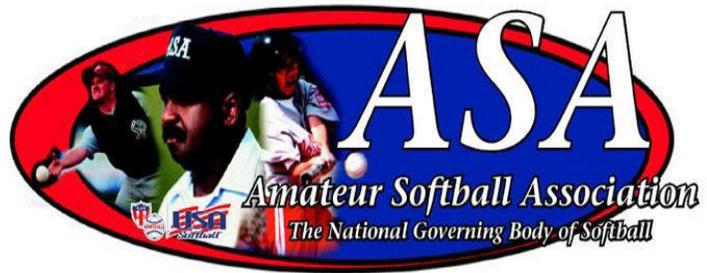


TEWKSBURY



GIRLS SOFTBALL

LEAGUE RULES AND REGULATIONS

Revised and Approved by the TGSL Board - January 2015

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Reminders ...

Weather/Complete Games

In cases of inclement weather or darkness, a game shall be considered complete at that point. Should the inning not be completed, the score will revert to the last complete inning.

Pitching Clarification

Each pitcher may pitch a total of six (6) innings – Junior 10U League and seven (7) innings in the Intermediate League. In two (2) consecutive games (this includes forfeited games). Any more than this will result in a forfeiture of the game. (Rule #319, Rule#413) There are no inning pitching restrictions in the Senior League. No HS varsity pitchers are permitted to pitch in the intown recreational league.

Rain Policy/Make Up Games

Make-up Games will be automatically rescheduled by the Director of Scheduling and teams will be notified of this change. (Rule #106)

CODE OF CONDUCT: Effective last season (2011), all coaches, players and parent will be required to review and sign a TGSL Code of Conduct. (Rule #107)

Players Staying Down in a League

Any player that stays down in a league for an extra year **cannot** pitch in any games during the season. (Rule #125)

Pitching Philosophy:

The TGSL Board of Directors expects **all** pitchers follow the ASA rules for pitching as close as possible. Specifically, in **NO** case shall any player take the first forward step forward with the “pivot” foot. The foot on the same side as the ball (i.e. ball in right hand, the first step must be made with the left foot). The action of “crow hopping” should be avoided – your “pivot” foot should be in contact with the ground at all times.

Although not a Board Rule, the Board encourages the use of more than one pitcher per game. (Rule #516)

Playing Time: Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal. (Rule #118)

If a team has an impact positional player, the League reserves the right to limit the players time at that position. (Rule #116)

Playing Rules for Junior, Intermediate and Senior Leagues.

Tewksbury Girls Softball will follow the ASA Playing rules with the following exceptions:

101. **Curfew:** Games officiated by ASA umpires will last one hour (1) and forty (40) minutes maximum (Regular season) **meaning no new inning may start after one hour and forty minutes after the start of the game.** Coaches should record the start time and verify the time with the ASA umpire prior to the game. In the Junior U10 League, the last inning shall start no later than 7:45pm. In the Junior U8 League, the last inning shall start no later than 7:15pm.

Note: Playoffs do not have a curfew, but a game can end early due to darkness.

102. **Mercy Rule:** The game will officially end after the game has become official (4th inning in the Junior 10U League, 5th inning in Intermediate and Senior Leagues) games will officially end any time after the trailing team has batted when trailing by 15 runs or more. An inning does not need to be completed.

Explanation: Beginning in the 6th inning (Bottom of the 5th, if the home team is winning) if a team leads by 15 runs or more, the game is halted. For example, in the top of the 6th the visiting team goes up by 15 runs the game stops at that point.

103. **Benching:** A player can be benched if that player misses three Consecutive practices and or games without notification. The League director should be contacted before benching a player in these instances. A player may also be benched on the spot for inappropriate behavior. The League Director should be contacted immediately following the incident which required benching.

104. **Equipment:** All shirts will be supplied by TGSL. All players must wear GRAY SOFTBALL PANTS unless otherwise specified in these rules. Senior League players are exempt from this rule.

105. **Playoffs:** Every team will be in the playoffs.

106. **Rain Policy:** In the case of rain, **one (1) hour prior to the scheduled start time,** check the Web Site: www.tewksburygirlssoftball.com TGSL suggests that all of its members sign up for the *Google Group Notification Service* on the league website www.tewksburygirlssoftball.com. Make-up Games will be automatically rescheduled by the Director of Scheduling and teams will be notified of this change.

