

SANTA ROSA



GIRLS SOFTBALL LEAGUE

**League Rules and Guidelines
2019**

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League Hotline

SRGSL has a telephone number to call for anyone to leave non-urgent messages for the League Board Members. **The number is 523-9494.** For any urgent matter, email should be utilized.

League Website

SRGSL has a website for anyone to receive information pertaining to the league. This includes rained out tryouts or games as well as important dates or events scheduled throughout the course of the season. The website address is **www.SantaRosaGirlsSoftball.com**. Our email address is **srgsl@SantaRosaGirlsSoftball.com**. Email addresses for board members can be found on the Contacts page on the website.

Board Meetings

League board meetings are held every other week, or as needed each month. Check the league website calendar or contact a board member for times/location. Managers, coaches and parents are encouraged to actively participate in these meetings, as well as other league activities. The success of the league is directly affected by the level of parent participation. Bring your questions, suggestions and concerns to these meetings and help improve the quality of the league.

If you would like to volunteer for a Board or activity position, please come to a meeting or contact a Board member.

Attitude and Conduct

Your attitude and conduct during games and practices will set the tone for our league. Stress to your players and their parents what is expected of them in the way of behavior. It is critical that you police yourself with respect to language, attitude, etc. **Encourage a positive attitude among your players, parents and spectators. No negative/offensive cheering by players. Taunting will not be allowed.**

At your Parents Meeting and at your first practices, clearly establish the following priorities of our Softball League. Keep these priorities throughout the season:

Winning makes the game more fun, but keep that goal in the proper perspective. Help each player feel that she is an important part of the team. Stress their strengths and help them improve those skills where they are weak. Remind them they are there to learn and that often they can learn more from losing than from winning. Praise the team for what they accomplish and for their effort. The players are here to learn the rules of softball, improve their skills, and begin to learn about the strategy of the game. We want them to enjoy their softball experience and gain a positive attitude about themselves and softball.

As the season progresses, and whether or not your team is in contention for first place, remember your priorities. Let the pressure for winning come from within each player, not the adults.

School Grounds Rules

1. **Park in designated areas only**, unless you have special permission from a Board member. Illegal parking is an issue that we receive many complaints about from the Fire Department and the school.
2. **No smoking or drinking of alcoholic beverages is allowed on school grounds.** Managers and Coaches may not leave the dugout to smoke.
3. **No dogs are allowed on school grounds** (this is a school rule). Managers, you need to inform your parents of these rules. We have had a problem with dogs at the fields every year, so please stress this to them.
4. **All garbage and equipment must be removed from dugouts and around the fields after every game.** Use of the school fields is a privilege that can be revoked if we do not help maintain the grounds.

Safety

All uniform shirts must be tucked in during games. This is a safety issue and there are no exceptions!

Be constantly aware of what is going on during any softball-related activity. Make sure your team is following the rules. Many of these rules are there for the players' protection. These are growing girls and they do not need to take chances with their futures. You are responsible for the safety of your players.

Safety (continued)

It should be noted that if a player or adult violates a Softball League Rule, such as a catcher or pitcher, who fails to wear the required equipment, and that player is injured, she may not be covered by Softball League insurance and you as manager may be held personally liable.

A Board Member must be notified, for any of the following:

1. All accidents that require first aid and/or medical attention.
2. Any hazardous conditions at practice or game fields.
3. Any player removed from playing or practice at a doctor's request must submit a doctor's release in writing to team manager before resuming play or practice.

All umpires and managing personnel *must* assume the responsibility to check, or police the field prior to starting a practice or game. In addition, managing personnel must make sure the fields are left in a safe condition after each game.

1. Inspect the practice area before starting practice. Look for rocks, broken glass, hazardous debris and sprinkler heads. Never practice in the rain or on any muddy or wet areas.
2. Teach all players to handle bats, balls, and all equipment in a safe manner. When warming up the pitcher, be sure the catcher wears the catcher's helmet, mask, and throat protector.
3. Always have the players remove watches, earrings, and any other jewelry. Players must always wear socks that cover the foot and ankle and shoes that cover the entire foot. Players with long hair must have it pulled back off the face and secured by some means. At the umpire's discretion, jewelry may be covered with tape.
4. Before practice, always warm up players with a few calisthenics and stretching exercises. Have players warm up their throwing arm slowly and carefully.

The Umpire

As a Manager, you need to establish with your players and their parents the behavior that is acceptable towards umpires. Managers are expected to show a positive attitude towards umpires. Your respect is an important part of the learning process for our players.

The umpire is in control of the game. He/she decides whether a game is to be played, called, etc. Judgment calls, such as whether a pitch is a ball or a strike, whether a runner is safe or out, or whether a ball is fair or foul, are final. **No player, manager, or coach may object to a judgment call.**

The umpire has the right, and will be encouraged to exercise that right, as needed, to eject from the game (and area) any player, manager, coach or spectator who continues to criticize his judgment and/or for any other un-sportsmanlike conduct. **Please note that the manager or coach may not leave the dugout or coaches box to address the umpire until receiving permission from the umpire. Failure to do so can result in your immediate removal from the game.**

At the umpires discretion they may first warn the manager (for all infractions, including those by spectators) unless the situation is so flagrantly in violation of acceptable behavior (e.g. extreme verbal abuse or violence) that it demands immediate action.

If comments made by managers, spectators, or players on the bench, can be heard by the umpire, the umpire may issue a warning (or ejection, if a warning has already been issued). The umpire may act even if it is unclear whom the comment was directed at. The point here is simple; always remember that this is just a game. Let the girls be the focus, and keep it under control.

It is the umpire's responsibility to call "Time" immediately if a player or umpire appears to be seriously injured. This is always a questionable area, but a player's safety is everyone's concern. At the resumption of play, the umpire-in-chief shall assess any outs and place runners on the bases they would have reached in his/her judgment had "Time" not been called.

One plate umpire will be assigned to each regular season game for 14U, 12U, and 10U league games. If an umpire fails to show for a game, an umpire may be reassigned from another field as follows: If a 14U League game is without an umpire, an umpire from a 10U (first choice) or 12U game will be moved to the 14U game by a League Rep or Board member. If a 12U League game is without an umpire, an umpire from a 10U game will be moved to the 12U game by a League Rep or Board member. If an umpire is not available for a game, it is the responsibility of both managers to find one or more parent volunteers to umpire the game. Games will not be rescheduled if an umpire is not available.

The Umpire (continued)

Please report any umpire issues to a League Rep, Board member or the league hotline. See "Protests" section below for information regarding formal protests for non-judgment calls.

If an umpire fails to show for a game, please be sure to report it to the League Rep or the league hotline. This will help us to monitor the performance of the umpire organization and try to minimize these occurrences. If we are aware of the situation, we can make sure the umpire is not paid – we hope this will help to reduce the level of no-shows we have had in past years.

Manager Responsibilities

General

Managers and coaches are expected to accept certain responsibilities when they agree to be a manager or coach. A Manager is responsible for the team members' actions on the field as well as any event at which they are directed to remain together as a team. A Manager represents the team in communications with the umpire and the opposing team, and in the event the Manager shall leave the field during a game, the Manager will designate a coach as the substitute and inform the chaperone and the plate umpire. The Manager is to direct playing activities, training, discipline and conduct of all team members.

