

South Montgomery Girls Softball League

League Rules

Effective Fall 2021

Softball Field Chalking Directions

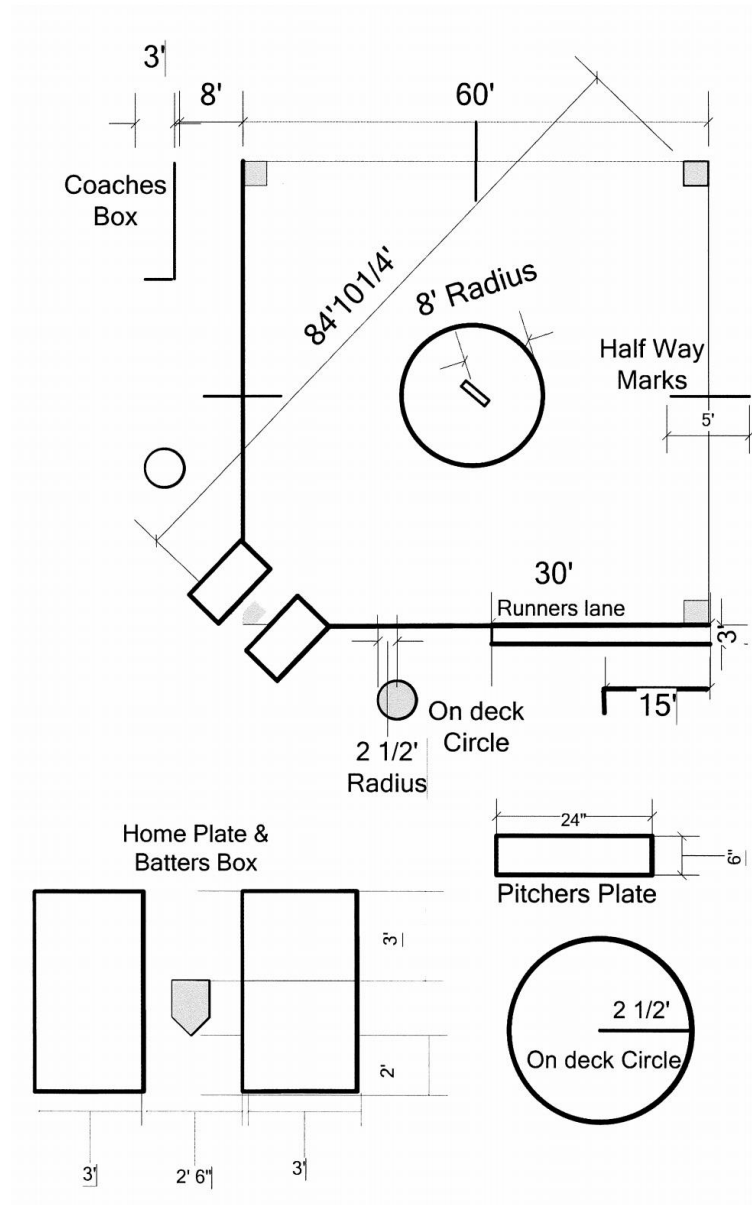


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Facility Use and Park Operations

Section 1. SMGSL Web Site <http://www.smgsl.net>

The league web site, [smgsl.net](http://www.smgsl.net), is the primary means of communicating information to the members. It is updated several times per week with news updates, league and tournament information, and scheduled events. Remember to check it regularly for updates.

Section 2. Field Conditions

The website will be updated by 8:00AM on Saturday morning and by 5:00PM on weeknights as to field conditions for the games or practices scheduled for that day. Managers, please check the web site and then notify your teams as to the status of games or practices. Consider the facility to be open if there is no message update on the web site. The league reserves the right to close the facility for use if inclement weather affects conditions after the daily postings.

Managers and coaches are prohibited to hold practice on a field that has been announced as unplayable either by the telephone hotline, email, website, or by a sign posting on the field itself. This will include both the infield and outfield.