Junior U8 League: The two teams **must** show up at the field (if the game has not been rained out). At that time, the two coaches will determine if the games can be played or not. Contact the Director of the Junior U8 League if the game is canceled.

Junior U10 League: The two teams **must** show up at the field (if the game has not been rained out). At that time, the two coaches will determine if the games can be played or not. A forfeit takes precedent over a rain out; so make sure that the team shows up. Contact the Director of the Junior U10 League if the game is canceled or forfeited. Forfeits will not be re-scheduled.

Intermediate and Senior League: The Umpire will make the decision at the field. Please be sure to contact your League Director who will coordinate the rescheduling of your game with the Director of Scheduling.

107. **Behavior:** Coaches please remember that your behavior and attitude will be an example for your team. Be POSITIVE at all times. Do not argue with the umpires. In particular in the Junior U10 League where we have students doing the umpiring! Junior League umpires MUST wear a mask that will be provided by the home team. The Home team will also be responsible to supply the umpire with a "clicker". All umpire issues shall be presented to your League Director. Coaches are responsible for the behavior of their parents.

CODE OF CONDUCT: All coaches, players and parents will be required to review and sign a TGSL Code of Conduct which is part of the registration process for players and application process for coaches.

108. **Game scores:** After each game, scores and pitching stats shall be called or e-mailed to your League Director by both coaches. This is important so we can keep the website and standings up to date. If a game does not become official, both managers should call their League Director.
- 109: **League Publicity:** Each week please provide a brief summary of each game, highlighting two (2) defensive players, two (2) offensive players, one (1) pitching standout, the score, the opponent, and the sponsor. **PLEASE** e-mail the league Secretary this information by FRIDAY of EACH WEEK.
110. **Blood Rule:** If a player receives an injury that results in her bleeding, she must come out of the game immediately and have the injury cleaned and covered before she can re-enter the game. If a player has blood on her uniform, she must come out of the game immediately and remove the piece of clothing that has blood on it. She does not have to have a uniform in this instance to be able to return to the game. A Player can wear the same colored shirt as the opposing team. It is suggested that the manager keep a spare pair of sweat pants and an extra shirt on hand in case it is needed.

111. **Inning Run Rule:**

Senior league, A maximum of six (6) runs can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.

Intermediate League, A maximum of five (5) runs can be scored in any one inning. Once the fifth (5th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.

Junior 10U league, A maximum of four (4) runs can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the sixth (6th). A Game can end in a tie.

Junior 8U League. A maximum of four (4) runs can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. A Game can end in a tie.

112. **Double Base**: A Double base will be used at first in all divisions.
113. **Courtesy Runner**: TGSL encourages the use of a courtesy runner for pitchers and catchers to help expedite the game. The courtesy runner will be the last person that made an out, unless it is the pitcher or catcher.
114. During the play-off season, a game will not end early as a result of bad weather. A game called early as a result of weather will be completed at a later date (Darkness is not considered bad weather).
115. All coaches are expected to comply with the spirit of the rules.
116. If a team has an impact positional player, the League reserves the right to limit the players time at that position.
117. **Continuous Batting Order**: Continuous batting is in effect for all leagues. All players in attendance at a game will be placed in the batting order for the entire game, regardless of whether or not they were in the field the previous inning.
118. **Playing Time**: Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal.
119. Appeals on home runs going out of the park (over the fence) shall not be allowed (i.e., appealing if a player missed a base or not).
120. The Board of Directors reserves the right to modify these rules at any time by Majority Vote.

121. Please do your best to help maintain the playing conditions of our infields. At the conclusion of each game, take a few minutes and fill in any holes at the pitcher's mound and home plate. Also, please ask your players to clean up your dugout of all trash after each and every game. Notify your League Director of any trash bins which require emptying
122. **The second team listed in the schedule is the Home Team! The Home Team will occupy the First Base side.**
123. The home team is responsible for paying the umpire. Checks will be provided by the TGSL Treasurer. (Please return any unused checks to your League Director at the end of the season.)
124. If a coach feels there has been a TGSL rule infraction during the course of a game, he/ she must report this to their League Director within 24 hours of the end of that game. The League Director will then take the appropriate action to resolve the issue.
125. If a player/coach/manager is ejected in a game, they are automatically suspended for the remainder of that game, plus the team's next game. The suspended player/coach/manager may face further disciplinary actions by the Board of Directors depending on the situation.
126. **Players Staying Down in a League.** Any player that stays down in a league for an extra year **cannot** pitch in any games during the season.
127. **Equipment.** All players **MUST** wear a helmet with cage and chin strap.
128. Players are not permitted to play up a league in our intown recreational program. (January 2015)

