

2019 - Greendale/Whitnall - Girls Minors Rules

The Girls Minors Division will follow ASA and WYB league rules with the following exceptions/clarifications:

1. Philosophy -- First and foremost, we are here to have fun and learn. Winning is a bonus
2. Behavior –
 - a. Any manager, assistant coach or spectator using foul language or abusing others (verbally or physically) will be warned by the umpire (or asked to leave the facility, if warranted). If a warning is given, and a second incident occurs, the offending person will be asked to leave the facility. If he/she refuses to leave, the game will be called and the team having the guilty party will get a loss. Derogatory language and mistreatment of umpires will not be tolerated.
 - b. Our umpires occasionally make bad calls, and they occasionally do not make calls as quickly or assertively as we would like. It is critical that we, coaches and parents, refrain from "helping" them out by calling out "STRIKE", "BALL", "SAFE", "OUT", "FAIR BALL", or "FOUL BALL". We must allow the umpire to make the call, right or wrong. Trying to influence the umpire is not good sportsmanship, and it will not be tolerated. Coaches, please mention this to your team's spectators if you observe this behavior.
 - c. Legitimate questions about the rules may be addressed to the certified umpire, however, only the team manager is allowed to do so. Any other discussion directed to the umpire by coaches, players, spectators or parents will be considered harassment of the umpires. The umpires may use their discretion to issue a formal verbal warning and thereafter, may eject the offenders from the game and park.
 - d. Any player throwing the bat will be warned once. If the same player throws the bat again, she will be called out.
 - e. In the spirit of sportsmanship, chants directed toward the opposing team or toward an opposing player are not allowed.
3. Uniforms and Equipment –
 - a. Whitnall teams -- Uniforms are required during games, to include shirt, shorts and team visor. Visors must be worn by ALL players in the field (except catcher). Visors must be worn facing forward. Shirts must be tucked in. Sliding shorts are recommended, and are to be worn under uniform shorts. Knee high socks are also recommended, for protection when sliding. Managers may want to coordinate purchase of team socks. All batting helmets must have a faceguard.
 - b. Non-Whitnall teams – Whatever team uniform has been established, all players on that team must wear that uniform. If the uniform includes pants, all players must wear pants.
 - c. All teams -- We need to emphasize the appearance of each team, and we expect this rule to be enforced by managers, coaches and umpires. Shoes with rubber cleats are encouraged. No metal cleats are allowed. For safety reasons, jewelry is not allowed, except for medical alert bracelets. Taping of jewelry is not

allowed. Catchers must wear full catcher's equipment, including helmet, shin guards, chest protector and mask. Any player warming up a pitcher before a game or between innings must wear a helmet or mask. Batters and base runners must wear a helmet until off the playing field. On deck batters and non-adults coaching the bases must also wear helmets. Mouth guards are recommended, especially when playing the infield.

4. The Diamond -- The bases are 60 feet apart. The pitching rubber is 35 feet from the back of home plate.
5. Game Balls -- The Girls Minors division uses 11" softballs. The home team will supply 2 new game balls at the start of each game. Umpires -- For games at Whitnall diamonds, a high school student umpire behind the plate will be provided for each game. Other communities will make arrangements for umpires at their home games. In the event of a "no show" by an umpire, the home team will appoint a plate umpire and the visitors will appoint a field umpire
6. Visiting Team -- The visiting team occupies the 3rd base bench and bats first. If the scoreboard input device is on the 3rd base side, the visiting team supplies a parent to run the scoreboard.
7. Home Team -- The home team occupies the 1st base bench, bats second, gives a signed voucher to the home plate umpire before the game, provides the game ball and makes sure a first aid kit is available. If the scoreboard input device is on the 1st base side, the home team supplies a parent to run the scoreboard.
8. Pregame Warm-Ups --The Home team will get the infield from 5:00pm – 5:30pm, they then will have the outfield from 5:30pm until 6:00pm. The Visiting team will get the outfield from 5:00pm – 5:30pm, they then will have the infield from 5:30pm until 6:00pm.
9. Length of Games – Games will be six innings in length or 1 hour and 50 minutes, whichever comes first. You cannot start a new inning after 1 hour and 50 minutes have elapsed from the actual start time. Once an inning starts, it should be played to completion unless stopped by weather or darkness. If the start time is delayed through no fault of your own, both managers, and the umpire, should agree before the game starts when the time limit will be imposed. Games that are tied with no time remaining will remain tied. Games that are tied with time remaining will go into extra innings, as long as you don't start an inning after two hours have elapsed. If you are playing a double-header to make up a rainout, consider playing shorter games (restricted by a time limit or by number of innings) to complete the second game before it gets too dark. If playing a shorter game, both managers must agree on the length of the game before it starts.
10. Complete Game -- A game halted by bad weather shall be ruled a complete game if at least four full innings have been played (or 3 1/2 innings if the home team is ahead). All incomplete games will be replayed from the beginning, as if the incomplete game never took place.
11. Numbers of Players -- Ten players are allowed on the field -- four outfielders and six infielders. You can play a game with a minimum of seven players. Six players or less constitutes a forfeit and will be recorded as a loss. Because the umpire will still be paid,