Section 3. General Park Rules

The following General Rules apply to all SMGSL activities and sanctioned events:

- SMGSL is considered a tobacco free facility. Smoking and smokeless tobacco use in the park is prohibited. The parking area opposite the fields is designated for tobacco use.
- SMGSL is considered alcohol free. Anyone drinking alcoholic beverages on SMGSL facilities or at sanctioned events will be asked to leave.
- Use of abusive, harassing, and/or foul language is prohibited.
- Wall ball is not allowed in the park.
- Pets are not allowed anywhere on SMGSL grounds.
- No climbing on fences.
- No hitting or throwing softballs into the chain link fences around the fields. This is called soft-toss and when done with softballs, it can bow out the fence creating a safety problem and an expensive repair.

An umpire or SMGSL Board Member may enforce these rules. Repeated violators may be banned from the park. Players, Managers, and Coaches may also be subject to additional disciplinary actions.

Section 4. Team Designations

SMGSL follows traditional team designations. Games will be scheduled as “visitors” at “home.” Dugouts are available on first-come, first-served basis. During games, the teams have the following responsibilities:

Home: Field Prep, chalk the field, Scorebook, cleaning dugouts, raking the field

Visitor: Score board, cleaning dugouts. Visitors bat first except on toss.

Section 5. Game Day Preparation

Managers and coaches of the first scheduled game each day must arrive 1 hour before game time to

assist in preparing their individual field. Each home team manager is responsible for chalking the lines and setting out bases on game day. Head coaches will receive game balls to use throughout the season. Chalk and chalking equipment is available as follows: Field 5 bases, chalk and equipment are stored in storage box located next to Field 5. Bases for fields 1-4 and 6-8 are kept inside the job box inside each home fields' dugout. Chalking machines are kept in the equipment room for fields 5-8 and behind the concession stand for fields 1-4. Do not fill the chalkers inside the equipment room. This must be done outside the west corner of the building.

Section 6. Game Day Closure Responsibilities

The home team of the last game on each field is responsible for returning the bases to the appropriate location, cleaning all trash from both dugouts, and locking the fields.

Section 7. Dugouts and Stands Responsibilities

Each manager and parent is responsible for making sure that the dugouts and stands area are completely free from trash after each practice and game. If a trash bag is overflowing, please notify a board member so we can immediately replace the can with a fresh bag. Trash bags will be available in the manager's room during practice nights. Please pull out the full bags and replace with a fresh bag.

Section 8. Infield Maintenance

It will be each manager's responsibility to make sure the infield is hand raked entirely before the next scheduled practice/game begins or at the end of the last practice/game of the evening. You will need to structure your practices in a way that you are off of the infield 10 minutes before the end of practice to complete this project. Each field will have rakes in the dugouts. Please return them to this location after each use.

Simply drag the rake behind you as you walk in a circular motion, starting at the outfield grass and working toward the pitching rubber. This should take about 10 minutes for two adults to complete. This is a necessary step in order for us to be able to further improve and maintain the work (and major expense) that has been already completed over the last several months.

Section 9. Practice Rules and Protocol

Teams are allowed to use the fields during their "reserved" practice times. Any practice times not assigned...OPEN... are available to teams on a first come, first serve basis. Please be courteous to other teams. If two teams arrive to use an OPEN field at same time, try to work it out even sharing the field, if necessary. Also, please remember not to exceed each team's weekly event limit (4 spring, 3 fall). An event is defined as a practice or game. Please note that weekend practices may be cancelled due to previously scheduled special events at the SMGSL ballpark. You will be notified of these dates as they occur. Please consult the calendar at the SMGSL Website www.smgsl.net as it is updated as soon as these events are confirmed.

The last team on each field must return bases to storage area, lock all field gates, turn off field lights, return pitching machine to manager's room, lock all gates and turn off that particular field's lights. Last team at ballpark each evening must lock bathroom doors as well as the manager's room. The lights on fields 1-4 are programmed to automatically turn on and off. It is not necessary to turn these lights on/off.

