



STARK COUNTY GIRLS SOFTBALL ASSOCIATION RULES FOR 2019

Questions concerning ASA Rules and Rules for Stark County Girls Softball Association should be directed to Lynn Brooks (330)833-1958 or Mark Abbuhl (330)323-0211.

By-law Clarification:

All Districts within SCGSA jurisdiction are bound by School Districts within Stark County and all surrounding Townships, two or more ball districts may be within a School District. Any player outside of SCGSA jurisdiction wishing to play with any District within SCGSA jurisdiction must apply in writing to SCGSA and be granted permission from the Executive Board. Any player within SCGSA jurisdiction wishing to play for any District other than the one that the player resides in must do the following – (1) Sign up in Home District. (2) Obtain a written release from the District that the player resides in. (3) The District that the player wishes to play for must submit the Player Release Form signed by the Home District to the Executive Board asking for permission for the player's transfer. This must also be signed by a Board Member. (4) Once permission is granted for the transfer, a copy will be kept on file so said player will not have to be granted permission in succeeding years.

Rule 1: Current ASA rules in effect in any season will govern play unless superseded by the following Stark County Girls Softball Association Rules.

Rule 2: Coaches and players must wear proper attire (complete uniforms with either tennis shoes or rubber spikes (**Sandals, open toes shoes or steel spikes are never permitted**). **EXCEPTION: 18 AGE GROUP LEAGUE PLAYERS WILL BE PERMITTED TO WEAR STEEL SPIKES.** All equipment must be worn properly. New teams entering the league have one year to comply with uniform regulation. No jewelry may be worn including plastic or string bracelets or necklaces. Only cloth style hair holders may be worn, no metal barrettes or metal clips are allowed. **EXCEPTIONS:** Newly pierced earring located in the lower earlobe and medical and/or religious medals. Earrings must be post type and enclosed in medical tape. Medical and/or religious medals must be taped to the body without a chain. Medical bracelets must be taped to the wrist. All offensive players must wear Batting Helmets with attached face mask and chin strap. All offensive players must wear batting helmets with attached facemask and chin straps. **All infielders in 8U, 10U, and 12U must wear a facemask on defense, starting with the 2018 season. All infielders at 14u must wear a facemask starting with the 2019 season. All infielders at 18u must wear a facemask starting with the 2020 season.** All pitchers in all age groups must wear protective a facemask while pitching. It is also recommended and permitted for all defensive players to wear a protective facemask for all age groups. Face masks / batting helmets with chin straps have to be ASA approved.

Rule 2A: AFTER THE START OF THE GAME, NO EXTRA WARM UP EQUIPMENT WILL BE PERMITTED TO BE USED THAT IS NOT ASA APPROVED.

Rule 3: Each SCGSA Charter Team (Manager, Head Coach, or the coach who is overseeing that game) is responsible to have the below documents in a file at each game. If you do not have the documents on hand then you could be fined up to \$10.00 for not complying with the rule. All Coaches and Assistant Coaches are required to complete the online Concussion Certification and print out the certificate and must be kept in the team information folder of the coach. Documents needed for the file are: ASA rosters complete with copies of birth certificates and a signed copy of the CODE OF CONDUCT FOR PARENTS of each player. Player(s) not having a birth certificate and a signed CODE OF CONDUCT are not eligible to play and can cause a forfeiture of all games played in. No additions may be made to the roster after a copy has been submitted to SCGSA without the approval of the Executive Board. These rules must be followed:

- A. A team must be short players (example – only 8 players on 14 & 18U or 9 players on 10 & 12U, ONLY number players 10 (on 12 & under) and 9 (on 18 & under) may be brought up to complete a team during regular league. One extra may be brought up for tournament.
- B. Player must be on a younger SCGSA roster.
- C. A “Roster Change Form”, from the website, must be submitted in writing to an Executive Board member before such a move can be made. Each player must have their own form. The form must state who player is, where they came from, and why they are needed. 2 copies must be submitted to a Board Member; 1 to be signed and kept by a Board Member, and the 2nd must be signed and kept by manager.
- D. If a regular player returns, the player brought up can only sub and for 2 innings only. During tournament play (if brought up for tournament only). If for league play, the brought up player becomes part of the regular roster.
- E. Scheduling Rule – All managers will be allowed (4) different no play dates; to be turned in to second Vice President of scheduling at the same time information to be turned in. **Every team (excluding 18u) will be required to play 2 Saturday or Sunday games. Teams will be able to specify which Saturday or Sunday they want to play. Double headers are acceptable.**

There is a maximum of 20 players per roster. Any changes are permanent and the player cannot be returned to their original age group for the remainder of the season. No player may be moved down to a younger age group. Any player may play on only one active roster in the SCGSA jurisdiction at a time. **All roster team members are to be available to play for the full season, 12U and 10U season is May and June, with 18U and 14U in June and July.**

Rule 4: All league fees are due upon Coach’s sheet and Charter Recap being handed in at March meeting. Completed rosters are due when the schedules are distributed and all tournament fees are due at the drawing for tournament positions prior to being placed in bracket of play.

Rule 5: The use of the designated player is not permitted. **The line-up for 14U and 18U may start with 8 players with the 9th position being an automatic out.** The line-up for the 12U and 10U age groups will consist of 10 players, but may start with the minimum of 9 players. For all

age groups in case of injury or ejection, 8 players may finish the game. The team with the missing player(s) will bat according to the line-up less the missing player(s). If the missing player(s) is due to an ejection an out will be charged each time the missing player's turn at bat occurs. The ejected player(s) must attend, but not play the next scheduled game. **Courtesy runner allowed for catcher or pitcher only. The Courtesy runner will be the batter that is last to bat at that exact time in the inning.** A player that has a medical condition and cannot run can have a courtesy runner at any time, after the batter runner reaches first base. **The coach that has the player(s) with a medical condition must inform the opposing coach at the beginning of the game.** Courtesy runner must be announced to opposing team and to the home plate umpire. On deck batter must use circle in front of their own dugout.

Rule 6: Games will consist of a 1 hour and 30 minutes time limit for the 10U age group and a 1 hour and 45 minutes time limit for all other age groups. Five warm up pitches for a new pitcher for the first inning, one warm up pitch each inning after that. First inning only infield practice after that no practice. No new inning will start after the time limit is up. Game starting times may be delayed up to 15 minutes to permit a team to fill minimum players required for an official game. Failure to do so after a 15 minute delay will result in a forfeit. If the game is delayed, the time of delay will be included as part of the overall game time. GAMES played during the week start at 6:15 pm and WEEKEND GAMES start at 10:00 am. EXCEPTION: Start time, changes must be approved by the Chief Umpire (Lynn Brooks). EXCEPTION 2: 10U age group, weekend games ONLY, time limit of 1 hour and 45 minutes and no new inning will start after the time limit is up.

Rule 7: In 12U and 10U leagues, a maximum of 5 runs per inning is scored. For 18U and 14U leagues, a maximum of 7 runs per inning is scored. No run limit for all leagues in the 7th inning. International Tie Breaker will be in effect for all games tied at the end of regulation. If any game goes past the time limit or the 5th inning and the next inning cannot be completed due to darkness or weather, then the team winning at the end of the last completed inning will receive the win. No new pitcher(s) may enter the game after the 4th inning for the winning team, if a team is winning by 10 runs or more, unless due to injury or ejection. No unlimited runs per inning for all age groups until the beginning of the 7th inning. A run rule ahead will be in effect, use the following:

15 runs after 3 innings

12 runs after 4 innings

10 runs after 5 innings

Innings must be completed if home team is behind by runs

Rule 7A (10U Only): Runners are entitled to advance to steal one base only per pitch.

1. A runner, attempting to advance or steal beyond the one base they are entitled to may be put out between the bases, not while in sole contact with a base.