coaches are encouraged to play the game for fun. A forfeit will be called ten minutes after the original start time of the game.

12. Batting Order -- The batting order will consist of all players in attendance for that game. All players bat their spot in the order even if they are not playing in the field that inning. If a player arrives late, she must be added to the end of the batting order.
13. Sitting Out -- Regarding playing in the field, no player shall sit more than one inning per game, if possible. If it is not possible, then no player shall sit two innings until all players have sat one inning. Managers should be able to work out a rotation to make this happen. Managers will keep track of innings sat from game to game, so all players should end up sitting about the same number of innings by the end of the season. If a player arrives late, the inning in progress when she arrives does not count as an inning sat.
14. Pitching -- Pitchers can only pitch 3 innings. One pitch thrown by a pitcher in any inning constitutes an inning pitched for that pitcher. All innings pitched must be consecutive. Once she is replaced, she cannot pitch again that game. Pitchers may use any style of underhand pitching they choose to deliver the ball (ie. underhand toss or windmill). Pitchers must start their delivery with both feet touching the pitching rubber. A step backward is not allowed. During wind-up and release, the pitcher cannot make two revolutions of the arm. The crow hop is not allowed, i.e. the pitcher cannot hop forward off the rubber, land on the ground, and then take another hop forward to release the ball. One foot must remain in contact with the ground at all times.
15. Pitch Arc -- Since this is fast pitch softball, there is not supposed to be any arc. We want to encourage flat pitches. A pitch has too much arc if it is higher than the batter's head at the top of its arc. The height of the batter is a factor in determining if a pitch has too much arc. This is a judgment call by the umpire. If, in the umpire's opinion, a pitch has too much arc, it will be called a ball, even if it crosses the plate in the strike zone.
16. Strike Zone -- The strike zone is defined as the area between the shoulders and the knees for height, and the area between one ball width of either side of the plate. If a pitch bounces on the plate, the call should be a ball, unless the batter swings, Then it would be a strike.
17. Walks
 - a. Walks will NOT be issued on ball four. On ball four, the batter will use a Tee to hit the ball into play. (NO BUNTING ALLOWED from the tee).
 - b. The batter will only get one swing at the tee. If the batter fails to hit the ball, or if the batter hits the ball foul, it will be ruled an out. If the umpire determines the bat hit the tee before the ball, the play shall be ruled dead and an out will be called.
 - c. When the batter is using the Tee, it must be placed over the plate in the proper position; her feet must remain in the batter's box, The catcher must remain behind and slightly to the side of home plate, on the side opposite the batter, so as not to interfere with the batter in any way. The catcher must keep her catcher's gear on, ready to make a play if the batter hits the ball. The catcher is allowed to stand. The pitcher must remain on the pitcher's rubber until the ball is hit. The umpire should be off to the first base side (third base side if batter is left-handed) to properly judge the swing.