Section 10. Manager Equipment Rooms

There are two Equipment Rooms located in the old concessions building. One room is adjacent to the restrooms, which contains equipment and the electrical utility closet. Lights for fields 5 thru 8 are controlled from this room. Field supplies (chalk) are also stored in this room. **Do not fill the chalkers inside the equipment room.** This must be done outside the west corner of the building. Access to the other equipment room is thru the concessions building. The equipment coordinator and the Vice President Fields Maintenance maintain keys to this room, which is used for storage of gear and surplus equipment. These rooms are to be used only by team managers and coaches; adults only, no children.

Section 11. Pitching Machines and Batting Cages

Each team is authorized to use this equipment during their scheduled practice times. In the event of two teams practicing at the same time, the teams practicing on Fields 1 and 3 will be the authorized users during the first 45 minutes of a practice slot, with the teams on Fields 2 and 4 as authorized users for the second 45 minutes of practice time.

Section 12. Team Concession Stand Duty

At this time, the Concession Stand is run by SMGSL. The Board of Directors may change vendors at any time.

Section 13. Questions or Issues during Game Days.

For any questions or issues which may arise, please inform or consult a SMGSL Board member on duty during game times. These individuals are wearing a red shirt with the SMGSL logo. Umpires' rulings, however, are final unless properly protested.

Section 14. Fund Raising and Donations

Improvements and maintenance of our facility is accomplished through generous donations from individuals in our community. Please contact our VP of Fundraising for opportunities.

Section 15. Complaints

Complaints pertaining to manager and/or player relationships will be forwarded to the board via the division Commissioner.

Section 16. Inclement Weather

In case of inclement weather, the Designated SMGSL Board Member will decide the status of game play by 5:00 pm for a weeknight game and 8:00am on game day for weekend games. If games are not canceled, but conditions worsen at game time, the game can be called by the Plate Umpire or on duty Board Member. To protect the safety of the players, the SMGSL Board retains the right to cancel a game at any time.

When inclement weather is anticipated, the Board shall designate a red shirt Board member as weather watcher, who shall continuously monitor weather conditions. When thunder is heard or a cloud-to-ground lightning bolt is seen, the leading edge of the thunderstorm is close enough to strike the location with lightning, the weather watcher shall suspend play for 30 minutes. Everyone shall take shelter in their cars immediately. Play shall not resume until at least 30 minutes following the last lightning event. As a guideline only, there shall be at least 2 seconds between flash and crash.

NO LIGHTNING SAFETY GUIDELINES CAN GUARANTEE ABSOLUTE SAFETY. IT IS THE RESPONSIBILITY OF

EVERY PERSON TO BE AWARE OF WEATHER CONDITIONS AND TAKE APPROPRIATE ACTION TO BE SAFE. USE COMMON SENSE AND GOOD JUDGEMENT. PLAN AHEAD AND MAKE SAFETY YOUR NUMBER ONE PRIORITY.

Section 18. SMGSL Rule Violations

Any SMGSL Board Member may enforce rules relating to facility use and park operations. Repeated violators may be banned from the park. Players, Managers, and Coaches may also be subject to additional disciplinary actions.

Any violation of these General Rules or Playing Rules shall be subject to disciplinary action by the Vice President Sports, subject to review by the SMGSL Board. Violations must be submitted in writing to the division Commissioner and/or a SMGSL Board Member. Appeals of disciplinary action before entire Board available upon written request.

Section 19. Equipment

USA Softball rules govern equipment requirements. All pitchers must wear a protective face mask while pitching.

ARTICLE I. REGISTRATION PROCEDURES

Section 1. Application

All registrants to the League will be taken on a first-come, first-serve basis. Applications shall not be processed without the registration fee. The Registration Coordinator may extend this deadline at his/her discretion. If a girl fails to meet the registration deadline and the team quota for her respective division is full, her name will be placed on a waiting list in order as to the day and time of registration. All players must be registered with the League before try-outs for tournament and League teams.

Section 2. Required Information

In order for a girl to be registered, a parent, guardian or managing conservator's signature must be given as consent for the girl to participate in the League activities.

Section 3. Fees

The SMGSL Board shall determine the amount of registration fees annually. Additional players from the same family shall pay a reduced amount. Registration fees may be waived and financial aid granted. Requests for such aid should be written and shall be considered by the SMGSL Board on a case by case basis. In addition to registration fees a volunteer fee will be charged. Those volunteering either as a coach or helping during designated times throughout the season may request a refund of this fee at the end of the season.

