & 15 minutes to call the last inning (Bat around rule is waived for 10 & 12 & 14 in last inning if last inning is called. No new inning shall start after 1 hour and 45 minutes! However, if a game is called after the 1 hour and 45 minute time limit and one team is ahead by 5 or more runs, a game will be declared complete regardless of innings played. Incomplete games (less than 5 innings) are counted as a tie in the standings and will only be replayed if they have a bearing on the final standings. **Games that are replayed will be played from the beginning.**

GAME PROCEDURES AND RULES (Continued)

B. **BALLS** - the home team will supply one (1) new and one (1) used, playable ball for each home game. Only those balls specified in the ASA rule book (pg. 62) may be used: The 11" white stitch ball with a COR of .50 or under may be used for the 10 & under league. The 12" ball with a COR of .50 or under shall be used for the 12, 14, 16 & 18 & under league.

C. **POSTPONEMENTS**

In case of rain or wet fields on weekdays (on other than M-NCPPC fields) the HOME TEAM COACH MUST NOTIFY THE BOYS/GIRLS CLUB OFFICE NO LATER THAN 3:00 P.M. by calling 301-918-8100. On M-NCPPC fields the Park Division Staff will make the decision on the conditions of the fields by 3:00 P.M. Officials cannot be cancelled after that time.

1) In case of rain occurring too late for the game to be postponed, and/or the teams playing contact each other to postpone, the HOME TEAM COACH MUST BE AT THE FIELD at the scheduled game time in order to be able to inform the Boys/Girls Club Office if an official umpire was present. This is the only check we have on the umpire, and unless a check is made, we are forced to pay for the officials as charged by the association. This can, and does at times, cost the Boys/Girls Club money.

2) If the game has not been postponed by the Sports Office, then the decision will be made by the UMPIRE, as to whether the field is PLAYABLE. If an official umpire is not present, the game will not be played unless the opposing coaches agree the game can be played.

3) For information concerning cancelled or postponed games due to weather or field conditions, on WEEK DAYS please call 301-927-0822 AFTER 3:30 P.M. and on WEEKENDS AFTER 7:30 A.M. This office does not receive information on field closings from the Park Division until after 3 P.M. on week days. In case of a shower during the day on weekends, both teams should report to the field and the umpire will make the decision on the condition of the field. If an official umpire is not present, the game will not be played unless the opposing coaches agree the game can be played.

4) Games will only be postponed for reasons outlined in Section XXI of PGCBGC Ground Rules (Rev. 4/00). If a game is postponed, leaving a single game on a field, the club will be charged for the cost of the official for the rescheduled game plus the difference of the cost of a single and double scheduled game.

D. **COACHING REQUIREMENTS**

1) All head and assistant coaches must take the American Sports Effectiveness Program (ASEP) Rookie Coaches Course as a minimum requirement. ASEP's Leader Level Science and Sport First Aid courses are also available.

2) Should possess knowledge of basic First Aid and CPR.

3) Should make sure that there is an emergency game plan for practices and games.

4) Should provide First Aid Kits, water, and ice at all practices and games.

5) Coaches should provide their players with positive feedback and encourage players on the field. Verbally abusing players on either team can be considered by the referee as unsportsmanlike behavior and will result in a penalty (see Unsportsmanlike Behavior Rule V.G.).

6) Coaches should behave in a controlled manner at all times. Verbally or physically abusing an umpire will result in a penalty (see Unsportsmanlike Behavior Rule V.G.).

7) Should conduct parent meetings as coaches are held responsible for their parents' behavior on the field. Negative chanting at the opposing team or yelling at an umpire will not be tolerated. NO SPECTATOR WILL BE PERMITTED TO STAND BEHIND THE BACKSTOP. The team can be penalized for any violations (see Unsportsmanlike Behavior Rule V.G.).

E. PLAYER RULES

- 1) Eligibility - Refer to PGCBGC Ground Rules (rev. 4/00) and the following exception: Due to the fact that High School softball season is completed prior to the start of PGCBGC season, all players, whether or not they are listed on a JV or High School roster are eligible to play in the Boys/Girls Club.
- 2) For purposes of league play it is recommended that all players wear the standard uniform of the team, tennis shoes (all purpose shoes optional) and socks. Hats are optional but be consistent with all players.
- 3) It is mandatory for each on-deck batter, batter, catcher, player base coach, and runner to wear a helmet (see ASA Rule on Helmets). *The on-deck batter is not allowed to stand in the on-deck circle. Only those helmets that carry the NOSCAE stamp indicating that it meets NOSCAE standards may be worn. The helmet must have extended ear flaps which cover both ears and temples. Catchers must also wear a face mask, throat protector, and chest protector when behind the plate.
- 4) Sportsmanship is a must. Chanting or yelling at the opposing team or umpire will not be tolerated (see Unsportsmanlike Behavior Rule V.G.).

