



REDWOOD CITY GIRLS SOFTBALL LEAGUE

2010 HANDBOOK

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Our Core Objectives

Founded in 2006, the Redwood City Girls Softball League is a non profit, tax –Exempt Corporation (501 c 3) whose purpose is to provide recreational and competitive girls' fastpitch softball programs.

We field teams starting with girls in ages 5 thru 16. Girls of any ability are welcome, and the main purpose is to teach/learn the game of softball and to have fun. Divisions are provided for "Recreational" teams, intended for beginner to accomplished players, and also more competitive travel teams, intended for girls with an above average ability and experience and/or players interested in a more competitive environment.

Our Core objectives:

- To provide educational, character, and self-esteem building programs for the benefit of the community through teaching and promoting in the game of softball, particularly among the girls ages 5 thru 16.
- To promote the social welfare of the community through programs that help combat juvenile delinquency.
- To act and operate exclusively as a non profit corporation pursuant to the laws of the State of California and the United States, and act as a charitable organization in lessening the burden to local government by enhancing and augmenting any community youth programs currently running.

Redwood City Girls Softball League Code of Conduct for Coaches & Mangers

I hereby pledge to provide positive training, care, and encouragement for my players participating in RCGSL by following this Code of Ethics:

- I will encourage good sportsmanship by demonstrating positive support for all players, parents, coaches, umpires, and league officials at every practice and games.
- I will encourage good sportsmanship by demonstrating positive support for all players, parents, coaches, umpires and league officials at every practice and games.
- I will demonstrate mutual respect toward other coaches, umpires, and all league officials on and off the field.
- I will place the emotional and physical well-being of my players ahead of my personal desire to win.
- I will read and understand RCGSL's current Operating Rules, Specific Age Division Rules, and familiarize myself with the ASA Official Rules of Softball.
- I will control and be fully responsible for the conduct of my team players, parents, and spectators.
- I will insure that my players play under safe conditions and on safe fields.
- I will remember that the game is for the girls and not for the parents or coaches.
- I will do my best to teach the girls the game of fast pitch softball while at the same time making it enjoyable and fun.
- I will be a good role model, and always be on time and be in attendance, for all practices and games.
- I will organize and conduct well-planned practices for learning skills, and be fair toward all players for playing time, and playing positions.

Consequences:

- A verbal warning from RCGSL and/or written reprimand from RCGSL.
- Placement on probation.
- Any further problems will result in removal from the program.

Coach's/Manager's Signature

Date

Coach and Manager Responsibilities

It is generally up to the coach and manager to decide who is the primary source of communication to your team, and who will do the administrative duties, like reporting scores, alerting the team of schedule changes, etc. The following are responsibilities of the coach and manager:

Attend the Team Draft:

- Both coach and manager should be present.
- A team number will be assigned to each team. Please use this when reporting scores.
- Team Jersey Colors will be assigned for all teams.
- The Rookie (6U) and the Junior (8U) teams will be assigned. There will be a draft for the Minor (10U), Major (12U) and Senior (14U/16U) teams.
- Request your preferred practice days and times. NOTE: we will try to accommodate everyone but please give us a few options for days and times.

Organize your Team Meeting:

- Call your players and inform them that you are their Coach/Manager for this spring.
- Inform them (their parents) as to the date, time, and place for your first team meeting. Suggest that all parents/guardians and players attend.
- Make a copy of your team roster include contact numbers and a calendar of events like: *Opening Day/Your First Game...*

The team meeting should be held as soon as possible after your team has been formed. The meeting should be planned and conducted by the head coach and team manager, either in your home or some other suitable location.

All questions, issues and concerns should be discussed openly at the team meeting. Strongly express to the parents the importance of this meeting and to make arrangements to attend. At least one parent of each player should attend.

What follows is a brief outline of what you may want to cover at your team meeting. However, you are by no means limited to this list.

- Introductions.
- Handout a team roster that you created that includes player names and contact information. Ask parents to double check it for accuracy for phone numbers and email addresses etc.
- Give your team some background on yourself and explain some of your general philosophies about coaching and playing the game.
- Discuss your rules for your team like: players must call if they are to miss a practice or game, no swearing, good sportsmanship etc.
- Explain when your practices and games will be.
- Explain how timeliness is important when it comes to games and practices as schedules are tight.

- Explain what is appropriate attire for games and practices. All players need to wear their jersey's, shorts and matching socks during games.
- Be sure that you have all emergency contact phone numbers.
- Go over the schedule and important dates. Stress how important it is to have all players and staff at all league events.
- Choose your team name.
- Have your parents read and sign the RCGSL Parent Code of Conduct. This must be submitted to the Team Manager before their child may practice or play.

**There must always be a female present at all practices and games.
NO EXCEPTIONS!**

The following are descriptions of some of the parent volunteer jobs:

SNACK SHACK COORDINATOR

Schedules snack shack workers and handles the ticket program. More details will follow soon on the snack shack program.

TEAM PARENT

Responsible for notifying team members of practices and game times as well as handling other activities as needed in assisting the coach and manager.

SCOREKEEPER

At least 2 people who can commit to sharing the responsibility for scorekeeping at each game. This only applies to the minors, majors, and seniors.

FIELD SET-UP

Two to three people are needed to assist in preparing the field prior to each game and in putting the equipment away at the end of games. Both teams are equally responsible for this job before and after each game including cleanup.

TEAM PHOTOGRAPHER(S)

Assign responsible for taking pictures of the team during practices and games. These can be used for sharing with the team and submitting to the league for online digital photo albums that can be posted on the web site.

IMPORTANT DATES

Monday, February 22nd – Teams Can Begin Practicing!

Saturday, March 6th – Opening Day Celebration!

Saturday, March 13th – Regular Season Games Begin

Saturday, April 3rd – No Games - Holiday

Saturday, May 22nd – Closing Day

Check the RCGSL Web site for the full calendar of important dates.

Tips/Suggestions for your team meeting:

- Have the meeting at a neutral place without a lot of distractions.
- Serve some refreshments.
- Have a short, fun game for the girls to play while the parents talk.
- Keep the meeting brief but informative.
- Remember: It's ok for parents to have fun this season too!

Redwood City Girls Softball League Code of Conduct for Parents/Guardians

THIS FORM IS MANDATORY AND MUST BE SIGNED PRIOR TO PLAYER PARTICIPATION.

I pledge to provide positive support, care, and encouragement for my child participating in fast pitch softball by following the Redwood City Girls Softball League (RCGSL) Code of Conduct for Parents/Guardians.

As a supportive parent/guardian:

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, managers, and other officials at every game, practice, or other event.
- I will place the emotional and physical well being of my child ahead of my personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will support coaches, managers and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- I will do my best to make softball fun for my child and her teammates.
- I will help my child enjoy her softball experience by being a respectful fan and supporting parent.
- I will treat other players, coaches, managers, fans, and umpires with respect regardless of race, sex or ability.
- I will remember the game is for our youth---not adults.

Consequences:

- A verbal warning from RCGSL and a written letter of apology from the offending individual.
- Banishment for the parent/guardian from all further practices and games length to be determined by RCGSL.
- Removal of child from RCGSL.

Player Name (please print)

Parent/Guardian Signature

Date

Note: Signature of one parent covers family

2010 League Rules:

General:

All divisions will follow the Junior Olympic, FAST PITCH softball rules in the ASA Official Rules of Softball for the current season, which is the official rulebook for RCGSL. WHEN RCGSL RULES CONFLICT WITH THOSE IN THE ASA RULE BOOK, RCGSL RULES SHALL OVERRIDE ASA RULES.