Junior 8U League Specific Rules

201. 60' between bases
202. 35' between pitchers plate and the back of home plate.
203. Runner can take a lead **after** the ball leaves the pitcher's hand.
204. **NO** stealing.
205. Only players and coaches allowed on the field. This includes the Bench Area!
206. Ten (10) defensive players allowed on the field, plus defensive coaches.
207. Each Offensive team shall place a coach behind the catcher to help speed up play.
208. There will be no umpire. All calls are to be made by the Defensive coaches and/or manager.
209. The batting order is continuous and includes all players at the game.
210. Coaches will pitch while their own team is at bat and softies will be used. Coaches should make every attempt to pitch close to 35' from the plate.

A player's turn at bat shall be considered complete when one of the following have been completed. A **maximum of six (6) pitches** will be given each player, unless the 6th pitch is a foul.

- A. A player puts the ball In play
 - B. A player swings and misses at three pitches (Strikeout)
 - C. A player does not put the ball in play or has not struck out before the 6th pitch (exception if the sixth pitch is a foul the batter would get one more pitch)
 - D. There will be no bases on balls
211. Each girl must play at least three (3) innings in the field. If for weather or darkness, she does not get her three (3) innings, she must start the next game.
 212. NO INFIELD FLY rule!
 213. The ball shall be considered dead when thrown past the baselines from the field.
 214. A ball is considered out of play when it passes the imaginary line made from the end of the Backstop to the outfield.

215. In case of inclement weather or darkness, a game shall be considered complete at that time.
216. Three (3) outs make an inning, all players do not need to bat in an inning.
217. There is a one division format.
218. The **start** time for games is 6:00pm, unless otherwise noted.
220. 11" "softie" softballs will be used.
221. Games will be six (6) innings long.
222. A maximum of four (4) runs can be scored in any one inning. Once the fourth (4th) run crosses the plate the inning is over. A Game can end in a tie.
223. Outfielders must be in position, at least on the edge of the outfield grass or where the outfield grass would be (outfield territory). Prior to each pitch, all players must be in traditional softball positions.

Junior 10U League Specific Rules

301. 60' between bases
302. 35' between pitchers plate and the back of home plate.
303. Runners can take a lead **after** the ball leaves the pitcher's hand.
304. **NO** stealing.
305. A catcher may attempt to throw a runner out taking a lead. The runner may not advance on a bad throw, even if the ball gets past the fielder. Going back to the base is a FORCE PLAY! The runner can be tagged out or forced out.
306. Only players and coaches allowed on the field. Including the Bench Area!
307. Ten (10) defensive players allowed on the field.
308. The batting order is continuous and includes all players at the game.
309. Each girl must play at least three (3) innings in the field, If for weather or darkness, she does not get her three (3) innings, she must start the next game.
310. NO INFIELD FLY rule!
311. A ball is considered out of play when it passes the imaginary line made from the end of the Backstop to the outfield.
312. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
314. The **start** time for games is 6:00pm. A game will be forfeited if either team does not have eight (8) players fifteen (15) minutes after the scheduled start time. There will be no rescheduling of games due to vacations of coaches or players. If a team of eight (8) cannot be fielded, the team forfeits. If both teams and the umpires are available, please start the game as early as possible to help in getting the games in. If you have only eight (8) players, you will not be charged an out when the ninth player is due up to the plate.
315. If a player hits three (3) batters in a game, she must be removed from pitching. (In the Junior 10U league, if both coaches agree she can stay in the game).
316. 11" softballs will be used
317. **NO ON DECK BATTERS ALLOWED!**