Section 4. Registration Refund Policy

The following refund policy applies for all players who have registered with SMGSL. All refunds must be requested in writing to the Registration Coordinator on or before the deadlines stated below. No voicemail requests will be processed. Please expect 2-4 weeks for refund to be processed and received.

1. Players dropping from the League prior to tryouts, refund will be 100% minus \$25 administration fee.

2. Players dropping from the League after tryouts & before the draft, refund will be 90% minus \$25 administration fee.
3. Players dropping from the League after the draft & before uniforms are ordered, refund will be 75% minus \$25 administration fee.
4. Players dropping from the League after uniforms are ordered & before the first game, refund will be 50% minus \$25 administration fee.
5. Players dropping from the League after the first game, no refunds will be issued since the umpires are contracted and schedule has been administered.

All requests will be mailed to the league address below or emailed (treasurer@smgsl.net), and should include the following:

- Player's Name
- Player's Birth Date
- League Age
- Team Assignment
- Contact Number
- Parent's Signature
- Verify mailing address

MAIL YOUR REQUEST TO:

SMGSL

REGISTRATION FEE REFUND REQUEST

PO BOX 130361

The Woodlands, TX 77393 – 0361

Section 5. Sponsorship fees

In an effort to keep registration costs low, all teams in the spring are required to have a \$500 team sponsorship. Team sponsors will have their name printed on the back of the team's jersey as well as having their company name on the SMGSL website thanking them for their sponsorship. Sponsorship name must be turned in to the league, by a date determined at draft, to allow time for uniform director to have team sponsor name printed on the back of each jersey. Alternatively, teams may pay sponsorship dues themselves in lieu of finding a team sponsor. Failure to either find a team sponsor or team paying sponsorship dues themselves will result in a last place seeding for the end of season tournament.

ARTICLE II. PLAYERS

Section 1. Roster Size

No team shall have more than twelve (12) players unless approved by the SMGSL Board. After the limit, player applicants will be put on a waiting list. Once a player has been drafted (placed on a team) and leaves her team, she cannot return to the League to play on a different team during the same season.

Section 2. Player Additions

The Registration Coordinator will establish the last day players can be added to team rosters. Generally, players shall not be added after the season begins.

Section 3. Player Selection Process

Players all go through the draft or hat pick selection process.

Section 4. Sister Options

Sisters will be placed on the same team if the parents so re-request during registration. This is known as the "Sister Option." VP of Sports Commission shall verify validity of sister option.

Section 5. Refusal to Play for Manager

Each player has one option to refuse to play for a team, a manager, or a coach of SMGSL. Such refusal must be submitted in writing by a parent or guardian to the Registration Coordinator (during registration) prior to the Player Draft.

Section 6. Safety Equipment

Players must wear appropriate safety equipment. Batting helmets with face masks must be worn at all times by batters, base runners, and players in the on-deck circle (including practices and batting cages). Batting Helmets must carry the NOCSAE safety seal for league play. All Girls playing in SMGSL "ALL STAR" teams will be required to have helmets that meet NOCSAE safety regulations to compete in District, State and National ASA tournaments. (For invitational tournaments held at SMGSL, the tournament director has discretion whether helmets and/or faceguards must have a NOCSAE seal.) Catchers must wear helmets, shin guards, and chest protectors at all times (including all practices). When the offensive team is at bat, batting helmets must remain on the player's head at all times until the player is inside of the dugout. Slip-on shin guards are not allowed for catchers. All safety rules shall be honored whenever the team is playing.

Any manager found guilty of breaking this rule may be disciplined. Any player, parent, or other manager can report this to the VP Sports Commissioner, or any SMGSL Board member.

Under no circumstances shall a player intentionally throw a bat, ball, or batting helmet on the ground or in the dugout. The umpires will enforce a judgment call when a player's bat is thrown. On the first occurrence, a warning will be given to the offensive team. On the second occurrence, the batter will be called out and the resultant play will be ruled as a dead ball (i.e. all runners return to their original position).