Except where indicated otherwise below, these RCGSL League Rules apply to all divisions. In case of conflict or dispute, binding interpretation of these rules should be sought from the Umpire-in-Chief. Only a quorum of the RCGSL Board of Directors can overrule rules interpretations made by the Umpire-in-Chief.

Portions of these rules may be modified changed or deleted, at any time, only by the RCGSL Board of Directors.

Spring League Composition:

The RCGSL Spring League includes teams in five divisions:

Rookies: 5 thru 6 years of age
Juniors: 7 thru 8 years of age
Minors: 9 thru 10 years of age
Majors: 11 thru 12 years of age
Seniors: 13 thru 16 years of age

The Board will review on an annual basis eligibility of players ages 5 thru 16 who do not fall within the ASA age requirements for the division for which they are registering.

Registration and Team Information:

RCGSL registration is on a first come first served basis. Late registrants may be charged an additional fee and placed on a waiting list. If there are not enough coaches and managers then players may also be placed on a waiting list.

RCGSL shall not solicit players from outside the city limits, but it may accept players who wish to play from outside its boundaries, particularly those that do not have an existing spring league program within their city.

The maximum roster size is 12, but will be reviewed on a regular basis by the Board.

The head coach and manager shall make coach and manager pairing recommendations to the RCGSL board, reserving the right to reject any coach, manager or coach/manager pairings.

Registration and Team Information continued:

Team player selection for the Rookies and Juniors, is done by the Player Agent(s) to the Board. Team formation for the Minors, Majors, and Seniors, is done using a draft method. **No player trades will be allowed**, except under special circumstances as approved by the RCGSL board.

Girls may play up or down a division with board approval.

Player Ratings:

All players in Minors, Majors and Seniors must be rated prior to the draft and formation of teams. All pitchers and catchers, in the Minors, Majors and Senior's must be rated prior to the draft and formation of teams.

Replacement of Players:

Coaches or managers must notify the player agent prior to their next game if a player drops from the team for any reason. A replacement player may be assigned by the League from the League waiting list, or called up from a lower division providing that they are "game safe". The player agent must be notified if a player misses three consecutive unexcused practices or games.

Team Coaching and Management:

Teams are administered and managed by a Head Coach and a Manager. There may be additional assistant coaches/staff. The Head Coach and Manager must be at least 18 years of age and may both be Male, providing that a team mom (female) be present at all team functions, games and practices.

The team mom or female chaperone must remain during the entire practice and until all players have been picked up. NO EXCEPTIONS.

With Board approval, managers and coaches may staff in more than one division at the same time.

Coaches, assistant coaches and managers can put in their request for pairings, but all pairings must be approved by the RCGSL Board.

Managers and coaches daughters on the same team will be drawn to their categories in the draft.

An end of season review of coach and manager performance may be conducted.

All coaches must submit to a background check.

All coaches and managers must sign the Coach and Manager Code of Conduct prior to the player draft.

Parent Concerns

If a parent has a concern about team coaching or management, he or she should talk to the Coach or Manager of their child's team first on an individual basis. If the parent does not feel that is possible, then he or she should talk with the Division Representative or League President.

Parent's Responsibility

Your children are your responsibility before, during and after each practice and game. If you are unable to attend, please make arrangements with another adult. Notify the coaches or umpires of any hazards on the field, or indications that your child should be removed from the game.

Sportsmanship

Good sportsmanship is required of all players, parents, coaches and spectators. Coaches are responsible for their players' conduct and well-being on the field. Parents are always responsible for their children's conduct on and off the field. Umpires are instructed to foster good sportsmanship. Any player, parent, coach or spectator not acting in a sportsmanlike manner, as determined in the sole discretion of the umpire, may be subject to ejection from the field. If ejected you should quietly and appropriately remove yourself from the area and thereafter address any concerns to the Division Representative or League President for review of the incident and to determine the appropriate course of action.

Playing Time

RCGSL mandates that all players be afforded the opportunity to bat and play in the field. All players will bat in a set order and no player should sit out on defense for more than one inning during a game unless all other players have sat at least one inning. Although the coach is not expected to play a player at their desired position in every game, the coach is responsible for assuring that all players are provided an opportunity to play and learn different positions including infield and outfield.

Pitching

In the Minors it will be player/coach pitch. In the Majors it will be player pitch only. There will be coach pitching in the Rookies Division. The Juniors Division is a machine pitch. While the coaches should try to give every player that desires to pitch an opportunity to pitch in a game, players and parents should understand that they must be able to pitch from the pitcher's rubber according to the rules for each division. Coaches must be able to use their judgment when selecting or removing pitchers so that the pace of play remains reasonable.

RCGSL strongly encourages any player that wants to pitch to take private pitching lessons. If they can't take private lessons, group lessons are also available through most instructors. RCGSL will also provide pitching clinics as often as possible. There are also some great pitching DVD's you can learn from as well. Pitchers should practice a minimum of 3 nights per week.

RCGSL is emphasizing safety by recommending that pitchers, especially beginners, wear a protective face guard called Game Face - <http://www.gameface.com/>. You can purchase these at Goetz Bros in Redwood City. This protective face guard can also be worn at other positions, including 3rd and 1st base.

Uniforms and Equipment

The registration fee entitles each player to a team jersey and shorts which must be worn during games. Each player is responsible for keeping her uniform clean. A player shall not wear anything that is considered by the umpire to be dangerous to themselves or other players. The umpire will check each player prior to the start of the game and the coaches are expected to support the umpire in the enforcement of this rule.

Each team will be given the following equipment, all of which the coach is responsible for returning at the end of the season (with the exception of player's uniforms):

- Assorted regulation softball bats and helmets
- A set of catcher's equipment (mask, shin guards, and chest protector)
- Several new and used softballs, and an equipment bag

The league will maintain training equipment for practice sessions including a pitching machine, hitting tees, hitting nets and a supply of extra balls and bats. Coaches should review their equipment and notify the RCGSL Director of Equipment of additional needs.

The catchers gear must be worn by any girl positioned as the catcher during any game, practice or warming up a pitcher. Batting helmets with chin straps and face guards bearing the NOCSAE stamp are required for all divisions when batting and will be worn when running bases, during practices and games. RCGSL will supply each team with batting helmets, bats, and balls.

RCGSL does not supply softball mitts/gloves or cleats. All equipment will be checked out and assigned to a coach/team by the RCGSL equipment manager. It must be returned within a reasonable time after the conclusion of the season.

Only registered players may use league equipment. Pitching machines (if used) must be operated by an adult only.

GAME POSTPONEMENT

RCGSL will attempt to play all games unless postponed due to inclement weather. Coaches should not take it upon themselves to postpone games in advance without notifying and receiving the approval of the League President. All coaches are expected to notify their players when games are cancelled. The RCGSL hotline will also be updated to reflect any practice or game cancellations.

In some cases the weather may become inclement just before or during the game. When this occurs, the coaches and the umpire shall confer about the weather and make a determination about the suspension or postponement of play. After the completion of three full innings, or when the trailing team has completed at least three at bats, the game is considered "official" and the final score shall revert to the last complete inning unless the home team is ahead during the final incomplete inning. Every effort should be made to play complete games and mildly inclement weather should be tolerated. The winning team is responsible for reporting the final score of each game to scores@rcgsl.org. Outcomes include completed full games, completed shortened

games, and incomplete games. If the final winning team by the Friday following the game, the official result will be listed as a tie.

Postponed games will not be made up and future games should proceed as scheduled. In some cases the League President may reschedule games if time and field availability permit.

ZERO TOLERANCE POLICY

All persons responsible for a team and all the spectators shall support the umpire. Failure to do so will undermine the umpire's authority and has the potential of creating a hostile and dangerous environment for players, the umpire, coaches and all other participants and spectators.