EFFECT: After all play ceases the ball is dead if a runner occupies a base beyond the base they were entitled to advance or steal. The runner will be returned to the correct base without the

liability to be put out.

2. If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher, the batter is out and the ball remains alive.
3. A batter, who receives a base on ball, cannot advance past first base, once the play ceases return the batter-runner to first base without the liability to put out.
4. Awarded base will apply to all runners.
5. Runners can only score when the following occurs:
 - A. Batted Ball.
 - B. Forced Home.
 - C. Awarded Home.
 - D. Runner at third base **can** advance home if play is made on them (throw equal play).

Rule 8: Every player must play according to the following rules:

- A. A player must play offense and defense a minimum of 2 consecutive innings (12 outs) and may or may not bat. All substitutes must be in at top of the 3th inning before a pitch is made and have completed 2 consecutive innings (12 outs) by the end of the 4th inning. Teams failing to have substitutes complete their 2 consecutive innings (12 outs) by the end of the 4th inning and win, will cause the game to be forfeited. Offending team's Manager/Coach may be suspended from the game at the discretion of the Executive Board. Substitutions must be announced to the Umpire and the opposing team's Score Keeper for each substitution. Games not official or consisting of 5 full innings will be the only exception to this rule.**
- B.** A player who did not attend the last scheduled game or practice prior to the game will play at the coach's discretion. Managers will inform the Umpire and the opposing Manager prior to the start of the game if any player on the bench is not playing.
- C.** Managers must furnish the opposing manager with a complete roster including the full names and numbers of all players present for the game. This should be done at the time that line-ups are exchanged. Any late arrivals must be added to the roster immediately upon their arrival. Anyone not playing at the Coach's discretion or not playing due to injury/illness must be so designated on the roster and cannot play.
- D. 10U, 12U and 14U teams will bat all players on the roster except those so designated as not playing. Defensive players must be in at the top of the 3th inning before a pitch is made and play a minimum of 2 consecutive innings (12 outs) by the end of the 4th inning. All defensive substitutions must be announced to the Umpire and the opposing teams' Score Keeper. All games are official that meet the time limit.**
- E. 10U and 12U teams may not use the 10th fielder as an infielder, player must be**

positioned in the outfield only. Positions will consist of: right fielder, right center fielder, left center fielder, and left fielder. At the start of each pitch, the outfielders must be at equal distant from the field. Penalty: A warning is given for first offense to each team; second offense may result in the loss of the 10th fielder, but does not change the batting order.

- F. **Any girl on a Travel Ball roster sub or permanent player) must be identified as so on all rosters submitted to SCGSA.** Any team in SCGSA that has 2 or more travel team members on their team, will play 'A' division of their age bracket. Younger travel girls playing up will not be part of this rule.

Rule 9: Unlimited substitutions are permitted as long as all players remain in the same position in the batting order. If an injury occurs after all players have been inserted into the line-up, and a substitute has not already played in that position, a substitute from the injured player's team not playing at that time, will be selected by the opposing coach and inserted into the injured player's position on the line-up.

Rule 10: A game may be postponed only by managers, via the Charter Rep (Commissioner), due to any non-weather related issue. Failure to comply may result in forfeiture. There will be a first time charge of \$15.00 per game, there after \$20.00 per game, for any changes made after schedules are distributed. League portion will be designated to scholarship fund. The only exception to this rule is a game canceled due to bad weather. Manager of team canceling game must contact both opposing coach and umpire directly. All weekday games being canceled due to non-weather related issues must be canceled by 12PM on game day and all weekend games must be canceled by 9PM of the night prior to game. If this does not happen, the team that forfeits or changes said will be responsible for umpire and/or reschedule fees as follows: 10U and 12U - \$40; 14U and 18U - \$80. Reschedule fee is \$20.