1. It is the Manager's responsibility to **make certain that there is always a rostered female at all team activities**, including practices, games and any other team event.
2. The Manager will accept total responsibility for the actions of their team on and off the field and at all events which the players are directed to remain together as a team.
3. To enable each player on the team to contribute to the team effort, each Manager shall try to schedule game participation by all players in a fair manner.
4. Managers shall bring all player problems to the attention of the Player Agent so the Board may be involved in helping to solve player problems. Managers may never dismiss a player from the team; this type of action is reserved for the Board.
5. Before the season starts, Managers should use good judgment in establishing valid reasons for allowing excused absences from team activities. There are many legitimate reasons why a player may be unable to attend a practice, or in some cases, possibly a game.
6. Managers will fill out all paperwork related to the starting lineup. Each manager will exchange a copy with the opposing team manager. The scorekeeper will also be given a copy of the lineup before each game. The Manager will inform the scorekeeper at the top of the 3rd inning that all player substitutions have been made. Any time there is a pitching change the Manager must inform the scorekeeper.
7. Managers will be responsible for obtaining parental help in such activities as field preparation, fundraising, team functions and cheerleading to encourage the team players.

Rules

The first thing you as a manager should do is read the official regulations and playing rules. Then read it again. Underline those important points for future reference. This is a game with many technical points and there is no way to know or understand all of the rules in one reading or even one season. **Managers and coaches cannot change the Rules of play during the game. All Rules are subject to change and can be reviewed by the League Board members.**

Medical Releases

Each manager must have a signed Registration Form with the Medical Release portion filled in for each of their players before a player can be allowed to participate in the program, including practices. These forms must be in your possession at all practices and games. If an injury occurs and the parent is not present, the manager must have the Medical Release Form to take the player for treatment.

If an injury occurs, the manager must notify the League Rep or a Board member of the injury within 24 hours. If the injury occurs during a game, have the team scorekeeper document it in the score book. If medical treatment is required, the parents may request accident claim forms to submit to the League insurance company. **ASA Accident/Medical Insurance provides coverage for authorized softball activities only.** Until a managing staff member is present, players are not covered by Excess Accident/Medical and League Liability Insurance.

Manager Responsibilities (continued)

Game Personnel

Teams are allowed only one (1) manager, one (1) coach and one (1) female chaperone. All managing personnel for the team must be rostered with the league. These team staff members must have on a team shirt during the game. All staff members are subject to finger printing. At least 1 staff member must be present at all games and practices.

Chaperones

Chaperones are responsible for the players during the game. Players are to stay with their team at all times during the game. If they have to use the restroom, the Chaperone must escort them to and from.

Dugouts

The dugouts are for the team players, manager, coaches & chaperone only. No visitors are allowed during the game. This includes adults or children. **No eating or gum chewing is allowed in the dugout during the games.**

Parent Meeting

Each manager should hold a parent meeting. This will be your opportunity to inform parents of your needs, the needs of the league, and the ways in which they can participate. Since we are a volunteer organization, we need each family to do its part. You will have a better relationship with your team's parents if you inform them of as many details as you can. Set up your practice schedule as far in advance as possible and distribute it to your players. You should have parents volunteer for team parent, scorekeeper, umpire (Rookie League) and field prep. Remind your parents that they should only park in designated areas.

Team Parent

They will be the contact person for the communication between your team and the other parents. They could be responsible for notifying parents of practices, games and for getting commitments for field work days and so on. They will notify parents of any special information the Board or Manager requests to be passed on. The team parent may also help schedule your other volunteer positions.

Field Workdays

Each year the families in our league are asked to help get the ballpark in top condition before opening day. Every team in the league is requested to have parents attend each workday. As a volunteer organization, it requires everyone's help to prepare the softball fields for play.

Scorekeepers

Each team is responsible for providing a scorekeeper at each game. **The home team shall be designated as the official scorekeeper.** It is usually necessary to have at least two scorekeepers available per team so that all games can be covered with minimum difficulty. Scorekeepers need to ask the plate umpire for the official start time of the game.

Scorebooks and Standings

The scorekeeper for the home team shall fill out the official sheet. Managers for both teams shall sign the official sheet. Once the sheet is signed there will be no right to protest. In the event of a protest, the protesting manager must indicate they signed under protest. All other rules regarding protests shall apply.

Sportsmanship

Make sure your team exhibits good sportsmanship. No manager, coach or player shall at any time use language which will in any manner refer to, or reflect upon opposing players, manager, coach, umpires or spectators, in a negative manner. Profanity is not allowed. Any player, spectator, coach or manager using profanities, or in the view of the umpire, displays objectionable behavior, may be subject to ejection from the game and/or suspension from the league after Board review. **No negative/offensive cheering by players. Taunting will not be allowed.**

Field Preparation

The Home Team is responsible for preparing the field for play. These duties include placing the bags on each base, lining the field, and preparing the Pitchers mound.

Chalk the outside lines of the batter's box and the foul lines out to the outfield grass before each game. You may chalk the on-deck circles and the coaches boxes as time and supplies allow. Any other field maintenance for the safety of the players is the responsibility of both managers.

After your game (weeknights or the last game on Saturdays), the **Visitor Team must make sure that all gear, including bases, is returned to its proper place & Equipment Bins locked before leaving the Field.**

Field Preparation (continued)

Both teams are responsible for helping to maintain the grounds at the field. Litter is always a problem and it is the players, guests and parents who create the litter. Don't just ignore it. Stress to your players and parents that we all must help to pick up the litter. Ask that each player pick up the dugout and around their respective spectator areas.

Equipment

The only individuals permitted to buy equipment for the league are Board members. This is to ensure that the equipment meets the criteria required by our insurance carrier. Keep track of the equipment assigned to you, as it is expensive and is expected to last more than one season. You will be given all the equipment necessary for your team. There are always cases where you will need to repair, replace or exchange your equipment. Contact the League Rep and arrange to correct the problem. Don't wait until game time to do this. Most of this gear is for the players' safety and it must fit and function properly. Gear should bear an ASA approved certification mark; or be included on a list of approved models published by the ASA National Office.

Spectator Rules

Managers should review the following rules with their team's parents:

1. Spectators will remain beyond the "Out of Play" lines to prevent possible spectator interference and or injury.
2. Spectators should stay away from the dugouts and not talk to players or managing personnel.
3. No food should be given to players during the game.
4. Spectators should never heckle the umpires. If an umpire makes a mistake in a rule interpretation, the manager has the right to ask the umpire for clarification.
5. Spectators should never belittle the efforts of the players. Spectators are encouraged to support all players with encouraging remarks, etc.

Skills Assessment

All players 9-years old and up must be present for at least one Skills Assessment to be eligible to be drafted onto a team. Every effort will be made by the league to schedule assessments to provide optional dates and times, and to limit the amount of wait time. If a player is unable to attend all scheduled skills assessments, the Player Agent must be contacted prior to the final skills assessment. If it is the opinion of the Player Agent that the player was unable to attend the assessment for legitimate reasons, the player may be made eligible for random placement on a team at the end of the draft. Managers will be informed of any such player(s) prior to the draft.

The manager or a representative must attend all scheduled skills assessment for their league. If a manager is unable to attend a skills assessment, the League Rep must be notified in advance as to who will be present to represent the manager.

During skills assessment, each player will be given the opportunity to field, throw and run with a group of players in the same age group. These assessments will be conducted in the presence of all managers who shall observe the ability of each player.