UMPIRES

The Umpire has the right, within ASA and RCGSL guidelines, to bench or dismiss any player, manager, coach, or any other participant or spectator who harasses an umpire. Umpires may also terminate a game if coaches, managers, players and/or spectators, in the Umpire's view, get, or continue to be, disruptive, verbally harassing and/or threatening in nature after a warning has been given.

If an umpire is unavailable or does not show up for a game, the coaches from both teams can approve of a substitute umpire to allow the game to proceed. RCGSL will not tolerate harassment of any Umpire. Harassment of an umpire is grounds for dismissal from the league.

Any grievances or complaints with any umpire shall be submitted in writing to the Umpire in Chief for the Board. **NO ONE OTHER THAN THE COACHES SHALL ADDRESS THE UMPIRE DURING THE GAME AND FOUL LANGUAGE IS STRICTLY FORBIDDEN!!**

At no time may a coach, player or spectator:

- question the calling of balls and strikes
- call out balls and strikes from the sideline
- yell or argue loudly about a call on the field
- address an umpire in an unfriendly or confrontational manner
- attempt to harass or intimidate an umpire, player or coach
- be disrespectful to an umpire, player, or coach

If the umpire forfeits the game, directs a person to leave the field or issues a caution, the umpire shall attempt to contact the League President or a Division Representative immediately and send a report to the League President for further review.

Coaches must support the umpire and follow the umpire's instruction. Failure to do so may result in suspension or ejection from RCGSL. Any dispute should be resolved in a professional manner with the focus being on the well-being of the players. All unresolved disputes should be reported to the League President. The umpire is given broad authority to forfeit or suspend games in the event any of the game rules (or requirements for conduct) are being ignored by players, coaches or spectators.

Any player, coach or spectator that is ejected from a game is automatically suspended from the next game. A player, coach or spectator that is ejected for a second time will be suspended from the league for the remainder of the season, including playoffs. Any game that is played with an illegal player, coach or spectator will be forfeited.

The League President has full power and authority to impose sanctions (e.g., suspensions, forfeits, or expulsion from the league) in its sole discretion. All decisions of the League President shall be final.

RESPONSIBILITIES AND EXPECTATIONS

The Coach

- to teach and instruct the players about the game of softball
- to be on time for practices, skill sessions and games
- to conduct practice sessions and plan for the game (i.e. batting order, positions, etc.)
- to give players an opportunity to play and learn multiple positions
- to encourage and be positive in correcting faults
- to respect the umpire and assist with conduct enforcement when necessary
- know the rules of the game and to pass that knowledge on to your players
- to organize team procedures and pass on league information by
- providing copies of rules and this handbook to all players and parents
- providing a team list with addresses and telephone numbers
- providing a practice and game schedule and cancellation notices
- to discuss player progress with parents and provide practice suggestions
- to complete player evaluations to be used in choosing teams for the following year.

The Parent

- to make sure the player arrives at practices and games on time
- to make sure the player has proper equipment and attire
- to stay at practices and games whenever possible
- to support the player and the team and help whenever asked
- to inform the coach if a player cannot attend a practice or a game
- to encourage all participants and never insult or discourage the opposition
- to be enthusiastic and to acknowledge the oppositions good plays

The Player

- to arrive at practices and games on time with proper equipment and attire
- to perform to her potential (by the player's standards; not those of adults)
- to have ample playing and instructional opportunity
- to enjoy the game without undue pressure from the coach or parents

THE UMPIRE

- to fairly administer the rules of the game with sensitivity to the level and quality of play reasonably anticipated in each division
- to be free from harassment and inappropriate conduct on the part of players, coaches, parents and spectators

SAFETY:

All accidents and injuries shall be reported to the RCGSL safety coordinator. Managers must keep a copy of the consent to play form for each player at all practices and games. Coaches and managers should have access to first aid kits and ice packs at all practices and games. First Aid kits can be found in the equipment boxes at each field. Each equipment bag is also provided with a first aid kit.

REMEMBER

BEFORE YOU ACT, SAY OR DO SOMETHING, THINK ABOUT HOW YOU WILL FEEL ABOUT YOUR WORDS AND ACTIONS TOMORROW.

MOST OF ALL HAVE FUN!!

Rookies Division Rules

GENERAL

Instructional League: This is an instructional league only. No score or standings are kept.

Field: The playing field shall be a standard shape for official softball, except that bases shall be only 50 feet apart. The pitching rubber will be 35 feet away from home plate with an 8-foot chalk circle around it.

Game Length: A 20-30 minute practice will occur before each game. For example, if you have an 11am start time, you will practice until 11:30am and then begin your game. Games shall last up to three innings or one hour, whichever occurs first.

Home Team Dugout: Home team shall use the first base dugout.

Home Team Responsibilities: Home team shall be responsible for setting up the field which includes lining the baselines, batter's box, and pitching circle, installing the bases and setting up a batting tee before the start of the game; for returning bases and batting tee to storage when the game has ended; and providing game balls.

Uniforms: Are provided by the League and should be worn by each player on the team during games.

Sweatshirts or Jackets on Cold Days: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights. If numbers are not visible, the player's number on her jersey must be shown to the opposing team when requested. Colors of sweatshirts or jackets need not match.

Jewelry and Medical Alert: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

Batting Helmets and Masks: A batting helmet with a NOCSAE approved face mask shall be worn by all offensive players when in fair or foul territory on the playing field. Batting helmets are required AT ALL TIMES when a player has a bat in her hands. Players may only have a bat in their hands while at the plate or in the batters circle. AT NO TIME will a player swing anywhere else during a game.

Balls: The official softball is the 11 inch Easton IncrediBall.

Attendance of Adult Female: A mother or other responsible adult female associated with the team shall be in attendance and is **MANDATORY** at all team practices, games and meetings.

DIVISION PLAY

Pitching: Managers or coaches shall pitch to their respective teams from within the pitching circle. After four (4) pitches, a batter may hit from a tee until the ball is put into play. There shall be no strikeouts. A batter may also elect to hit immediately from the tee. Please adhere to these pitching rules to keep the game moving.

Minimum number of players: is five (5). A team may have a maximum of ten (10) players on the field. However, additional fielders may be allowed if agreed upon by both coaches. If a team does not have five players, teams may share players so that the girls can still play a game.

Infield positions: include Pitcher's Helper, 1B, 2B, 3B and SS. An adult/coach will be the catcher during rookie games. The remaining players on the roster will play in the outfield. All outfielders must be positioned on the edge of the grass, or at least 5 feet behind the bases.

Stealing: No base stealing shall be allowed. Players may take leads once the pitch has left the coaches hand.

Base Running and Scoring: Base runners may only advance one base at a time and score when a ball is hit into play by the batter.

Stationing of Coaches, Managers and/or Parents: Coaches, Managers and/or parents may be stationed at each base to help base runners while their team is at bat. Coaches, Managers and/or parents may be in the outfield to help the defense while their team is in the field.

Stopping Game to Instruct: Play may be stopped during the game to explain or instruct.

Dead Ball: The play has ended and the ball is dead when the ball has returned to the pitcher (coach) or an attempt has been made to get it there by the defense.

Rotation Batting: Each team shall bat their entire order every inning. No outs will be kept. Once the last batter hits in the inning all base runners will clear the bases by running around the bases and scoring at home plate. HIGH FIVES FOR ALL!

Extra Infielder: One extra infielder shall be allowed. Everyone plays on defense.

Rotation of Players Between Infield and Outfield: Coaches shall rotate their players between the infield and outfield positions; however, a player's safety shall always be considered before placing a player in the infield.

Juniors Division Rules

GENERAL

Although still an instructional division, players are encouraged to develop skills for all positions.

Practices: Teams are encouraged to practice (at least) once a week per the practice schedule.