Rule 11: Makeup games must be rescheduled through the League Representative within one week of the postponement, with the home team making the arrangements. Managers of both teams must agree on the date, if a date cannot be agreed upon, the League Rep will attempt to set a date. If a date cannot be agreed on or the League Rep is one of the teams involved, the 2nd Vice President of SCGSA will set the date; failure to comply will result in a forfeit by team initially postponing (due to non-weather related issue). League Representatives are responsible to notify the head umpire and 2nd vice president of any and all rescheduled games. Any unofficial games (not lasting 5 innings) will be rescheduled and started over as a new game, except for 10U games in which time has expired.

Rule 12: Only the manager/coach or the designated representative may question an Umpire's decision and then only in the case of a rule interpretation. **Never on a judgment call!** The penalty for violation may result in an ejection. If an ejection occurs, the ejected party must leave the area of the playing field (out of sight, out of sound) and can only return after the Umpire has left the area. Penalty: All Managers/Coaches and Designated Representatives that are ejected will be banned from the remaining portion of initial game AND next scheduled game. If a second ejection occurs for the same individual that season, the penalty will be ejection for the rest of the season, including tournaments.

Rule 13: All protest(s) must be made according to ASA rules. The manager making the protest must file the protest in writing within 24 hours of the beginning of the game with their association's

commissioner. The commissioner must give the protest to the 2nd Vice President or any member of the protest committee. A \$20.00 fee must accompany the protest and the fee will be refunded only if the protest is upheld. The umpire involved must also file a written report with the chief umpire within 24 hours of the beginning of the protested game.

Rule 14: A batter may not throw a bat after swinging. One warning is given to each team. After the warning, an out will be called, the ball is dead and all runners will return to their last base touched at the time of the pitch.

Rule 14 A: No warning will be given for leaving the base early, an out will be called, the ball is dead and all runners will return to their last base touched at the time of the pitch.

Rule 15: The home team is responsible for having the field playable in time for both teams to have at least 10 minutes of warm-up prior to the game with the home team taking the field first. Weather permitting.

Rule 16: The use of alcoholic beverages and/or illegal drugs is strictly prohibited. Use of tobacco products, **E-Cigs and vaporizers** are strictly prohibited in the areas of the team bench. Anyone found using such substances during the game or found in a state of intoxication from use of any such substances will be immediately ejected. Profanity or obscene gestures by managers, coaches or players is prohibited (this rule covers all actions before, during and after the game until the field is vacated). There will be no warning given, offenders will be immediately ejected and the SCGSA Executive Board may assess further penalties for all above offences.

Rule 17: No manager, coach or player is permitted behind the backstop during the game. Spectators are permitted behind the backstop only when seating is provided. Managers are responsible for keeping players in designated areas of play. **Managers will be responsible for the actions of their coaches, player, parents and other team followers at all games as stated in the Code of Conduct for Parents; failure to control may result in a forfeit. If a parent is ejected, the head coach of the team representing the offending individual, will also be ejected. If the ejection occurs during the play of the game both parties will miss the rest of current game and the next scheduled game played.**

Rule 18: All scores must be called or texted into the League Representative by the winning manager/coach within 2 days (9 p.m. deadline) of the conclusion of the game and/or e-mailed to the SCGSA web site. Please review the current year's process and point of contact. **Failure to do so will result in a \$10.00 fine for each offense payable before the tournament. This fine will be designated to the scholarship fund.**

Rule 19: After all regular season games have been played and a tie for division championship occurs, a 1-game playoff will decide division championship. The game will be played on the Tuesday following that age groups tournament, at a neutral field to be assigned with home team being decided by a coin toss. In the event that multiple teams are tied for division championship, the following will occur – Teams will meet with an SCGSA representative to determine seeding order by drawing numbers. The lowest seeds will play each other with the winner playing the next see, and so on. The first game will be on the first Tuesday after the tournament for that age group, a coin toss to determine home team. The next game will follow on succeeding night(s) using the same format. All balls will be furnished by 1 new ball for each team. Umpire fees will be paid equally by both teams.