- d. The batter may advance to first base only. Other base runners may advance one base only, at their own risk, unless there is an error/overthrow. If runner or batter advance more than one base they will be sent back to the correct base.
18. Hit by Pitch -- This is a judgment call by the umpire. A batter hit by a pitch will be awarded first base if, in the opinion of the umpire, the batter did not have time to get out of the way. In addition to judging the speed of the pitch, the umpire will be looking to see if the batter made an attempt to get out of the way. First base will not be awarded and the pitch will be called a ball if the batter had time to avoid being hit but made no attempt to do so. If the pitch hits the ground before hitting the batter, the batter can still be awarded first base, subject to the umpire's judgment as described above. The fact that the ball hit the ground first is irrelevant. If a pitcher hits enough batters such that three of them are awarded first base, then the pitcher must be replaced.
 19. Bunting -- Bunting is allowed (except when using the tee). For safety reasons, faking a bunt and then swinging away is not allowed. If a batter elects to bunt with two strikes, she will be called out if the bunt goes foul.
 20. Dropped Third Strike -- Advancing on a dropped third strike is not allowed.
 21. Foul Ball -- A foul ball caught by the catcher is an out regardless of the ball/strike count. In the batter's box, a ball touched by the bat is considered "foul" only when the ball reaches an elevation that is over the batter's head. If the ball is touched by the bat and does not reach a level over the batter's head, it is a foul "tip" and if caught is counted as a strike when there are zero or one strike against a batter. A caught foul "tip" is considered an out only if caught for the third strike. Home plate, 1st base and 3rd base are in fair territory. If the ball hits home plate and then rolls foul, it is a foul ball. If the ball hits 1st/3rd base, it is a fair ball. If the ball hits the ground in fair territory before reaching 1st/3rd base, goes past the base in fair territory, and then goes into foul territory, it is a fair ball.
 22. Sliding -- Sliding is encouraged whenever there is a close play, but is not required. Base runners sliding head first will be called out, unless they are diving back to avoid being picked off.
 23. Stealing -- Stealing is allowed, but you cannot leave the base until the pitch crosses home plate. Runners caught leaving the base early will be called out. You can only steal 2nd base or 3rd base. You can only advance one base per pitch. For example, if you steal 2nd base and the throw goes into the outfield, you may not advance to 3rd base. Overthrows on stealing attempts result in a dead ball. You may not steal 1st base on a dropped third strike. You may not steal home or advance to home on a passed ball. You may not steal any base on ball four. If your team is ahead by five runs or more, you may not steal.
 24. Leadoffs -- Leading off is NOT allowed. Aggressive base running is encouraged, but runners caught leaving the base early will be called out.
 25. Interference -- Base runners must allow fielders access to make a play on a batted ball. If a base runner hinders access, even inadvertently, she will be called out. Similarly, fielders must get out of the way of players running the base paths. Fielders must also allow access for base runners to touch each base (unless they have control of the ball). This applies at home plate also, when the pitcher is covering home on a passed ball.

Once the pitcher has the ball in her control, she can totally block home plate, but until she has the ball, she must allow the runner access to touch the base. Fielder interference will result in the base runner being safe.

26. Infield Fly Rule -- Infield fly rule does NOT apply.
27. -- If an overthrown ball is within the field of play, there are no restrictions. If an overthrown ball is out of play (e.g. beyond the fence), then base runners will be given the base they were in progress to at the time of the throw plus one additional base. Determination of the base in progress will be solely at the umpire's discretion.
28. Slaughter Rule -- A team that is tied or ahead at the start of an at-bat can only score five runs during that at-bat. A team that is behind at the start of an at-bat can only score enough runs to go ahead by five runs during that at-bat. If the last batter of an inning drives in more than one run, you can only count the runs that bring you up to the five runs described in the two scenarios above. A team that is ahead by fifteen runs after five full innings will be declared the winner. If the team that is behind is the home team, and it is after the fifth inning, they get their last at-bats. If your team is ahead by five runs or more, you may not steal.
29. Make-Up Games -- For a game not played as scheduled, managers have two weeks to agree on a makeup date. If a makeup date is not determined in that time, the Girls Minors Division Coordinator will work with the Scheduling Coordinator to determine a makeup date. The Scheduling Coordinator must be notified immediately of any rescheduling of games in order to schedule umpires and keep the grounds crew aware of any changes to the master game schedule. Schoetz Park is open seven days a week and makeup games can be played on weekends. If a game is not played by the end of the season, each team will receive a loss in the standings. The season normally ends on the Friday before the all star game, but, in rare cases, the Girls VP has the authority to extend the season due to rainouts. Managers should make every effort to get all their games in BEFORE the last week of the season. Playoff games, if required, will be scheduled by the Girls VP.
30. Reporting the Score -- The winning team reports the score to the Girls Minors Division Head, preferably by email the same night as the game.
31. Tie Breakers -- If teams are tied for first place, the following tie breakers will be used. All tiebreaking data is just for the portion of the season (usually a half) being considered. Games not played count as a loss for both teams. You can win a half even if you don't play all games in that half, but managers must make a reasonable attempt to reschedule all games not played when originally scheduled. If the division VP determines that a manager is violating the spirit of this rule, that team will not be allowed to win the half.
 1. Winning Percentage -- $\text{Wins} / (\text{Wins} + \text{Losses})$
 2. Head to Head Competition
 3. Least Runs Allowed in Head to Head Competition
 4. Most Runs Scored in Head To Head Competition
 5. Least Runs Allowed in League Play
 6. Most Runs Scored in League Play