A manager's child must participate in the skills assessment.

Please do not talk to the players regarding their skills assessment. The intent of this is to keep players from getting their hopes too high about playing for a certain team or in a certain league.

Drafting

1. Order of picks:
 - 1.1. The order for picks in the first round will be decided by lottery.
 - 1.2. The order for the second round shall be in the inverse order from the first round, so that the team that picks last in the first round shall pick first in the second round (a "Snake" Draft).
 - 1.3. Each subsequent round shall be in the inverse order from the preceding round.
2. Manager's Daughter:
 - 2.1. All managers' daughters are automatically placed on their parent's team. At the beginning of the draft, managers' daughters will be placed in the fifth round.
 - 2.2. If a manager has two daughters playing on their team, the second daughter will be placed in the sixth round.

Drafting (continued)

3. Coach's Hold Down:

- 3.1. All coaches will be given the opportunity to "hold" a spot for someone they have planned to have as a coach. **The Coach's Hold Down must be declared by the date given by the Board, for review.** Before the draft begins each person will be asked, "Do you have a coach's hold down?" If the answer is yes, the coach will need to state the name of the girl whose parent will be their coach. This girl becomes their first round pick. If the answer is no, they will be given a chance to have a 1st round pick, in the draft order, after all hold downs have been announced. You may decide to take your chances and not select your coach's daughter in the first round, but if you do so, there are no guarantees.
 - 3.2. It is the expectation that this rule will be used to build a strong coaching staff, not used to "stack" a team with star players. It also assumes there has been communication with and a commitment received from this coach, with an understanding that they are to be your primary coach for the season. Misuse of this rule will result in action by the board and might include removal of this girl from your team.
4. Sibling options: A sibling option is the right of a manager to draft the sibling of any member of his/her team during the draft. All sibling options must be brought to the attention of all managers **prior to the start of the draft**. If both siblings are being drafted, the second child shall be taken in the subsequent round. Managers are encouraged to draft all siblings, but are not required to do so.
 5. Parent requests to hold-down a player are reviewed by the Board on an individual basis, and must be approved and announced prior to the draft.
 6. Each child shall play where she is drafted, unless the player agent or president approves a change.
 7. Immediately following the draft, Managers will be given 15 minutes to trade an unlimited amount of players with one or more other managers, provided that the number of players on each manager's roster is the same in the end.

Player Replacement

There are two different situations where you may need a replacement player. The first situation is when you are **unable to field a team for a single game**. The second situation is a **permanent loss of a player** due to injury, drop-out, etc.

Single Game

When a team anticipates a shortage of players for a scheduled game, the manager must contact the Player Agent and request a substitute player. If the shortage is determined near game time and the Player Agent is not available, the manager may contact another Board Member or the League Rep. A player will be assigned from a team at a division lower than the team requesting the draft-up. A draft-up player must play an outfield position and must bat last in the batting order. The lower division player's **manager must be notified and give permission for the draft**. A player from another team in the same division or from a higher division may not be used. The Team requesting a Replacement Player must be short Players from its Team (Less than the minimum required to field a team) and cannot request a Replacement Player to fill a "Bench" spot.

Permanent Loss

When this occurs, the manager must **notify the Player Agent within 48 hours**. If the Player Agent cannot be reached, the Manager shall contact the League President or Vice-President. :

1. All replacements must be approved by the Board.

Practices

1. No practices shall be held until permission is granted by the league.
2. You must have a medical release for all players present at all games and practices.
3. All practices must have adult supervision, and must include a member of the rostered staff and at least one adult female. All safety rules must be adhered to.
4. You can only practice on authorized fields. Do not start practicing before your designated practice time. Schools have other activities or day care and we must adhere to their requests. Managers are expected to keep their players and equipment off the school grounds until the scheduled practice time. The one exception to this rule will be practices held at Hidden Valley School.
5. Do not cut the lawn at any of the fields.

Official Game Rules

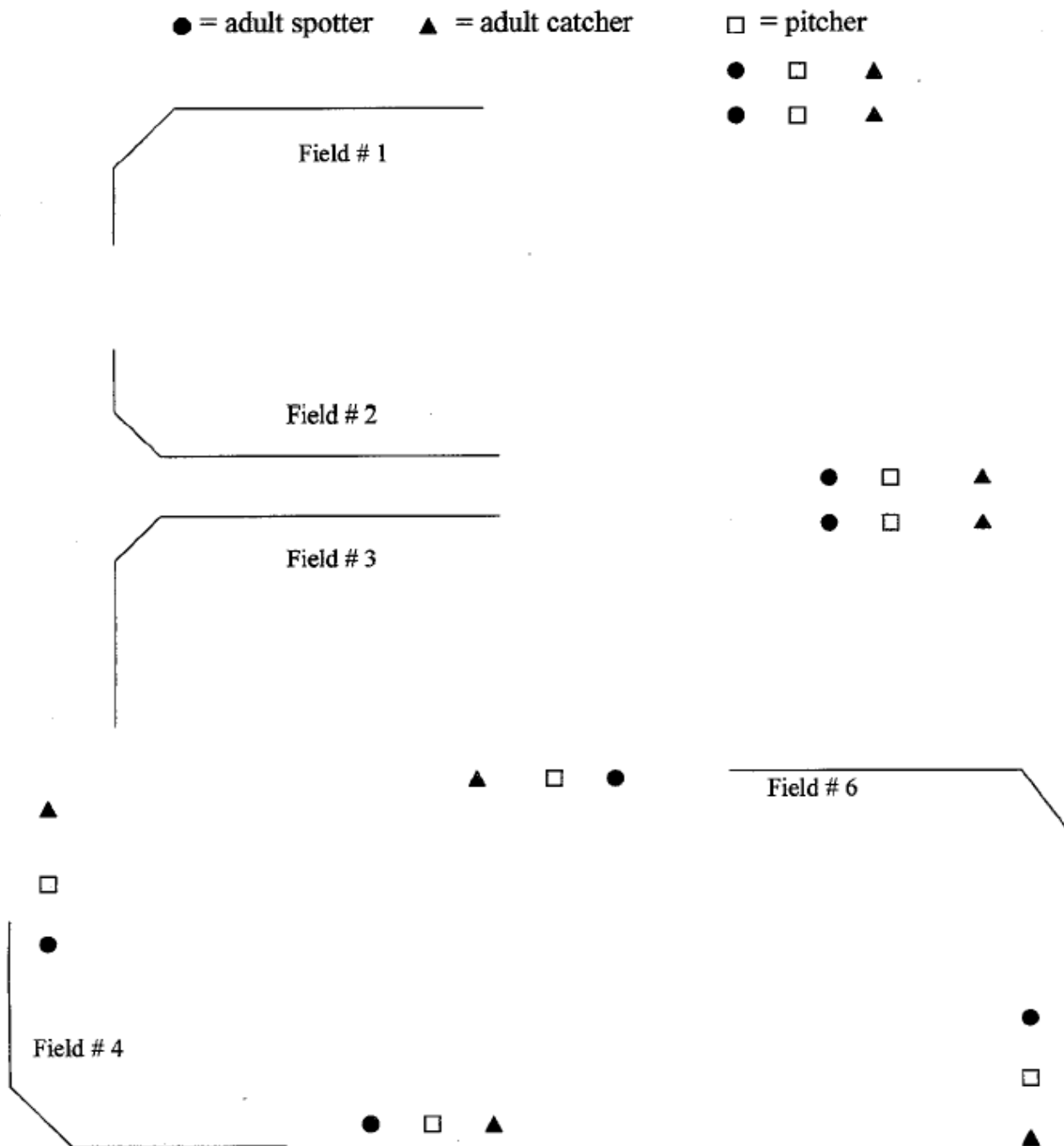
SRGSL players and teams are subject to the rules set down by ASA Official Rules of Softball and are under the jurisdiction of the SRGSL Board. Except as amended and/or supplemented in this handbook, the current edition of the ASA Official Rules of Softball shall be the final authority for the conduct of the SRGSL. All managers and Board members shall have copies of these rules.