Tournament Rules and Exceptions

Rule A: Eligibility for tournament will be decided by division played; all teams playing in the strongest division will be eligible, with a smaller percentage of teams eligible from each division down, with the weakest division getting the least eligible. Teams must play 80% of the assigned games to be eligible for

tournament. Teams not playing enough games must get permission from the SCGSA Executive Board and will be seeded last. All teams wishing to enter the tournament must contact their commissioners no later than the Friday before the drawing for seeding; commissioners must contact the Umpire in Charge informing him of the total teams wishing to enter that Friday evening.

Rule B: Player eligibility – a player must be present and play a minimum of 50% of team games played. Executive Board approval must be given to player if this has not occurred. FORFEIT if not followed.

Rule C: Tournament seeding will be determined by win/loss record called into the league representative, with the best 3 teams getting seed positions 1 thru 3, coming from the stronger division. In the event of a tie win/loss record, a coin toss will be conducted to determine seed 1 thru 3. All other teams entering the tournament will draw numbers for their seed position. Each selection for game position choice will be considered a round. In the 1st round seeds, 1 thru 3 will be offered choice of game position; they may make a choice or decline in that round. The next numeric seed must choose a game position. The next round will continue as before with seed 1 thru 3 offered a choice and the next numeric seed making a selection till all seeded teams have been placed in tournament. There will be no changing of pull numbers or positions on the brackets at the tournament drawing.

Rule D: All games will be scheduled at 1 hour and 45 minute intervals. All teams must be present and ready to play at the appointed times, a 10 minute delay will be given; failure to field a team at the end of the delay will result in a forfeit. **Exception:** If a team is finishing a game on another field or traveling from another field, a coin toss will determine home team. Each team must provide 1 new ball for each game played. Teams are not allowed to warm-up on the playing field, teams may warm-up in foul ball territory or the outfield. Warm –up balls will be permitted on the field for the first inning only, 5 warm-up pitches will be allowed in the first inning with 1 to 3 warm-up pitches allowed per inning according to the time to take the field. All games will be decided by a time restraint consisting 1 hour and 30 minutes or 7 innings played, in case of a tie at the end of regulation play, the game will continue till a winner is determined with the Internal Tie Breaker in effect immediately.

Rule E: If a tournament game has been started and then becomes postponed due to weather or darkness, that game will begin at the exact point it ended. The same players in the line-up, score, outs and count as in the score book when the game ended will be used when the game begins again.

EXCEPTION: Substitutions may be made to the line-up if the original players are not available or if a player was not available for the regular game but is for the game now and the opposing manager/coach is notified of any changes to the line-up. Remember, all other SCGSA requirements for players in effect and must be fulfilled to avoid forfeit. A courtesy runner may be used for catchers or pitchers only through the entire game. **The Courtesy runner will be the batter that is last to bat at that exact time in the inning.**

Rule F: 10U, 12U and 14U divisions will use the continuous batting order. A player must play offense and defense, a minimum of 2 consecutive innings (12 outs) and may or may not bat. All substitutes must have completed their 2 consecutive innings (12 outs) by the bottom of the 4th inning. All substitutes must enter the game by the top of the 3th inning before a pitch is made. A team failing to do so, will result in a FORFEIT! The score of the game will be 1-0. If this is the teams' 1st loss the team is still in the tournament, 2nd loss the team is out of the tournament.

Rule G: If a player—coach—manager—or a team member is ejected, they will miss the next tournament game.

Rule H: After time limit has expired of a regulation game and if losing team cannot score runs by league run rule, the game is over. 5 runs for 10U and 12U games and 7 runs for 14U and 18U games. This rule is not in effect if entering final inning, i.e. 6th inning for 8U games and 7th inning for all other age groups.

Rule I: No manager will be allowed to hold back players off the roster during the tournament (ie., to have fresh players for the games or to form a more talented line up).

Revised: 4/19