THE PLAYING FIELD

Field: The playing field shall be a standard shape for official softball except that bases shall be only 55 feet apart. The pitching rubber shall be 35 feet with an 8 foot circle of chalk.

Field Setup: Home team shall be responsible for setting up the field which includes lining the baselines, batter's box, and pitching circle, installing the bases and setting up a batting tee before the start of the game; for returning bases and batting tee to storage when the game has ended; and providing game balls.

EQUIPMENT

Uniforms: Uniforms are supplied by the League and must be worn by each player on a team. Players are to provide their own cleats and gloves.

Sweatshirts or Jackets on Cold Days: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights.

Jewelry and Medical Alert: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

Batting Helmets and Masks: A batting helmet with a NOCSAE approved face mask shall be worn by all offensive players when in fair or foul territory on the playing field. Batting helmets are required AT ALL TIMES when a player has a bat in her hands. Players may only have a bat in their hands while at the plate or in the batters circle. AT NO TIME will a player swing anywhere else during a game.

Catcher's Gear: Shall be worn by any player that is positioned behind home plate or that is warming up a pitcher during practice or game play.

Balls: The official softball is the 11 inch Jugs Softie.

PLAYERS, COACHES, SUBSTITUTES

Players: The minimum number of players is eight (8). A team may have a **maximum of ten players** on the field on defense at any time (6 infielders and 4 outfielders). Infield positions are First Base (1B), Second Base (2B), Third Base (3B), Shortstop (SS), Pitcher's Helper (PH) and Catcher (C); outfield positions are Left Field (LF), Left Center (LC), Right Center (RC), and Right Field (RF). If a team does not have eight (8) players

and subject to the approval of both coaches, players may be shared between teams so that the girls can still play a game.

Players Arriving Late: If a player arrives late to the game, that player shall be inserted in the vacant position in the batting order (bottom of the order). Players may be inserted in the line-up at any time after they arrive.

Players Leaving Early: There shall be no penalty if a player must leave early. The line-up will move up to allow for the absence.

Players from a Lower Division filling Out a Roster: When a team is short of players for a particular game, players may be brought up from a lower division of the league to fill out the roster up to ten (10) players. The player(s) shall wear her/their own team's uniform and must play in the outfield. Duplicate jersey numbers will be allowed.

Injured Players: An injured player shall not be allowed to play in a game. Injuries must be reported to the RCGSL Safety Coordinator.

Defensive Substitutes: Defensive substitutions may be made at the coach's discretion. Players are not allowed to rotate positions during an inning, unless an injury requires the rotation.

Coaches on the Field: During game play, offensive coaches are allowed in the first and third base coaches boxes. A coach is also allowed to be in the pitching circle to operate the pitching machine.

THE GAME

Starting Times: Consult schedule for all game times and locations.

Starting Line-ups: Starting line-ups shall be presented to the opposing manager at least ten (10) minutes prior to the scheduled starting time of the game and must include the names and uniform numbers of the players present.

Game Balls: Home team shall provide two (2) game balls prior to the start of the game.

Home Team Dugout: Home team will normally occupy the first base dugout.

Warm-ups Prior to Game: Batting practice, pitching practice and infield practice are not allowed anywhere in fair territory on the infield prior to the start of the game. Warm-ups are confined to foul territory of the infield and the grass outfield in fair or foul territory.

Game Length: Games shall be one hour and fifteen minutes (1:15) or six (6) innings in length, whichever occurs first.

Score: Score shall be kept; however standings will not be. There will be no end of season championships.

Fielding Positions and Positioning of Players: Each team will play with six (6) infielders – Pitcher's Helper (PH), Catcher (C), 1B, 2B, 3B and SS and four (4) outfielders – LF, LC, RC and RF. All outfielders must be positioned no closer than the

edge of the grass or 8 feet behind the bases. Teams must rotate players between infield and outfield so they can gain experience; however, a player's safety shall always be considered before placing a player in the infield.

The player in the Pitcher's Helper (PH) position must stand with one foot inside and one foot outside of the pitching circle while waiting for the batter to hit the ball in play. Once the ball is hit in play by the batter, the PH may move accordingly.

If a team has only eight (8) players, the position of Catcher (C) shall not be filled and a coach or manager for the defensive team may act as catcher (C) for that game only in the capacity of returning pitched balls to the Pitcher's Helper (PH). All defensive plays at the plate must be fielded by the team players.

Dead Ball: A dead ball occurs when, after a play is attempted on the batted ball, the pitcher (manager/coach) or pitcher's helper possesses the ball within the pitcher's circle and no further play is made on a base runner(s) by the pitcher. While the ball is dead, no runner may be put out, advance or score. Runner(s) must retreat to the base(s) they had previously occupied, or if more than half way can advance to the next base.

Infield Fly: The infield fly rule is not in effect. Runners may advance at their own risk.

Rescheduled Games: RCGSL will attempt to reschedule games only when cancelled or not completed due to rain.

Forfeited games: If a team cannot field a team even with players playing up or borrowed players from the opposing team, then the game will be forfeited.

Umpires: As this is a non-competitive, instructional league, the first and third base coaches shall act as umpires at the bases. In addition, the coach feeding the pitching machine may assist in making the calls on the bases when his/her line of sight is better or the first and/or third base coach requests assistance. The coach operating the pitching machine will call balls and strikes.

It is emphasized that RCGSL requests and requires the coaches in this position work on the "honor system" and not make calls to favor his/her own team that are deemed unfair or biased towards the other.

PITCHING REGULATIONS

Pitching Machine and Tee: The RCGSL Juniors Division is a machine pitch league. The coach shall pitch a total of four (4) pitches to the batter from the pitching machine, or until (3) strikes within the four (4) pitches have occurred. This can occur either by swinging or coach called strikes. However, if, on the fourth (4th) pitch, the batter hits the ball into foul territory, this will not count against the 4-pitch total, and the batter may continue receiving pitches from the machine until a ball is hit into fair territory or the batter receives a third-strike, either swinging or coach called. If the batter has not hit the ball into fair territory after these pitches, the batter shall then hit from a tee. These rules should be adhered to so that games are kept moving along.

THE PITCHING MACHINE SHALL ONLY BE FED BALLS BY AN OFFENSIVE COACH OR MANAGER. Any coach pitching or feeding a machine must **make sure the defense**

is ready for the pitch. It is imperative that the coach operating the pitching machine keep the game moving along.

If a batted ball hits the pitching machine and ricochets back into the field of play, the ball is considered live and should be played as a normal batted ball. However, if a batted ball ends up stopped underneath the machine and/or spinning wheel of the pitching machine, the ball is considered dead, play is stopped, the offensive coach/manager shall pick-up the ball, and the batter will get another turn at hitting the ball into play.

The catcher should always throw back to the pitcher helper after each pitch. The coach operating the pitching machine should have a second ball ready to feed to keep the game moving along.

All balls that are pitched to the batter from the pitching machine shall only be fielded by the defensive team's Catcher (C) and returned to the Pitcher's Helper (PH). NO COACHES, MANAGERS AND/OR UMPIRES SHALL REGULARLY FIELD THE BALL IN THE PLACE OF THE CATCHER (C) AND/OR PITCHER'S HELPER (PH). ONLY WHEN PLAYING SHORT MAY A COACH TAKE THE CATCHER'S POSITION.

BATTING

Rotation Batting Order: Each team will bat their entire roster. Order of batting shall not change from inning to inning.

Batting Order Continued: The batting order will continue UNTIL the defensive team makes three (3) outs OR the offensive team scores four (4) runs, whichever occurs first. At that time, the inning will be over, the bases will be cleared and the offensive and defensive teams will switch. Upon a team returning to offense, the batting order will continue with the next girl who was scheduled to be up to bat at the time the previous inning ended and will continue thereon until the inning is over as described above.