Section 7. Player's Age Restrictions

Girls must be no younger than four (4) and no older than eighteen (18) on January 1st of the playing year, for 6U and above.

Section 8. Late Arrivals

A player may enter a game after scheduled starting time, even if the team has batted the entire lineup. Player will be placed at the bottom of the line-up.

Section 9. Minimum Playing Time

A. Each girl must play at least two (2) full innings (6 outs) each game provided she has attended practices and in all ways qualifies by obeying the rules of the League. If a girl does not start one (1) game, she must start the next. All girls not batting during a game (and were not excluded for disciplinary reasons) must bat in consecutive order in the next game starting as the 1st hitter in the lineup. If a girl is injured, a girl that has already played must be put back into the game. A winning

team found to be in violation of this rule shall forfeit the game to the losing team. A losing team found to be in violation would receive an additional loss on their record.

- B. A player or players who failed to play their minimum time, must start, play four (4) defensive innings and/or the entire game in game immediately following the discovery of the minimum play violation.
- C. Provided it has been properly recorded in the scorebook prior to the start of the game, minimum play and/ or infield play requirements will not apply to players who have been "benched" for disciplinary reasons such as unexcused absence from games or practices or other serious disciplinary reasons. Disciplinary action must be applied uniformly to all players.
- D. If a girl does not play for disciplinary reasons the manager must record and sign the reasons in the scorebook prior to the start of the game.

Section 10. Free Substitution

All players will bat (exceptions include injuries, illness or disciplinary action.) If the game has ended and there is a player that has not had an opportunity to get an at bat, the player must be given an opportunity to bat. This will not change the outcome of the game. This will be an add on courtesy to the player. The Manager will provide the scorekeeper with a lineup at least five (5) minutes before official starting time. Where injured or ill, a manager may freely substitute another player:

On defense, substitute another player.

- A. At bat, bring up the last player retired with the same ball and strike count.
- B. On the bases, bring in the last player retired.
- C. If no substitute is available, the player shall be removed (with no penalty for batter skipped). If the removal reduces the number of players below the minimum player requirements, a forfeit shall be declared.

Section 11. Harassment

Defensive players cannot harass the batter. The home plate umpire shall give only one verbal warning.

ARTICLE III. MANAGERS AND COACHES

Section 1. Coaching Staff

Each SMGSL team will have only one (1) Manager and no more than three (3) Coaches. Should the need arise for any of the four (4) to be temporarily replaced (due to absence or temporary suspension), any League approved manager or coach, not coaching in the same Division or the Sports Commissioners (or the Sports Commissioner's designee) can substitute.

Without exception, the VP of Sports and SMGSL Board must approve anyone acting as a coach on the playing field during a game.

Section 2. Selection and Approval of Manager and Coaches

- A. During the month of January, prospective Managers and Coaches will be recruited by the VP Sports Commissioner with final assignments made following registration.
- B. During registration, the VP Sports Commissioner will find managers and coaches for divisions based upon the number of girls registered.
- C. Managers may choose their Coaches, subject to approval by the Sports Commissioners.

Section 3. Manager's & Coaches' Responsibilities

The Coaching staff shall place a strong emphasis on the importance of teamwork, unselfish cooperation, respect for authority, self-confidence, and fair competition. Managers and Coaches shall conduct themselves in such a manner that fosters good sportsmanship, teamwork, fair play, respect for authority, and positive reinforcement for all players. The Coaching Staff must serve as consistent role models for above-described behavior and must discourage behavior, which is inconsistent with the above principles.

Section 4. Manager's Duties.

The managers shall serve as the official spokesperson for the team, and coordinate all team activities relating to the team's participation in SMGSL (i.e. team meetings, team parent, scorekeepers, fundraisers and practices). The Manager shall be responsible for teaching, knowing, and adhering to all SMGSL Rules. In addition, the Manager shall be responsible for the conduct of the teams' players and coaches, while on the field and his/her team and SMGSL equipment. Managers must also report all offensive line-up changes during the game to the plate umpire and the official scorekeeper, before the changes occur. The Manager will ensure that any adult over 18 that is on the field with the girls possesses a valid A.C.E card visible on their person.