General Rules

1. The **maximum number of events per week (games and practices) is four.**
2. The home team shall be responsible for providing the Official Scorekeeper in all leagues.
3. No hitting softballs against the backstops. Wiffle balls are allowed.
4. **All changes in the lineup are to be presented in advance to the Official Scorekeeper** by the manager, coach or opposing scorekeeper.
5. As covered in the Field Preparation section above, the Home team is responsible for preparing the field for play. The field preparation should be completed 25 minutes prior to game time, so that both teams get 10 minutes of infield practice. If this is not possible, due to a late finish of the previous game, the Visitor team should help with the field preparation and the available time should be split equally for infield practice.
6. The home team should be off the infield five minutes prior to game time.
7. No automatic out is assessed if a team can only field 8 or 9 players at the start of the game.
8. If a game cannot be played because of the **failure of one team to place at least eight players on the field** at the scheduled game time, the umpire shall call the game and the manager of the affected team shall contact the League Rep with all information to be considered by the Board. The Board may declare the game a forfeit, or, if circumstances are found that the players involved were unable to play because of some unavoidable event or circumstance, it is the Board's right to reschedule the game. The game will be rescheduled at a date and time acceptable to the Board. If a game has been rescheduled and the team that caused the re-schedule fails to field at least 8 players, it will be an automatic forfeit.
9. **Re-scheduled games must follow the same time rules that were in affect when the game was originally scheduled. Pitching rules follow the eligibility rules for the week and time that the game is actually played.**
10. **Rain-outs:** Unless you have been notified by your League Rep or read it on the website, your team must assume all games will be played as scheduled. All rainout games will be played at the earliest date a field is available, subject to the weather. It will be a forfeit if a team fails to field eight players and the game has not been canceled by the Board.
11. An injured player in uniform may sit in the dugout.
12. The **official starting time of a game is determined by the umpire and will be noted in the scorebook.** Managers must make every attempt to keep their games on time, especially on weekends. Field preparation and warm-ups will only be done when time allows. Umpires are instructed to start games on time.
13. **A new inning starts the moment the third out is made completing the preceding inning.**
14. There will be a time limit on all games. **No new inning may start after the time limit has elapsed.** However, **if the time limit has not elapsed, a new inning must be started and completed** – the only exception to this rule is the Ten Run Rule. For all leagues, the last game of the day will be subject to the same time limit as those played before them.
15. Managers must keep their players in the dugout at all times during the game, except to visit the drinking fountain or bathroom.
16. Managers are cautioned to limit the total pitches made by a player to a safe range, irrespective of the number of innings pitched.
17. **Any Manager who uses a pitcher illegally in a game may face suspension and review by the Board. Additional action may be taken by the Board upon further review.** Example: a pitcher that pitched over the allowable innings in a calendar week.
18. The International Tie-Breaker, as described later in this handbook, shall be put into effect in any game where the score is **still tied after 7 complete innings and the time limit has not been reached.**
19. **The first team listed for each game on the schedule is the Home team.**
20. **The Home team shall use the dugout on the 3rd base line. Visitors shall use the dugout on the 1st base line.**
21. Any situation that is not covered in the ASA Official Rules of Softball or this handbook is subject to Board review. Just because something is not covered in either publication doesn't mean that the situation is open to your interpretation. The Board reserves the right to make an appropriate decision on the matter and may create new guidelines and/or modifying existing ones.

Game Time Warm-Up Areas

1. Only adults can warm-up pitchers in designated warm-up locations.
2. There must be an adult spotter with a glove to protect pitcher from foul balls.
3. Do not use outfield fence as a backstop. Stay far enough away to avoid thrown balls from going over the fence.
4. Be respectful of other people in the warm-up area. Do not throw if it is not safe and spectators are reluctant to move.



Protests

1. Protests shall be considered only when based on the violation of, or interpretation of, a playing rule. No protest will be considered on a decision involving an umpire's judgment.
2. You must file your protest in writing (letter or email) to the league within 24 hours. The opposing manager will be notified by phone or email.
3. Both the Manager filing the protest and the Manager of the opposing team from the game being protested will be allowed the opportunity to discuss the protest with the Board prior to a ruling being made. If a manager cannot attend the board meeting to discuss the protest, the manager may send a representative. However, to do so, the consent to act on the manager's behalf must be made in writing or by phone to a board member.
4. For any game protested the Voting Board will be members of the board that do not have a family member association to the division in which the game is being protested.
5. Protests will be reviewed and ruled on by the Board. The Board's decision is final and may not be appealed.

International Tie-Breaker

The International Tie-Breaker shall be put into effect in any game where the score is **still tied after 7 complete innings and the time limit has not been reached**. Starting at the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last, and the player who is scheduled to bat second to last, in that respective half inning, being placed on second and third base respectively (For example: If the number five batter is the lead off batter in the inning, the number four batter will be placed on 2nd base and the number three batter will be placed on third base). The inning will then begin as usual.

If a team batting has an absent player who is the one who should begin the half inning at second or third base, do not declare an out. Instead, place on second or third base, the player whose name precedes the absent player's name in the lineup.

Standings

1. A team gets two points for each win and one point for each tie.
2. Inter-league (with other softball organizations) games do not count in the standings.
3. It is the responsibility of both managers to report the score and pitching innings on a signed *SRGSL Game Summary* form immediately following each game.
4. Game results and standings should be posted on the league website within 24 hours of the end of each game.
5. In the event of a tie in the final standings, the following tie-breaker sequence will be used:
 - 5.1. Comparison of record against each other (head-to-head)
 - 5.2. Comparison of run differential (runs scored – runs allowed) in games against each other
 - 5.3. One(1) Game Playoff (if Scheduling permits)
 - 5.4. Coin toss (if one Game Playoff cannot be scheduled)

Playoffs

1. Pitching inning limits will start over with the first playoff game.
2. All limits of innings pitched will be the same as a two-game regular season week.
3. All playoff games will be considered to be played in the same week regardless of cancellations due to rain, scheduling or other unforeseen rescheduling.
4. All playoff games will be played using the same time limits as in the regular season. If a game is tied after the time limit is reached, then the International Tie Breaker shall be put into effect.

6U Division Rules Addendum

Time Limit: 1 hour and 15 minutes. No New Inning after 1 hour and 10 minutes

Scoring: No score is kept

Players: The maximum number of players on the field is 12 with a maximum of 6 players in the infield. The outfielders must be beyond the dirt infield during each pitch. This rule is designed to ensure that our youngest players are able to learn about the different positions on the field.

Late Arrivals: Players arriving late must show up by the time their respective slot in the batting order comes up. Otherwise, they must be added to the end of the batting order.