Bunting: no bunting is allowed.

BATTER-RUNNER AND RUNNER

Base Runners Advancing and Scoring: Base runner(s) may advance and score when a pitched ball is hit into play by the batter. Base runner(s) may take a lead off the base when the ball is dropped into the pitching machine or when the ball is released from the pitcher's hand. Base runner(s) may proceed to the next base when the batter hits the ball in fair territory. Base runners may not take off on a direct run/steal to 2nd base on a pitch. They must only take a "lead". A "lead" is constituted as approximately three steps from the base, while facing the infield. Base runners may advance an extra base when a ball is hit into the outfield. A maximum of two bases are allowed.

Maximum Number of Runs: The maximum number of runs any team may score in one inning is four (4) runs.

Innings: An inning is complete when three (3) outs are recorded or four (4) runs are scored, whichever occurs first.

Stealing: There shall be no stealing of bases. Players may take a lead off of the base when the ball is dropped into the pitching machine.

PROTESTS

There shall be no protests in the Juniors Division.

Minors Division Rules

RED AND BLUE SUBDIVISIONS: The Minors Division shall be divided into Red and Blue Subdivisions. Placement in Red and Blue subdivisions will be based on age and tryout performance and other factors as determined by the President, Player Agent and Minors Division Coordinator. Minors Red and Minors Blue Subdivisions will each play their own schedule and will not, unless approved by the Board, play inter-divisional games. Each subdivision will have its own championship tournament following completion of the regular season schedule. The playing rules for Minors Red and Minors Blue shall be the same, except as specifically noted below.

THE PLAYING FIELD

A. Field: The playing field shall be as prescribed in the ASA Official Rules. If an end of outfield demarcation line is utilized (as opposed to an open, unrestricted field), the distance to that line shall be set at 150 feet. The pitching distance in the 10U division shall be 35 feet.

B. Set-up: Home team shall be responsible for setting up the field, including installing bases before the start of the game and for returning bases to storage when the game has ended.

EQUIPMENT

A. Uniforms: Uniforms must be worn by each player on a team and must be alike in color. An **exception** is when a player from another division is filling out the roster for another team and none of that team's uniforms are available. In this instance, the player shall wear the uniform from her own team even though it may be different in color and style.

B. Sweatshirts or Jackets on Cold Days: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights. If numbers are not visible, the player's number on her jersey must be shown to the umpire and opposing team, when requested. Colors of sweatshirts and jackets need not match.

C. Jewelry and Medical Alert: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

D. Replacement Gloves and Mitts: If during play, a glove or mitt breaks or is otherwise determined to be unusable by the umpire, the player may immediately and without delay obtain a legal replacement glove or mitt and is entitled to three warm-up catches prior to restarting the game. To avoid any conflict with the ASA excessive warm-up rule, a pitcher participating in this warm-up shall throw the ball overhand.

E. Batting Helmet Masks: All batting helmets shall be outfitted with a securely fastened face mask. NOCSAE approved face masks are required.

F. Balls: For the Minors Red Subdivision, the official softball is the 11 inch Worth RIF ball. For the Minors Blue Subdivision, the official softball is the 11 inch IncrediBall.

PLAYERS, COACHES, SUBSTITUTES

A. Players: A player is defined as a girl of the proper age for her division of play. A team must have the minimum number of players present in the dugout or team area to start or continue a game. **Though the 10U division is locally allowed to play with ten players, the minimum number of players is eight.** A game may begin or finish with eight players, but no fewer.

B. Players Arriving Late: If playing shorthanded and a substitute arrives, that player shall be inserted in the vacant position in the batting order. If a player arrives prior to the start of the third inning, she is eligible to play and shall be inserted as the last batter in the line-up. Players arriving after the start of the third inning are **not** eligible to play.

C. Players Leaving Early: Any player leaving a game prior to its completion will have her turn at bat counted as an out. **Exceptions** to this rule are players leaving because of (1) illness, (2) injury, (3) emergency, and (4) notification by one coach to the other **prior to the start of the game** that a particular player or players will be leaving the game prior to its completion. After the game has started, a team shall not be entitled to exception (4) above. If a player leaves the game for reasons other than those provided in the exceptions above, the batter's position in the batting order will be taken as an out when the player is due to bat, unless agreed otherwise between coaches.

D. Players from a Lower Division Filling Out a Roster: When a team is short of players for a particular game, players may be brought up from a lower division of the league to fill out the roster up to 10 players. The player(s) shall only play the outfield and shall be placed last in the batting order (rotation). A regular rostered player who is not expected to start a game but arrives prior to the third inning may be inserted in the last position of the batting order. The player who was brought up to fill out the roster shall play at least six (6) outs on defense (i.e., the minimum playing time required in a game).

E. Defensive Substitutes: Defensive substitutions may be made at the coach's discretion to meet the minimum participation requirements.

F. Courtesy Runner Substitutes: RCGSL permits the use of courtesy runners for a pitcher, catcher, injured or ill player. The coach may use as a courtesy runner the player scheduled to bat last in the line-up prior to that player's position in the batting order.

G. Injured Players: An injured player shall not be allowed to play in a game.

THE GAME

A. Starting Times: Consult schedule for weekend games. The umpire will announce the official starting time of the game to the Official Scorekeeper at the start of each game. The Official Scorekeeper shall record the start time in the scorebook.

B. Starting Line-ups: Starting line-ups shall be presented to the Official Scorekeeper and/or opposing manager at least ten (10) minutes prior to the scheduled starting time of the game and must include the names and uniform numbers of the players present.

C. Game Balls: Home team shall provide two game balls to the umpire prior to the start of the game.

D. Home Team/First Base Dugout: Home team will normally occupy the first base dugout. An **exception** is that in the event of a double header, teams will not change dugouts, regardless of whether they are the home or visiting team for the second game.

E. Warm-ups Prior to Game: Batting practice, pitching practice, and infield practice are **not** allowed in fair territory of the infield, prior to the start of the game. Warm-ups are confined to foul territory of the infield and the grass outfield in fair or foul territory.

F. Game Length: Games shall be six (6) innings or one hour and thirty (1:30) minutes in length, whichever limit is reached first. A new inning starts when the final out is recorded in the prior inning, and a new inning shall begin if any amount of time is left on the official game clock. That new inning shall be played to its conclusion whether or not time expires during the playing of that new inning.

G. Official Games: A game is "official" when the maximum number of innings are reached **OR** time expires (regardless of the number of innings completed), whichever occurs first. A game is "official" if the game is stopped while time remains on the official game clock and at least four (4) full innings have been completed.

H. Stopping or Ending a Game Early (Rain, Darkness, and Other Reasons): In the event a game ends due to rain, darkness, or some other reason determined necessary by the umpire or league (other than for time expiring), the game shall be deemed "official" based on the score at the end of the last fully completed inning of play.

I. Rescheduled and Resumed Games: If possible, games will be rescheduled and resumed only when cancelled or not completed due to rain, darkness, or some other reason determined necessary by the umpire or association.

J. Tie Games and Tie-Breaker Rule: If the score of a regular season game is tied when time expires or after six (6) innings, the game will end in a tie. Championship tournament games that are tied at the end of regulation time or innings shall be played to conclusion under ASA tiebreaker rules.

K. Team Play: The maximum number of players participating on the field on defense at any time by one team shall be ten (10); the minimum number of players shall be eight (8). (If one team can field only eight (8) players, the opposing team may still field ten [10].) Any team with fewer than eight (8) players at the start of the game will lose by forfeit. If both teams are unable to field minimum teams at game time, a double forfeit will be declared resulting in a half-win/half-loss for each team.