F. OFFICIALS

- 1) Officials will be provided for all double headers on lighted fields.
- 2) The HOME TEAM is responsible for having someone to umpire their scheduled games in case an umpire fails to show. It is suggested that a person from each club umpires said game. The home team volunteer will start at home plate and umpires should rotate every 2 innings.
- 3) The game is considered official when umpired by volunteers. All volunteers who officiate any 12, 14, 16 or 18 and under game may be reimbursed \$5.00. Clubs must submit a written request and verification to the County office, date of game, age group, field, teams playing, and time. Remember that it is the club's responsibility to pay the volunteer and be reimbursed by PGCBGC. All requests from the commissioner or coach must be received by the end of the season.
- 4) Officials must agree to confer with the coach of the team trailing behind concerning last inning of game.
- 5) Officials should report any unsportsmanlike conduct of any coach or player to the Sports Office immediately. Officials are expected to follow penalties outlined in Unsportsmanlike Behavior Rule.
- 6) Officials should report unsportsmanlike conduct of any coach or player to the Sports Office immediately. (See Rule V.D. 2 & VII C.)

G. UNSPORTSMANLIKE BEHAVIOR RULES

- 1) In cases where players, coaches, or spectators transgress the limits of appropriate behavior, umpires have the authority to eject these individuals from the game. Players and coaches who are ejected from a game are suspended for the remainder of the game. This individual will be placed on probation with possible suspension from one or more games depending on the severity of the behavior.
- 2) Technical out. As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke a technical out.
 - a. Offense: If the team is at bat is guilty of unsportsmanlike behavior, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and baserunners unaffected. If the technical out is the third out of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case the batter will begin with a fresh count.
 - b. Defense: If the team in the field is guilty of unsportsmanlike behavior, the umpire may invoke the technical out rule by starting off their next inning at bat with an out. The batter next up in the line up will not be skipped and will be permitted to bat.
 - c. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal must intervene.) An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.
- 3) Anyone who strikes, shoves, bumps, pushes or otherwise threatens an official shall be suspended from all PGCBGC sponsored activities for at least one (1) year from the date of the incident.

H. **PRESENTATION OF ID CARDS (stipulated in Ground Rules (rev. 4/00) - Rule IV G.)**

- 1) All ID card presentations must be made prior to the start of the game to the Field Supervisor, if present, or to the opposing coach. Each player in all county-wide sports must have a valid ID card in order to be eligible to participate.
- 2) Failure to present ID cards for each child participating when the request is made prior to the game will result in the forfeiture of the game. However, if the game is played no forfeit will result and it will be an official game. In this instance the game official must sign the scorebook that the ID card check was requested before the game and state which team did not have their card(s) for the ID card protest to be upheld.
- 3) **LATE PLAYERS** - must present their ID cards to the Field Supervisor, if present, or to the opposing coach, prior to entering the game.
- 4) If eligibility is questioned, any or all contested players in a game must sign the **scorebook** or line-up sheet when requested. Failure to do so will result in the forfeiture of the game.

I. **RECORDING SCORES**

- 1) The winning team coach is responsible for calling in the score. A recording phone is in operation 24 hours a day, seven days a week. **Please note: it is extremely important all scores are recorded, since next year's classification will be based on this year's record.** He/she must call in their score immediately following the game and use the following format:
 - a. Call 301-918-8125 or 918-8126.
 - b. Identify that it is a Boys/Girls club score, girls softball, age, name of league, date played (if a makeup game, give the date it was originally scheduled), then give team names, scores, and number of officials present; e.g. "Boys/Girls Club score for girls softball game 12 Level #2 League, 5/12, New Carrollton 5 - Bowie 4, one official."

NOTE: When reporting your game score please do not say there was an official present if it was a volunteer. If you so desire you may state that your official was a volunteer. This will make it much easier for us to check the umpire association's bills. Thank you for your cooperation.

- 2) For league standings, call 301-918-8120 on Monday, Wednesday and Friday between 10:00 A.M. - 2:00 P.M. Only.

J. **COUNTY CHAMPIONSHIP PLAYOFFS** - Overall league standings will determine League Champion. A one game playoff will **ONLY** be necessary if there is a tie in the league standings. If one division in one age group has more than one league (example - 2 - 12 and under AA leagues), then a 2 out of 3 game playoff will be in effect to determine County Champion.

K. **AWARDS:** The county does not supply Awards. This is left up to each individual club.

VI. **EXCEPTIONS TO A.S.A. RULES** - All ages will play straight ASA Rules with the following exceptions:

- A. Distance between bases for all leagues is **SIXTY FEET**.