Leaving Early: Allowed – no special rules

Minimum Playing Time: All players shall have at least two at bats and play at least two innings on defense.

Pitching: Only 5 pitches allowed per Batter including Foul Ball. Offensive Coach pitches from within the pitching circle. Balls thrown back by the Catcher are to be received by the Offensive Pitching Coach. If the Catcher misses the ball, the Defensive Coach behind the Catcher shall throw it back to the Pitching Coach.

Stealing: No stealing is allowed under any circumstances.

Sliding: No Sliding is allowed.

Orange Base: Mandatory

Collisions: Must attempt to avoid. Catcher may not block the plate unless they have the ball and are waiting to make the tag.

Balls/Strikes: If the batter fails to hit a fair ball after five pitches total, then they must hit off a tee.

Substitutions:

General: All Players must be on the game defensively.

Injured Player: The last batter of the previous inning may replace a batter or runner who is injured during a play.

Miscellaneous:

Batting Order: Batting Order: Continuous batting order of entire roster, 7 batters per inning unlimited outs for the first half of the season. During the second half of the season, three outs or 7 batters (whichever is reached first) per inning.

Last Batter: Does not run around bases

Manager/Coach Locations: Offensive coaches are to be located in the pitching circle and 1st and 3rd base coach's box only. Defensively, two coaches are allowed on the field of play. Since it is the defense's responsibility to get the ball back to the offensive pitcher quickly, it is allowable for a parent volunteer be behind the catcher instead of a defensive coach. For safety reasons, it is recommended the defensive coaches are in the playing field to supervise and help keep the distraction minimal.

On an official out: (fly ball caught, thrown out, tag out, etc.) the base-runner(s) or hitter returns to the dugout.

Infield Fly Rule: Not in effect

Outfielders: Shall play no closer than the edge of the grass.

Dropped third strike: Not in effect

Pitcher's Circle Overthrow: Not in effect

Bunts: OK

Runs Per Inning: No limit

Hit Batter: Not in effect

On Deck Batters: Not allowed

Bats: Aluminum or Composite, ASA Approved

Ball Size: 10 inch "Incrediball"

Bases: 60" between bases

Uniforms: Black shorts or pants. **All players must wear the same uniform** (no mixing of shorts and pants)
All uniform shirts must be tucked in. This is a safety issue.

Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, earrings may be covered with tape

8U Division Rules Addendum

Time Limit: 1 hour and 15 minutes. No New Inning after 1 hour and 10 minutes or 6 Full Innings

Scoring: No Scoring is kept.

Umpires: One umpire will be assigned to each game. In the event that an umpire does not show up, both Managers shall work together to find one or more volunteer umpires.

Players: The maximum number of players on the field is 10 with a maximum of 6 players in the infield. The minimum number of players is 8.

Late Arrivals: Players arriving late must show up by the time their respective slot in the batting order comes up. Otherwise, they must be added to the end of the Batting order.

Leaving Early: Allowed. No special rules.

Injury: If a player becomes injured before a time at bat that spot in the order will be skipped each time it comes up until the player can resume play.

Illness: If a player becomes ill before a time at bat, that spot in the order will be skipped and the player will be asked to leave the game.

Minimum Playing Time: All players shall have at least two at bats and play at least six outs on defense.

Pitching:

Mechanics: Two foot (heel-toe)

Distance: 30 feet

Inning Limits: Two(2) Innings per Game. One pitch constitutes an Inning pitched.

Pitching Rules:

1. Players will pitch to the opposing Team.
2. No Walks.
 - 2.1 A Coach/Pitcher will enter the Pitching Circle when Four(4) Balls have been called by the umpire. The Coach must pitch "Legal" pitches from the Pitching Rubber.
 - 2.2 The Coach/Pitcher will resume the Player/Pitcher Strike Count and will throw no more than Two(2) Pitches with the Umpire calling Balls & Strikes.
 - 2.3 If the pitch is not put into play by the second Coach Pitch, the Batter must hit off a Tee.
 - 2.4 If a batted ball hits the Coach/Pitcher the play is ruled dead and the Batter & any Base Runner(s) will be allowed to the next Base.
 - 2.5 Player/Pitcher must have one foot in the Pitching Circle at the time of Coach/Pitcher is pitching.

Stealing: Stealing is NOT allowed.

Sliding: Not Allowed.

Orange Base: Required

Collisions: Must attempt to avoid. Catcher may not block the plate unless they have the ball and are waiting to make the tag.

Balls/Strikes: No Walks allowed. Three(3) Strikes – Batter hits off a Tee. On Ball four, Coach Pitcher will throw two Pitches.

Courtesy Runner: For the catcher only, after two outs. Pinch runner shall be the player that made the last out.

Substitutions:

General: All Players must enter the game defensively by the 2nd inning.

Injured Player: The player who made the last out may replace a batter or runner who is injured during a play.

Pitchers: Any player may return to pitch any time during the game as long as they are in the game legally, have not gone over their maximum innings pitched allowance, and have not been removed by the umpire. When returning to pitch in the same half inning, they will not receive warm up pitches. A pitcher may be removed and placed in another position and return to pitch many times in one half inning, but can only return to pitch from the dugout one time during a half inning. No matter how many times they return in a half, it is considered one pitching inning.

Overthrows:

On Throw to 1st Base: No batter can advance to 2nd Base as a result of an errant throw to 1st Base. All Other Baserunners may only advance one Base past the Base they are going to on an errant throw to 1st Base with liability of being put out if the ball stays in live Ball territory.

8U Division Rules Addendum (Continued)

On Throw to any other Base or Position: If on a throw to any other Base an errant throw occurs all Baserunners and batter/runner may advance one Base past the Base they are going to with liability of being put out. Additional: The Umpire will only award a base to the Baserunner if the ball has been thrown out of play. No Base will be awarded on an errant throw when the ball is still in play.

Baserunners and Batter/Baserunner may be put out if they advance beyond the Base they are entitled to on the errant throw. At the end of the play the umpire will return all Baserunners to the Base they are entitled to if they have not been put out.

Miscellaneous:

Batting Order: Three(3) Outs or Maximum of Seven(7) Batters per inning (whichever comes first)

Ball Size: 10 inch

Infield Fly Rule: Not in effect

Dropped third strike: Not in effect

Bunts: OK, except when a Coach is pitching – then not allowed.

Leading Off: Is permitted upon release of the ball by the Pitcher.

Hit Batter: A Batter will be awarded the Base ONLY if hit by a pitch thrown by the Player/Pitcher. The Batter will not be awarded the Base if it is a Coach/Pitcher that pitched the ball. A Player/Pitcher will be removed, and may not pitch again during the game, after hitting three batters in the same inning. Player/Pitcher may also be removed at any time during the game if, at the umpire's discretion, their continuing to pitch poses a safety risk.

On Deck Batters: Not allowed

Bats: Aluminum or Composite, ASA Approved

Uniforms: Black shorts or pants. All players must wear the same uniform (no mixing of shorts and pants). If shorts are going to be worn, then sliding pads must also be worn.

Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, at the umpire's discretion, jewelry may be covered with tape.

Face Guard: **Must** be worn by all Pitchers. SRGSL strongly recommends the use of a Face Guard at player positions 1st and 3rd Base.

10U Division Rules Addendum

Time Limit: 1 hour and 30 minutes

Scoring: Maximum of five(5) runs per inning. Ten run "mercy" rule after the 5th inning.