L. Minimum Play: Each player shall participate on the field on defense a minimum of two (2) innings (6 defensive outs). Failure of any team to observe this rule may be grounds for disciplinary action against the coach and forfeiture of the game. Managers are encouraged to allow players to play longer than the minimum during the season so that the girls will learn through experience to play better softball. Each player must play in an infield position at least one inning per game.

M. Positioning of Players: Prior to the release of a pitch, teams shall have their outfielders positioned:

1. At least ten (10) feet to the outfield side of first base, second base, and third base or ten (10) feet from any point along an imaginary line extending between the bases;
2. Such that no more than two (2) outfielders are located on either side of dead center of the field. (Dead center is an imaginary line extending from home plate through second base and into the outfield to the end of the playing field.)

3. A team fielding ten (10) players shall have four (4) outfielders; a team fielding nine (9) players shall have three (3) outfielders; and a team fielding eight (8) players shall have two (2) outfielders.

N. Ten-Run Rule: If after four (4) innings one team is ahead by ten (10) runs or more, the game shall be concluded by the umpire.

O. Runs Per Inning Rule:

There will be a maximum of four (4) runs scored by either team in any inning, except in the last inning. In the last inning (as determined by the umpire), there will be no limits on the number of runs that may be scored by either team (i.e. the visiting team may continue to score runs until three outs are recorded and the home team may score enough runs (prior to three outs being recorded) to win the game by one run).

The umpire shall advise both teams that a particular inning shall be the last inning if the 90-minute time limit for commencement of a new inning is reached during the top of an inning or if it appears highly likely, based on the time required to play each inning to that point in the game, that the limit will be reached prior to the conclusion of the full inning. In the event that the time limit is actually not reached prior to the conclusion of that inning, the next inning shall be played under the same last-inning run scoring limit rules.

PITCHING REGULATIONS

A. Pitching Outs and Game Week: A player may pitch no more than **eighteen (18) outs per game week**. A **game week** begins on Monday and runs through the following Sunday. Outs not recorded due to abbreviated games shall not be counted as outs pitched during that week. An **exception** to the eighteen (18) outs per game week rule is where a starting pitcher has pitched an entire game (18 outs), the starting pitcher may finish the game without the additional outs counting against her total for a game week. Pitcher's outs for rescheduled and resumed games shall be based on and revert back to the outs recorded in the game week for the games being rescheduled and resumed. The eighteen (18) out limit will not apply to the championship tournament.

B. Changing Pitchers: An individual player may only be brought into the pitcher's position twice throughout a game. A team shall not be allowed to transfer a pitcher back and forth from pitching to a fielding position or from the bench to a pitching position in order to put a specific pitcher against a specific batter or batters throughout the entirety of the game. This may be considered contrary to fair play and/or delay of the game. Coaches guilty of this practice may be subject to disciplinary action.

C. Walks – Red Division: In the Minors Red Division, walks will be permitted and a batter will receive a base on balls once four balls are recorded. **Exception:** During the first half of the season, if a defensive team walks two consecutive batters in one inning, the remainder of that half inning will be played under Minors Blue Subdivision rules regarding walks (see paragraph D below). This exception will not apply after the mid-point of the season.

D. Blue Division - Coach Pitch – No Walks: If the count on a batter reaches 4 balls, the batter will not be awarded a base on balls. Instead, a coach from the batting team will enter the game and pitch to the batter. The batter will have up to 3 pitches from the coach to put the ball in play. Swinging strikes and foul balls against the coach will count

as strikes and will be added to the strike count recorded against the opposing pitcher at the time ball four was thrown. There will be no called strikes when the coach is pitching. If the batter fouls off the last pitch from the coach, she will be given another pitch. The following examples illustrate the operation of this rule.

A. Count is 3-2 at the time ball 4 is thrown. The batter swings and misses at the first coach pitch. The batter is out by strikeout.

B. Count is 3-1 at the time ball 4 is thrown. The batter fouls off the first pitch and swings and misses at the second pitch. The batter is out by strikeout (the foul ball was strike two and the swinging strike was strike 3).

C. Count is 3-2 at the time ball 4 is thrown. The batter takes two pitches and fouls off the third one. The batter is entitled to another pitch due to a foul on the last pitch. If she were to foul off the fourth pitch, she would also be entitled to another pitch from the coach.

BATTING

A. Rotation Batting Order: All players who are in attendance shall be listed in the line-up and take their turn batting. Some players will be batting even though they are not playing defense. Since all players in attendance are listed in the line-up, the batting order will remain the same throughout the entire game.

RULE 8 – BATTER-RUNNER AND RUNNER

A. Dropped Third Strike: Dropped Third Strike rule is **not** in effect for either Red or Blue subdivision. (Comment: If the batter has had a third strike called or swings and misses for a third strike, the batter is out even if the catcher drops the ball or does not catch the ball before it touches the ground.)

B. Infield Fly Rule: Infield Fly Rule is **not** in effect.

C. Base Runners Advancing and Scoring: Base runners may advance or score in the following ways:

1. When a pitched ball is hit into play by a batter.
2. By being played upon by the defense.
3. When forced to advance by base-on-balls or being hit by a pitch.
4. When stealing a base (see paragraph D below regarding base stealing rules for Red and Blue subdivisions).
5. No advancing to 2nd base on a walk.
6. When otherwise directed to advance by the umpire.

D. Base Stealing:

1. **Red Subdivision.** During the first half of the season, a runner may not steal home (or score on a wild pitch or passed ball) and may only steal one base for each pitch thrown). These limits on base stealing will not apply in the Red Subdivision after the midpoint of the season.
2. **Blue Subdivision.** Runners may not steal home (or score on a wild pitch or passed ball) any may only steal one base per pitch thrown throughout the season.

PROTESTS

There shall be no protests.

UMPIRES

A. Umpires for Games: If no official ASA or other league designated umpires are available at game time, each team will be asked to provide one volunteer to umpire the game. If one team cannot provide a volunteer, the other team may provide two or the game may proceed with just one volunteer. If one or more official umpires arrives after the game has started, the umpire(s) will take control of the game in progress (games will not start over). The Official Scorekeeper shall record the time and point in the game that the change in umpiring took place.

SCORING (also known as scorekeeping)

A. Official Scorekeeper or Scorer: The home team's scorekeeper shall be Official Scorekeeper/Scorer for each game. If a competent scorer is not available to the home team, the coaches may by mutual agreement appoint someone not from the home team to act as Official Scorekeeper. If agreement cannot be reached, the umpire shall designate the Official Scorekeeper/Scorer.

B. Records: The official scorekeeper or scorer shall keep records of each game based on the rules/guidelines of ASA Rule 11. The winning team is responsible for reporting scores to the League. If the winning team fails to report the scores then the game will be recorded as a tie.

C. Disqualified Players:

1. A **disqualified player** is one who is removed from playing in a game as a penalty for a specific rule violation. The violation may have been caused by the coach substituting the player improperly or some other rule violation. **Effect:** The violating team must play the remainder of the game without that particular player. If the player disqualification results in the team being reduced to eight players, the game shall continue to be played. If the disqualification results in the team being reduced to seven players, the game will be stopped and a forfeit declared. Any disqualified player discovered participating in the game shall also be grounds for a forfeit.

2. An **ejected player** is a player *or coach* removed from a game by the umpire, usually for an unsportsmanlike act or conduct. If considered by the umpire to be flagrant, the player or coach will be required to leave the grounds for the remainder of the game. **Effect:** The team with the ejected player must play the remainder of the game without that particular player. If the ejected player is a runner or batter, the player shall be declared out even though she may have reached base safely.