318. Games will be six (6) innings long.
319. Each player may **pitch a total of six (6) innings in any two consecutive games** (this includes any forfeited games). Any more than this will result in a forfeiture of the game.
- Note: Extra inning games do not count toward the innings pitched rule, and are considered “free” innings.
320. A **maximum of four (4) runs** can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Junior U10 League, the last inning is the sixth (6th). A Game can end in a tie.
321. Lightning will result in the immediate suspension of the game. (See Rule #312 for application of game results)
322. Outfielders must be in position, at least on the edge of the outfield grass or where the outfield grass would be (outfield territory). Prior to each pitch, all players must be in traditional softball positions.
323. In the Junior 10U league, one (1) pitch by a pitcher counts as one inning pitched. There will be no “partial innings” counted.
324. There will be no dropped third strike. (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.)
325. A coach or assistant coach will be permitted to stand behind the umpire to field balls which may get past their catcher to help expedite the game. **They are not permitted to speak/gesture/coach while in this position.**

Intermediate League Specific Rules

401. 60' between bases.
402. 40' between the pitching plate and the back of home plate.
403. Runner may leave the base when the ball leaves the pitcher's hand.
404. Only players and coaches are allowed on the field. This includes the bench area.
405. Ten (10) Defensive players are allowed on the field.
406. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
407. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
408. **The Infield Fly Rule is in Effect!!**
409. The **start** time for games is 6:00pm. A game will be forfeited if either team does not have eight (8) players fifteen (15) after the scheduled start time. There will be no rescheduling of games due to vacations of coaches or players. If a team of eight (8) cannot be fielded, the team forfeits. If both teams and the umpires are available, please start the game as early as possible to help in getting the games in.
411. 12" softballs will be used.
412. Games will be seven (7) innings long.
413. Each player **may pitch a total of seven (7) innings in any two consecutive games** (this includes any forfeited games). Any more than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings
414. A maximum of five (5) runs can be scored in any one inning. Once the fifth (5th) run crosses the plate the inning is over. The lone exception is the last inning which there is no limit. In the Intermediate League, the last inning is the seventh (7th). A Game can end in a tie.
415. If a player hits three (3) batters in a game, the umpire may remove that pitcher from pitching if he/she believes that a player is causing a safety issue.
416. ASA Umpires will be used.

417. Runners allowed to steal any base (one base per pitch, not including home); ***A player cannot steal home.***

Note: With only one base per ball pitched, a player cannot take second on a base on balls.

418. There will be no dropped third strike. (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.)
419. The Batting order is continuous and includes all players in the game.
420. If a team plays with eight (8) players either from the start of the game or from a player needing to leave early, an out will be automatically recorded when the 9th batter would be up at bat.
421. In the Intermediate league, one (1) pitch by a pitcher counts as one inning pitched. There will be no "partial innings" counted.

Senior League Specific Rules

501. 60' between bases.
502. 40' between the pitching plate and the back of home plate.
503. Runner may leave the base when the ball leaves the pitcher's hand.
504. Only players and coaches are allowed on the field. This includes the bench area.
505. Ten (10) Defensive players are allowed on the field.
506. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
507. In case of inclement weather or darkness, a game shall be considered complete after 4 ½ innings if the Home team is winning, or 5 innings when the Visiting team is winning.
508. The **start** time for games is 6:00pm. A game will be forfeited if either team does not have eight (8) players fifteen (15) minutes after the scheduled start time. There will be no rescheduling of games due to vacations of coaches or players. If a team of eight (8) cannot be fielded, the team forfeits. If both teams and the umpires are available, please start the game as early as possible to help in getting the games in.
509. 12" softballs will be used.
510. Games will be seven (7) innings long.
511. A **maximum of six (6) runs** can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Senior League, the last inning is the seventh (7th). A Game can end in a tie.
512. If a player hits three (3) batters in a game, the umpire may remove that pitcher from pitching, if he/she believes a player is causing a safety issue.
513. ASA Umpires will be used.
514. The Batting order is continuous and includes all players in the game.
515. Although not a Board Rule, the Board encourages the use of more than one pitcher per game. **There are no restrictions on the number of innings a Senior League player can pitch.** However, High School Varsity pitchers are not eligible to pitch in intown recreational games.

516. Players must wear softball pants or softball shorts, the color of the pants does not matter.
517. If any team plays with eight (8) players either from the start of the game or from a player needing to leave early, an out will be automatically recorded when the 9th batter would be up at bat.