Umpires: One umpire will be assigned to each game. In the event that an umpire does not show up, both Managers shall work together to find one or more volunteer umpires.

Players: The maximum number of players on the field is 10 with a maximum of 6 players in the infield. The minimum number of players is 8.

Late Arrivals: Players arriving late must show up by the time their respective slot in the batting order comes up or they are ineligible to play.

Leaving Early: If a player plans to leave the game early, it must be noted in the scorebook and the opposing team must be notified prior to the start of the game. If this procedure is followed, there is no penalty. If a player leaves early and notification was not given prior to the beginning of the game, an automatic out will be given at the position in the batting order of the player that left early, each time that slot in the order comes up, through the remainder of the game. Regardless of notification, if as a result of the player leaving early, the team has less than the minimum number of players required, then an automatic out will be given as described above.

Injury: If a player becomes injured before a time at bat that spot in the order will be skipped each time it comes up until the player can resume play.

Illness: If a player becomes ill before a time at bat, that spot in the order will be skipped and the player will be asked to leave the game.

Minimum Playing Time: All players shall have at least two at bats and play at least six outs on defense.

Pitching:

Mechanics: Two foot (heel-toe)

Distance: 35 feet

Inning Limits: Sunday through Saturday constitutes a Game Week. One Game Week = 4 Innings, Two Game Week = 6 Innings, Three Game Week = 11 Innings, and Four Game Week = 16 innings. During a 3 or 4 Game Week, no 2 consecutive games can exceed the innings total of a 2 game week. One pitch constitutes an inning pitched.

First violation: Manager is suspended for one game.

Second violation: Manager is suspended for two games and is automatically reviewed by the full board.

Stealing: Runner shall not leave the base until the ball has been released by the pitcher. Each team will be given one warning and sent back to base. After the warning the umpire shall call "NO PITCH" and the runner is OUT. The runner does not have to advance to the next base to be called for leaving early. The warning shall be a "Delay Dead Ball" assessed at the end of the play. The umpire will give the warning and return all runners to the least base possible or to where they started at the time of the pitch. The pitch will count ball or strike. If runners are put out they are out. If the batter hits the ball they cannot be jeopardized of the bases they have reached. If the batter gets out at any base the runners shall be returned to the last base. Stealing home is permitted.

Examples

1. Runner on 1st leaves early, batter reaches 1st, runner to 3rd. Runner will sent back to 2nd, batter stays on 1st.
2. Runner on 1st and 3rd either leaves early, batter grounds out, runners move to home and 3rd. Runners go back to 1st and 3rd.
3. Bases loaded, runner leaves early, batter ends up on 2nd. Runner that started on 1st returns to 3rd, 2 runs score.

Orange Base: Required

Collisions: Runner must avoid or will be called OUT. Blocking the Plate or Base without possession of the Ball (Obstruction), Runner will be called SAFE.

Balls/Strikes: 4 balls, 3 strikes

Courtesy Runner: For the catcher only, after two outs. Pinch runner shall be the player that made the last out.

Substitutions:

General: All Players must enter the game defensively by the 2nd inning.

Injured Player: The player who made the last out may replace a batter or runner who is injured during a play.

Pitchers: Any player may return to pitch any time during the game as long as they are in the game legally, and have not been removed by the umpire. When returning to pitch in the same half inning, they will not receive warm up pitches. A pitcher may be removed and placed in another position and return to pitch many times in one half inning, but can only

10U Division League Rules Addendum (continued)

return to pitch from the dugout one time during a half inning. No matter how many times they return in a half, it is considered one pitching inning.

Miscellaneous:

Batting Order: Continuous batting order of entire roster

Ball Size: 11 inch

Infield Fly Rule: Not in effect

Dropped third strike: Not in effect

Continuation Steal: In effect

Bunts: OK

Hit Batter: Pitcher is to be removed, and may not pitch again during the game, after hitting three batters in the same inning. Pitcher may also be removed at any time during the game if, at the umpire's discretion, their continuing to pitch poses a safety risk.

On Deck Batters: Not allowed

Bats: Aluminum or Composite, ASA Approved

Uniforms: Black shorts or pants. All players must wear the same uniform (no mixing of shorts and pants). If shorts are going to be worn, then sliding pads must also be worn.

Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, at the umpire's discretion, jewelry may be covered with tape.

Face Guard: **Must** be worn by all Pitchers. SRGSL strongly recommends the use of a Face Guard at player positions 1st and 3rd Base.

12U Division Rules Addendum

Time Limit: 1 hour and 30 minutes

Scoring: Maximum of five(5) runs per inning through 4th inning and unlimited thereafter. Ten run "mercy" rule after the 5th inning.

Umpires: One umpire will be assigned to each game. In the event that an umpire does not show up, both Managers shall work together to find one or more volunteer umpires.

Players: The maximum number of players on the field is 10 with a maximum of 6 players in the infield. The minimum number of players is 8.

Late Arrivals: Players arriving late must show up by the time their respective slot in the batting order comes up or they are ineligible to play.

Leaving Early: If a player plans to leave the game early, it must be noted in the scorebook and the opposing team must be notified prior to the start of the game. If this procedure is followed, there is no penalty. If a player leaves early and notification was not given prior to the beginning of the game, an automatic out will be given at the position in the batting order of the player that left early, each time that slot in the order comes up, through the remainder of the game. Regardless of notification, if as a result of the player leaving early, the team has less than the minimum number of players required, then an automatic out will be given as described above.

Injury: If a player becomes injured before a time at bat that spot in the order will be skipped each time it comes up until the player can resume play.

Illness: If a player becomes ill before a time at bat, that spot in the order will be skipped and the player will be asked to leave the game.

Minimum Playing Time: All players shall have at least two at bats and play at least six outs on defense.

Pitching:

Mechanics: Two foot (heel-toe)

Distance: 40 feet

Inning Limits: Sunday through Saturday constitutes a Game Week. One Game Week = 4 Innings, Two Game Week = 7 Innings, Three Game Week = 11 Innings, and Four Game Week = 16 Innings. During a 3 or 4 Game Week, no 2 consecutive Games can exceed the Innings total of a 2 Game Week. One Pitch constitutes an inning pitched. Inter-League games are excluded from the pitching limits.

First violation: Manager is suspended for one game.

Second violation: Manager is suspended for two games and is automatically reviewed by the full board.

Stealing: Allowed when the ball leaves the pitcher's hand.

Orange Base: Required

Collisions: Runner must avoid or will be called OUT. Blocking the Plate or Base without possession of the Ball (Obstruction), Runner will be called SAFE.

Balls/Strikes: 4 balls, 3 strikes

Courtesy Runner: For the catcher only, after two outs. Pinch runner shall be the player that made the last out.

Substitutions: General: All Players must enter the game defensively by the 3rd inning.

Injured Player: The player who made the last out may replace a batter or runner who is injured during a play.

Pitchers: Any player may return to pitch any time during the game as long as they are in the game legally, and have not been removed by the umpire. When returning to pitch in the same half inning, they will not receive warm up pitches. A pitcher may be removed and placed in another position and return to pitch many times in one half inning, but can only return to pitch from the dugout one time during a half inning. No matter how many times they return in a half, it is considered one pitching inning.