B. *** NOT LEGAL DEMARINI**

- * No triple or double wall bats allowed in the league
- * Official stamped softball bats only

- C. Distance of Pitcher's box --- 10, 12 & Under leagues 35ft.
14, 16 and 18 & Under leagues 40ft.
- D. Base Rule on any field that does not have permanent 60ft. bases the designated home team on the schedule is responsible for putting down the bases (back of home plate to corner of second base 84ft. 10 1/4") and a portable pitching rubber. If one coach does not want to play with permanent bases, he/she may replace them with their own bases as long as they are in good condition. However, these bases **must be pegged down** and the coach **must make this change prior to scheduled game time.** Please warn players of the inherent risk in sliding.
- E. Pitcher's warm up rule - pitcher may only have a maximum of 4 warm-up pitches between innings with the fourth pitch being thrown down to 2nd base.
- F. 10 RUN RULE - APPLIES TO ALL AGE GROUPS.
When a team is ahead by 10 runs at the end of the 5th inning (or 4 1/2 for the home team) the game is officially over.
- G. INTENTIONAL WALK - An intentional walk may be granted to any batter by the coach calling time out and so stating to the umpire.
- H. **STEALING**
1) **The 10 and 12 & Under teams ARE NOT PERMITTED TO STEAL.**
To clarify "Not Stealing", Base Runners must keep in contact with the base until the ball is hit or crosses the plate (NO LEADS OR STEALING). All play will stop when the pitcher has the ball within the eight foot radius of the pitcher's plate.
2) **Stealing is permitted for the 14, 16 and 18 & Under teams with no exceptions.**
- I. The 10 and 12 & Under Leagues - batter is automatically out on the third called strike regardless of:
1)dropped ball; 2)position of runners; 3)number of outs at that time
- J. **SUBSTITUTIONS:** Substitutions may be made at any time. Any of the starting players may be withdrawn and re-entered, providing players occupy the same batting positions whenever in the line-up. NOTE: The original player and her substitute(s) cannot be in the line-up at the same time. It is highly recommended that coaches see that every player plays at least three innings. In case of any injury, a substitute may re-enter if there is no eligible player left who has not played. The opposing coach will select the substitute that may re-enter. However, the injured player who was substituted for, may not re-enter the game. Exception: Batter, hit by pitched ball, may re-enter in original batting order. *There will be free substitution in the 10 & under only.
- K. A team should have the required number of players present to start the game. Requirements for all league play is 9 players on the field. However, a team with insufficient players may choose to play short and may start a game provided the game starts at the stated scheduled time (game cannot be delayed waiting for the ninth player). No out will be called on the missing player. At least eight players must be ready to play. If the number of players drops below eight, the game shall be declared a forfeit. A late player may enter the game upon her arrival. (Late players must bat in the 9th position) If 9 players are present, 9 players **MUST** play. **Each batter in the line-up may only bat once in each inning when the Bat Around Rule is being enforced.**
- L. The 10 and 12 & Under Teams **MAY PLAY WITH NINE OR TEN** players. If the 10th player arrives once the game has started, she may enter when her team returns on defense and will bat in the 10th position.

M. **BAT AROUND RULE** - County 10, 12, and 14 & under leagues - There is a limit of nine (14 & 6) & Under OR ten (10 & 12) & Under batters for each team in each inning. After play has ended following the turn of the ninth or tenth batter, the teams exchange offense/defense roles. When the team comes to bat in the inning following the one in which the ninth or tenth batter rule was enforced, the inning will begin with any baserunners (or their substitutes) who were left on base at the end of the preceding inning resuming their place on base. (In other words, you begin each inning where you left off in the previous inning.)

This rule will be waived in the last inning of the game (the seventh or an earlier inning if time causes an earlier inning to be the last) and three outs must be played. Exception: Last inning is not called by coach of team trailing behind. For example, at 1 hour and 15 minutes coach of team trailing behind does not call last inning; therefore, bat around rule prevails. Inning lasts until 1 hour and 45 minutes and game is now complete!

N. **BUNTING** - No bunting will be allowed in the 10 & under league. On a hit ball, the ball must pass the 10 foot arc line from home plate in order to be in play, if not, it is a foul ball.

O. Slinging the bat constitutes a team warning. The second offense is an automatic out for the batter and the ball is in play.

P. Infield fly rule will not be in effect for 10 and 12 & under teams.

Q. **Special 10 & under league rules.**

- 1) A designated parent or coach will pitch to all team players
- 2) The batter will have no more than seven balls pitched to her. If she fails to hit a fair ball after seven pitches, the batter is out.

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REMINDER: CARRY THESE RULES AND THE PGCBGC "GROUND RULES" AND YOUR ID CARDS WITH YOU TO ALL GAMES - IT WILL SAVE YOU MANY ARGUMENTS.