D. Shorthanded Play:

1. **Shorthanded play** is where a team starts or finishes a game with the minimum number of players (i.e., eight). Any player leaving a game prior to its completion will have her turn at bat counted as an out. **Exceptions** to this rule are players leaving because of (1) illness, (2) injury, (3) emergency, and (4) notification by one coach to the other **prior to the start of the game** that a particular player or players will be leaving the game prior to its completion.

Majors Division Rules

The following rules are organized and based on the Amateur Softball Association Official Rules of Softball. The latest ASA Official Rules shall apply, unless modified in the following rules. Rules stated herein may restate official rules for added emphasis or clarity, may make local exceptions to the Official Rules, or may add rules that are otherwise not embodied in the Official Rules. In case of a conflict, the rules stated herein shall apply.

If RCGSL finds it in the best interest of the league and its players to compete in a neighboring cities League, then, these rules would be modified to incorporate that cities league rules. Should a conflict between the rules arise, the neighboring cities rules would supersede these rules.

RULE 1 – DEFINITIONS

Definitions shall be as stated in the ASA Official Rules.

RULE 2 – THE PLAYING FIELD

- A. **Field**: The playing field shall be as prescribed in the ASA Official Rules. Bases are 60 feet apart and the pitching distance is 40ft.
- B. **Set-up**: Home team shall be responsible for setting up the field, including installing bases before the start of the game and for returning bases to storage when the game has ended.

RULE 3 – EQUIPMENT

- A. **Uniforms**: Uniforms, if available, should be worn by each player on a team and should be alike in color.
- B. **Sweatshirts or Jackets on Cold Days**: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights. If numbers are not visible, the player's number on her jersey must be shown to the umpire and opposing team, when requested. Colors of sweatshirts and jackets need not match.
- C. **Jewelry and Medical Alert**: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

Majors Division Rules (cont.)

- D. **Replacement Gloves and Mitts:** If during play, a glove or mitt breaks or is otherwise determined to be unusable by the umpire, the player may immediately and without delay obtain a legal replacement glove or mitt and is entitled to three warm-up catches prior to restarting the game. To avoid any conflict with the ASA excessive warm-up rule, a pitcher participating in this warm-up shall throw the ball overhand.
- E. **Batting Helmet Masks:** All batting helmets shall be outfitted with a securely fastened face mask. NOCSAE approved face masks are required.
- F. **Balls:** The official softball is the 12 inch Dudley CFP or Wilson 9016

RULE 4 – PLAYERS, COACHES, SUBSTITUTES

- A. **Players:** A player is defined as a girl of the proper age for her division of play. A team must have the minimum number of players present in the dugout or team area to start or continue a game. A game may begin or finish with eight players, but no fewer.
- B. **Players Arriving Late:** If playing shorthanded and a substitute arrives, that player shall be inserted in the vacant position in the batting order. If a player arrives prior to the start of the third inning, she is eligible to play and shall be inserted as the last batter in the line-up. Players arriving after the start of the third inning are **not** eligible to play.
- C. **Players Leaving Early:** Any player leaving a game prior to its completion will have her turn at bat counted as an out. **Exceptions** to this rule are players leaving because of (1) illness, (2) injury, (3) emergency, and (4) notification by one coach to the other **prior to the start of the game** that a particular player or players will be leaving the game prior to its completion. After the game has started, a team shall not be entitled to exception (4) above. If a player leaves the game for reasons other than those provided in the exceptions above, the batter's position in the batting order will be taken as an out when the player is due to bat.
- D. **Players from a Lower Division Filling Out a Roster:** When a team is short of players for a particular game, players may be brought up from a lower division of the league to fill out the roster up to 10 players. The player(s) shall only play the outfield and shall be placed last in the batting order (rotation). |

A regular rostered player who is not expected to start a game but arrives prior to the third inning may be inserted in the last position of the batting order. The player who was brought up to fill out the roster shall play at least six (6) outs on defense (i.e., the minimum playing time required in a game).

- E. **Defensive Substitutes:** Defensive substitutions may be made at the coach's discretion to meet the minimum participation requirements.

Majors Division Rules (cont.)

- F. **Courtesy Runner Substitutes:** RCGSL permits the use of courtesy runners for a pitcher, catcher, injured or ill player. The coach may use as a courtesy runner the player scheduled to bat last in the line-up prior to that player's position in the batting order.
- G. **Injured Players:** An injured player shall not be allowed to play in a game.

RULE 5 – THE GAME

- A. **Starting Times:** Consult schedule for weekend games. The umpire will announce the official starting time of the game to the Official Scorekeeper at the start of each game.
- B. **Starting Line-ups:** Starting line-ups shall be presented to the Official Scorekeeper and/or opposing manager at least ten (10) minutes prior to the scheduled starting time of the game and must include the names and uniform numbers of the players present.
- C. **Game Balls:** Home team shall provide two game balls to the umpire prior to the start of the game.
- D. **Home Team/First Base Dugout:** Home team will normally occupy the first base dugout. An **exception** is that in the event of a double header, teams will not change dugouts, regardless of whether they are the home or visiting team for the second game.
- E. **Warm-ups Prior to Game:** Batting practice, pitching practice, and infield practice are **not** allowed in fair territory of the infield, prior to the start of the game. Warm-ups are confined to foul territory of the infield and the grass outfield in fair or foul territory.
- F. **Game Length:** Games shall be six (6) innings or one hour and thirty minutes (1:30) minutes in length, whichever limit is reached first. A new inning starts when the final out is recorded in the prior inning, and a new inning shall begin if any amount of time is left on the official game clock. That new inning shall be played to its conclusion whether or not time expires during the playing of that new inning.
- G. **Official Games:** A game is "official" when the maximum number of innings are reached **OR** time expires (regardless of the number of innings completed), whichever occurs first. A game is "official" if the game is stopped while time remains on the official game clock and at least four (4) full innings have been completed.
- H. **Stopping or Ending a Game Early (Rain, Darkness, and Other Reasons):** In the event a game ends due to rain, darkness, or some other reason determined necessary by the umpire or league (other than for time expiring), the game shall be deemed "official" based on the score at the end of the last fully completed inning of play.

Majors Division Rules (cont.)

Rescheduled and Resumed Games: Games will be rescheduled and resumed only when cancelled or not completed due to rain, darkness, or some other reason determined necessary by the umpire or association.

- I. **Tie Games and Tie-Breaker Rule:** If the score is tied when time expires or after seven (7) innings, the game will end in a tie.
- J. **Team Play:** The maximum number of players participating on the field on defense at any time by one team shall be ten (10); the minimum number of players shall be eight (8). (If one team can field only eight (8) players, the opposing team may still field ten [10].) Any team with fewer than eight (8) players at the start of the game will lose by forfeit. If both teams are unable to field minimum teams at game time, a double forfeit will be declared resulting in a half-win/half-loss for each team.
- K. **Minimum Play:** Each player shall participate on the field on defense a minimum of two (2) innings (6 defensive outs). Failure of any team to observe this rule may be grounds for disciplinary action against the coach and forfeiture of the game. Managers are encouraged to allow players to play longer than the minimum during the season so that the girls will learn through experience to play better softball. Each player must play in an infield position at least one inning per game.
- L. **Positioning of Players:** Prior to the release of a pitch, teams shall have their outfielders positioned:
1. At least ten (10) feet to the outfield side of first base, second base, and third base or ten (10) feet from any point along an imaginary line extending between the bases;
 2. Such that no more than two (2) outfielders are located on either side of dead center of the field. (Dead center is an imaginary line extending from home plate through second base and into the outfield to the end of the playing field.)
 3. A team fielding ten (10) players shall have four (4) outfielders; a team fielding nine (9) players shall have three (3) outfielders; and a team fielding eight (8) players shall have two (2) outfielders.
- M. **Ten-Run Rule:** If after four (4) innings one team is ahead by ten (10) runs or more, the game shall be concluded by the umpire.
- N. **Runs Per Inning Rule:**
- There will be a maximum of five (5) runs scored by either team in any inning, except in the last inning. In the last inning (as determined by the umpire), there will be no limits on the number of runs that may be scored by either team (i.e. the visiting team may continue to score runs until three outs are recorded and the

home team may score enough runs (prior to three outs being recorded) to win the game by one run).