Miscellaneous:

Batting Order: Continuous batting order of entire roster

Ball Size: 12 inch

Infield Fly Rule: In effect

Dropped third strike: In effect

Continuation Steal: In effect

Bunts: OK

Hit Batter: Pitcher is to be removed, and may not pitch again during the game, after hitting three batters in the same inning. Pitcher may also be removed at any time during the game if, at the umpire's discretion, their continuing to pitch poses a safety risk.

12U Division Rules Addendum (Continued)

On Deck Batters: Not allowed

Ties: Allowed. Must use International Tie-Breaker (as described in this handbook), if still tied after 7 complete innings.

Bats: Aluminum or Composite, ASA Approved

Uniforms: Black shorts or pants. All players must wear the same uniform (no mixing of shorts and pants). If shorts are going to be worn, then sliding pads must also be worn. **All uniform shirts must be tucked in.**

Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, at the umpire's discretion, jewelry may be covered with tape.

Face Guard: **Must** be worn by all Pitchers. SRGSL strongly recommends the use of a Face Guard at player positions 1st and 3rd Base.

14U Division Rules Addendum

Time Limit: 1 hour and 30 minutes

Scoring: Maximum of five(5) runs per inning through 4th inning and unlimited thereafter. Ten run "mercy" rule after the 5th inning.

Umpires: One umpire will be assigned to each game. In the event that an umpire does not show up, both Managers shall work together to find one or more volunteer umpires.

Players: The maximum number of players on the field is 9 with a maximum of 6 players in the infield. The minimum number of players is 8.

Late Arrivals: Players arriving late must show up by the time their respective slot in the batting order comes up or they are ineligible to play.

Leaving Early: If a player plans to leave the game early, it must be noted in the scorebook and the opposing team must be notified prior to the start of the game. If this procedure is followed, there is no penalty. If a player leaves early and notification was not given prior to the beginning of the game, an automatic out will be given at the position in the batting order of the player that left early, each time that slot in the order comes up, through the remainder of the game. Regardless of notification, if as a result of the player leaving early, the team has less than the minimum number of players required, then an automatic out will be given as described above.

Injury: If a player becomes injured before a time at bat that spot in the order will be skipped each time it comes up until the player can resume play.

Illness: If a player becomes ill before a time at bat, that spot in the order will be skipped and the player will be asked to leave the game.

Minimum Playing Time: All players shall have at least two at bats and play at least six outs on defense.

Pitching:

Mechanics: Two foot (heel-toe)

Distance: 43 feet

Inning Limits: Sunday through Saturday constitutes a Game Week. One Game Week = 5 innings, Two Game Week = 9 Innings, Three Game Week = 12 Innings, and Four Game Week = 16 Innings. During a 3 or 4 Game Week, no 2 consecutive Games can exceed the Innings total of a 2 Game Week. Inter-league Games are excluded from this limit.

First violation: Manager is suspended for one game.

Second violation: Manager is suspended for two games and is automatically reviewed by the full board.

Stealing: Allowed when the ball leaves the pitcher's hand.

Orange Base: Required

Collisions: Runner must avoid or will be called OUT. Blocking the Plate or Base without possession of the Ball (Obstruction), Runner will be called SAFE.

Balls/Strikes: 4 balls, 3 strikes

Courtesy Runner: For the catcher only, after two outs. Pinch runner shall be the player that made the last out.

Substitutions:

General: All Players must enter the game defensively by the 3rd inning.

Injured Player: The player who made the last out may replace a batter or runner who is injured during a play.

Pitchers: Any player may return to pitch any time during the game as long as they are in the game legally, and have not been removed by the umpire. When returning to pitch in the same half inning, they will not receive warm up pitches. A pitcher may be removed and placed in another position and return to pitch many times in one half inning, but can only return to pitch from the dugout one time during a half inning. No matter how many times they return in a half, it is considered one pitching inning.

Miscellaneous:

Batting Order: Continuous batting order of entire roster

Ball Size: 12 inch

Infield Fly Rule: In effect

Dropped third strike: In effect

Continuation Steal: In effect

Bunts: OK

14U Division Rules Addendum (continued)

Hit Batter: Pitcher is to be removed, and may not pitch again during the game, after hitting three batters in the same inning. Pitcher may also be removed at any time during the game if, at the umpire's discretion, their continuing to pitch poses a safety risk.

On Deck Batters: Not allowed

Ties: Allowed. Must use International Tie-Breaker (as described in this handbook), if still tied after 7 complete innings.

Bats: Aluminum or Composite, ASA Approved

Uniforms: Black shorts or pants. All players must wear the same uniform (no mixing of shorts and pants). If shorts are going to be worn, then sliding pads must also be worn. **All uniform shirts must be tucked in.**

Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, at the umpire's discretion, jewelry may be covered with tape.

Cleats: Metal Cleats are not allowed.

Face Guard: **Must** be worn by all Pitchers. SRGSL strongly recommends the use of a Face Guard at player positions 1st and 3rd Base.

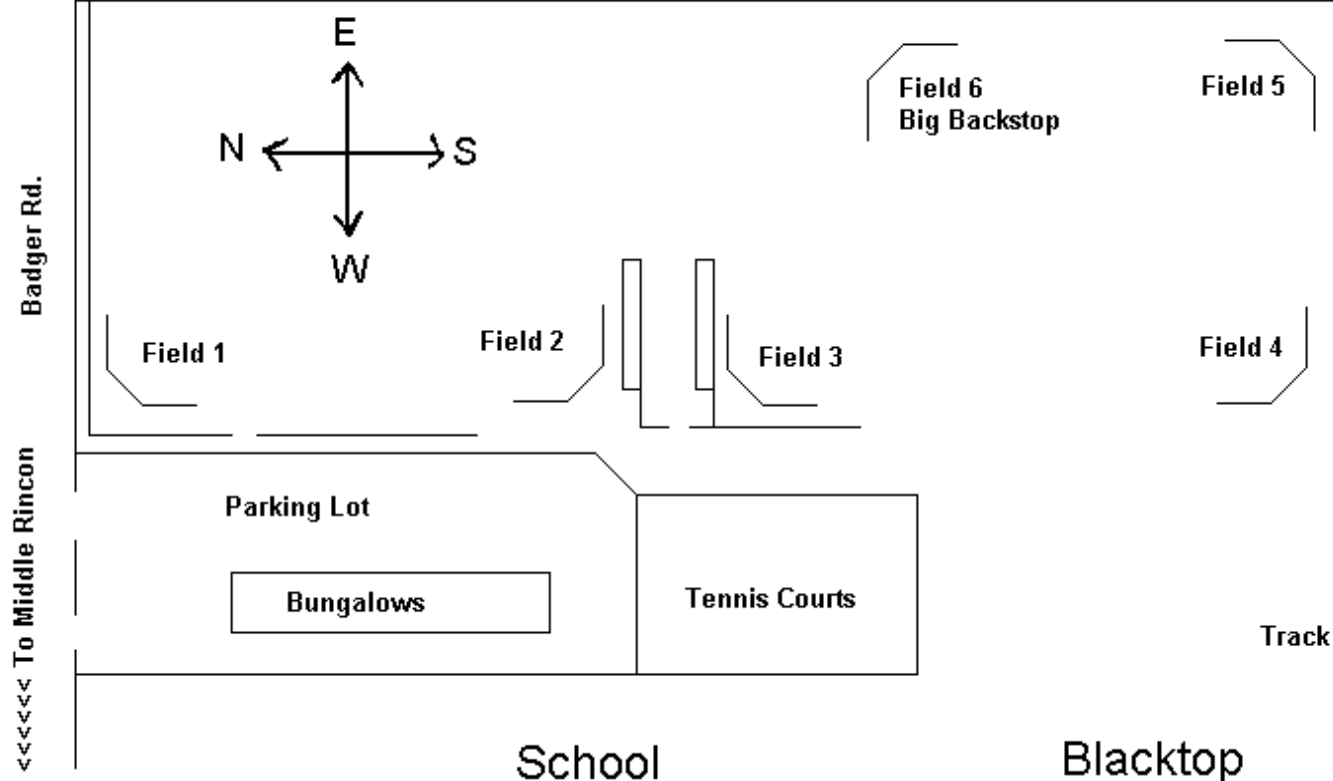
All-Star Selection

All Star Teams are sometimes formed for all Divisions, except Rookies, to participate in the County-wide Tournament that takes place after the regular season.

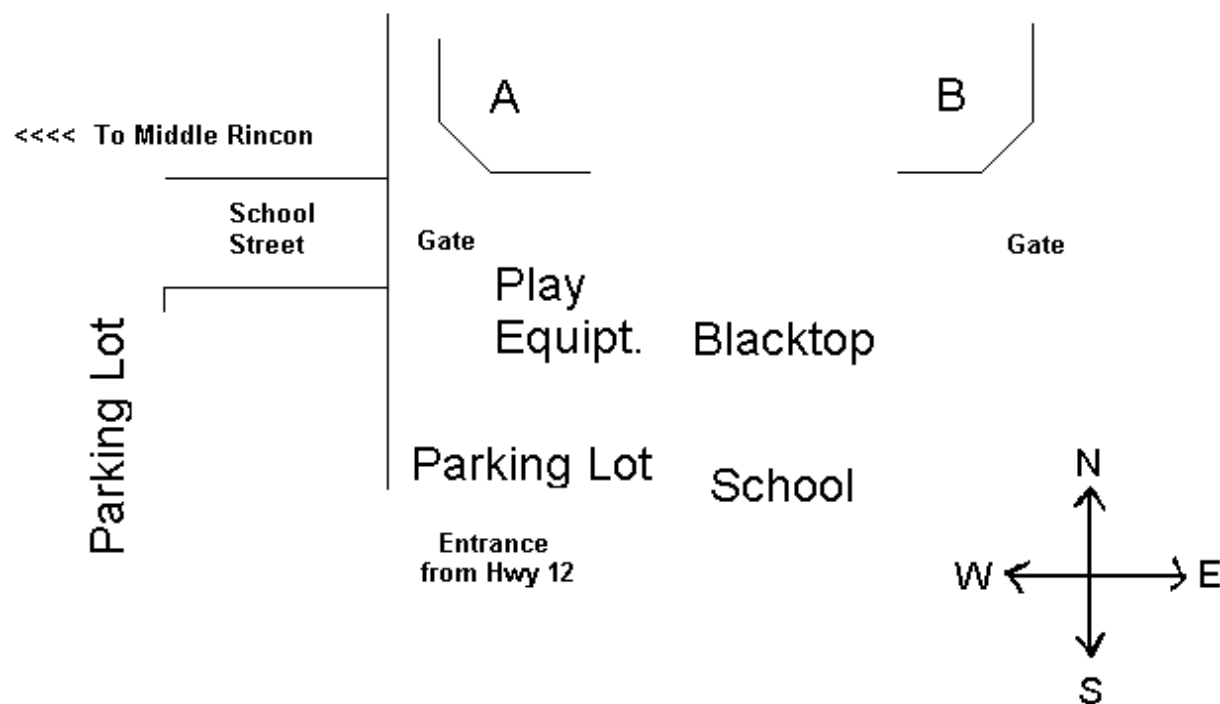
Regular season managers will provide a list of nominations for up to 10 players from their division base on ability, sportsmanship and attendance. Each manager present will be able to discuss their nominations and vote on 10 players. The top 10 votes will be selected. The All-Star Manager will pick the last 2 nominations.

The selection of the All-Star manager will be determined by the Santa Rosa Girls Softball League Board Members prior to the All-Star Players selection. The selected Manager will pick his Assistant Coach(s). The Assistant Coach or Coaches must be approved by the League Board Members.

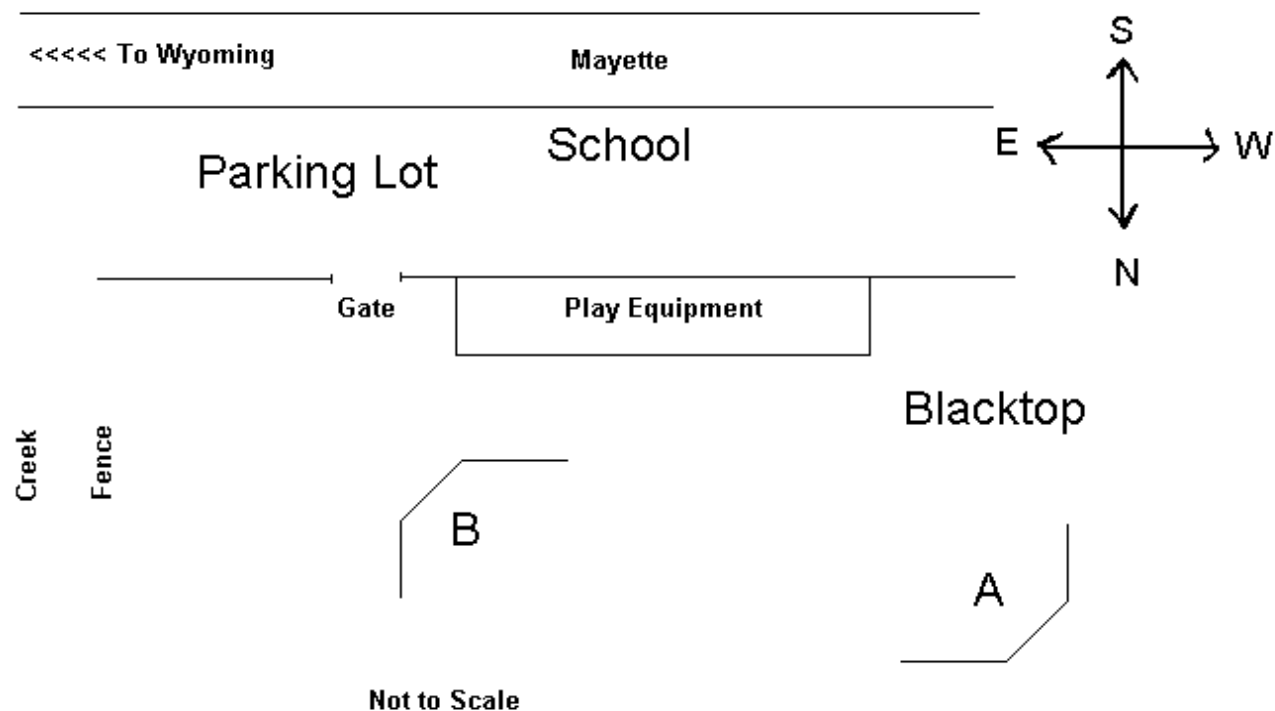
Rincon Valley Softball Fields



Whited Softball Fields



Spring Creek Softball Fields



Matanzas Softball Fields