The umpire shall advise both teams that a particular inning shall be the last inning if the 90-minute time limit for commencement of a new inning is reached during the top of an inning or if it appears highly likely, based on the time required to play each inning to that point in the game, that the limit will be reached prior to the conclusion of the full inning. In the event that the time limit is actually not reached prior to the conclusion of that inning, the next inning shall be played under the same last-inning run scoring limit rules.

RULE 6 – PITCHING REGULATIONS

- A. **Pitching Outs and Game Week:** A player may pitch no more than **twenty-one (21) outs per game week**. A **game week** begins on Monday and runs through the following Sunday. Outs not recorded due to abbreviated games shall not be counted as outs pitched during that week. An **exception** to the twenty-one (21) outs per game week rule is where a starting pitcher has pitched an entire game (21 outs), the starting pitcher may finish the game without the additional outs counting against her total for a game week. Pitcher's outs for rescheduled and resumed games shall be based on and revert back to the outs recorded in the game week for the games being rescheduled and resumed.
- B. **Changing Pitchers:** An individual player may only be brought into the pitcher's position twice throughout a game. A team shall not be allowed to transfer a pitcher back and forth from pitching to a fielding position or from the bench to a pitching position in order to put a specific pitcher against a specific batter or batters throughout the entirety of the game. This may be considered contrary to fair play and/or delay of the game. Coaches guilty of this practice may be subject to disciplinary action.

RULE 7 – BATTING

- A. **Rotation Batting Order:** All players who are in attendance shall be listed in the line-up and take their turn batting. Some players will be batting even though they are not playing defense. Since all players in attendance are listed in the line-up, the batting order will remain the same throughout the entire game.

RULE 8 – BATTER-RUNNER AND RUNNER

- A. **Dropped Third Strike:** Dropped Third Strike rule is **not** in effect until the second half of the season – only if approved by a majority of major coaches.
- B. **Infield Fly Rule:** Infield Fly Rule is **not** in effect.
- C. **Base Runners Advancing and Scoring:** Base runners may advance or score in the following ways:
 - 1. When a pitched ball is hit into play by a batter.
 - 2. By being played upon by the defense.

3. When forced to advance by base-on-balls or being hit by a pitch.
4. When stealing a base. Note: a runner may advance on an overthrow.
5. No advancement to second base on a walk.
6. Stealing home is allowed.
7. When otherwise directed to advance by the umpire.

RULE 9 – PROTESTS

There shall be no protests.

RULE 10 – UMPIRES

- A. **Umpires for Games:** If no official ASA or other league designated umpires are available at game time, each team will be asked to provide one volunteer to umpire the game. If one team cannot provide a volunteer, the other team may provide two or the game may proceed with just one volunteer. If one or more official umpires arrives after the game has started, the umpire(s) will take control of the game in progress (games will not start over). The Official Scorekeeper shall record the time and point in the game that the umpire(s) arrived.

RULE 11 – SCORING (also known as scorekeeping)

- A. **Official Scorekeeper or Scorer:** The home team shall be Official Scorekeeper/Scorer for each game. If a competent scorer is not available to the home team, the coaches may by mutual agreement appoint someone not from the home team to act as Official Scorekeeper. If agreement cannot be reached, the umpire shall designate the Official Scorekeeper/Scorer.
- B. **Records:** The official scorekeeper or scorer shall keep records of each game based on the rules/guidelines of ASA Rule 11. The winning team is responsible for reporting the score to the League. If the winning team fails to report the scores then the game will be recorded as a tie.
- C. **Disqualified Players and Ejected Players:**
 - a. A **disqualified player** is one who is removed from playing in a game as a penalty for a specific rule violation. The violation may have been caused by the coach substituting the player improperly or some other rule violation. **Effect:** The violating team must play the remainder of the game without that particular player. If the player disqualification results in the team being reduced to eight players, the game shall continue to be played. If the disqualification results in the team being reduced to seven players, the game will be stopped and a forfeit declared. Any disqualified player discovered participating in the game shall also be grounds for a forfeit.

- b. An **ejected player** is a player *or coach* removed from a game by the umpire, usually for an unsportsmanlike act or conduct. If considered by the umpire to be flagrant, the player or coach will be required to leave the grounds for the remainder of the game. **Effect:** The team with the ejected player must play the remainder of the game without that particular player. If the ejected player is a runner or batter, the player shall be declared out even though she may have reached base safely.

D. Shorthanded Play :

1. **Shorthanded play** is where a team starts or finishes a game with the minimum_number of players (i.e., eight). The 10U and 12U divisions are locally allowed to have ten players on defense.

Any player leaving a game prior to its completion will have her turn at bat counted as an out. **Exceptions** to this rule are players leaving because of (1) illness, (2) injury, (3) emergency, and (4) notification by one coach to the other **prior to the start of the game** that a particular player or players will be leaving the game prior to its completion.

Senior Division Rules

The Senior Division participates in the Peninsula League and adheres to those league rules. Please visit that web site for more information. <http://peninsulasoftball.org/>

Injury Report Form

This form must be completed and submitted to the Safety Coordinator for every injury (major or minor) which occurs during any RCGSL event, practice, or game. Use one form for each injured person/incident.

Date: _____

Time: _____

Name of Injured Person: _____

Injured person is a: (Circle one) Player Coach Spectator Other _____

If Injured is a player/child, name of parent/guardian: _____

Phone Number of Injured person: _____

Address of Injured person: _____

Division: (Circle One) Rookies Juniors Minors Majors Seniors

Team Name: _____ Coach/Manager Name: _____

When did incident occur? _____

Where did incident occur? _____

Type of incident/injury: _____

How did injury/incident happen? _____

What equipment was being used at time of incident? _____

Was the injury the cause of any equipment or equipment failure? _____

Person filing this report: _____

Relationship to the injured: _____

Use the back of this form if necessary

Volunteer Sign up Form

Team Mom(s):

Name: _____

Number: _____

Name: _____

Number: _____

Scorekeeper:

Name: _____

Number: _____

Practice Helpers:

Name: _____

Number: _____

Field Set Up:

Name: _____

Number: _____

Team Snack Shack Representative:

Name: _____

Number: _____

League Contact Information:

League Website: www.rcgsl.org
Reporting Scores: scores@rcgsl.org
League Phone Number/Hotline:
(voicemail, Fax, field hotline) 650.641.2456
League Mailing Address: PO Box 717
Redwood City, CA 94064

In case of emergency:

**From your CELL PHONE dial: 650-780-7100 (RWC Police)
Or: 911**

Sporting Goods and Apparel

Goetz Brothers
(10% Discount for RCGSL) 2629 Broadway St.
Redwood City, CA 94063
(650) 366-4082

California Sports & Cyclery
(10% Discount for RCGSL) 1464 El Camino Real
Belmont, CA 94002
(650) 593-8806

Big Five Sporting Goods 242 Walnut St
Redwood City, CA 94063
(650) 365-2946

Access Apparel
<http://accessuniforms.com/>
(RCGSL sweatshirts and uniforms) 1731 Adrian Road #1
Burlingame, California 94010
650 697-7550

Bat Area Custom Shirts
(Hats and Visors) 3130 Spring St.
Redwood City, CA 94063
(650) 261-0722