Section 5. Disciplinary Actions.

Individuals that have been suspended in a previous season shall be considered on a probationary basis only. Individuals with one suspension may lose their eligibility to coach. Individuals with more than one suspension shall lose their eligibility to manage or coach in the League. Any Manager or Coach receiving two suspensions from the SMGSL Board for misconduct, whether in the same year or different years, will be banned from managing or coaching a team.

Section 6. Miscellaneous.

A manager may not manage in more than one (1) division unless approved by the VP of Sports.

No infield practice will be allowed before the games and pitchers may not practice pitching from the pitcher's rubber until the pre-game conference between the managers and umpires.

Section 7. ACE Certification and Background Verification

SMGSL and ASA requires that all adults over 18 on the field or in the dugout are background verified. Background verification is conducted thru ACE, a third party vendor, governed by ASA softball. Their website is <https://registerusasoftball.com>. ACE is solely responsible for the scope and extent of the verification. Vice President Sports reserves the right to review results, and any other information, on a case-by-case basis, subject to Executive Board review.

Managers and coaches must also be ACE Level 1, or higher, certified.

All volunteers should apply for ACE background verification and certification as soon as possible, due to the lag time between application and receipt of credential.

ACE provides ID cards that must be displayed and visible at all times while on the field or in the dugout during practices and games. Beginning opening day of each current season, failure to display credentials, either badge or certification, will result in disciplinary action at the discretion of the VP of Sports.

ARTICLE IV. PLAYER SELECTIONS

Section 1. Tryouts 6-8-10-12 & Under, and Mixed Divisions.

- A. Tryouts shall be held after registration.
- B. Each girl shall be assigned a player number to be used for identification.
- C. A letter, number, and name may be assigned by age.
- D. Example:
 - 1. 10 and under - 1001, name, 1002, name, 1003, name, etc.
 - 2. Mixed -M001, name, M002, name, M003, name, etc.
- E. During tryouts each girl should demonstrate her ability in running bases, catching, throwing, pitching (8U and older), and hitting the ball.
- F. Managers and coaches shall attend each tryout session. In the event a team has no representative, a League Official shall act as a Manager.
- G. It is recommended that all League Officials make every attempt to attend each tryout session.
- H. All girls who register and fail to attend any required tryouts shall be placed on a team after the regular draft is completed by a random lottery that will be done by age group in such a manner that the girls' names are unknown to the drafting teams.
- I. Players shall have only one tryout per age division, as subsequent tryouts shall not be allowed.

Section 2. Draft 6-8-10-12 & Under and Mixed Divisions

- A. The League shall hold a draft annually for placement of the players on teams. This draft must be held in a timely manner at League option, (example- within seven (7) to ten (10) days) after the last tryout.
- B. The following system shall be used for drafting players onto teams.
 - 1. Determine the number of teams, number of players per team, and therefore, the number of Managers needed.
 - 2. Assign Managers to age divisions.
 - 3. Assign a drafting date.
 - 4. Managers and League representatives will rate all players to aid Managers during the drafting process. This information will be confidential and returned at the draft meeting.
- C. Additional teams cannot be added after drafting has commenced. Otherwise, all girls originally in the draft must be redrafted.
- D. Each registered girl within the League shall be placed in the open draft.
- E. One minute thirty seconds (1 min. 30 sec.) will be allowed for picks in all rounds. Failure to pick within the allotted time will result in forfeiture of the draft pick in that round. The last available "tryout" player will fill the missed draft pick.
- F. Following the draft, and with the approval of both Managers, the Commissioner, VP Sports Commissioner and President, Managers may exchange draftees for thirty (30) minutes.
- G. Managers shall not be allowed to trade "Open Spots". The Open Spots, or picks, are those picks at the end of the Draft when a team does not have the maximum number of players, which could be filled by late registering player (assuming the League accepts late registrations from players).
- H. All teams are not required to have the same number of players.
- I. Players shall never be told the position in which they were drafted.

- J. Players will be notified of their team placement within three (3) days after the completion of the draft.
- K. Late registering girls shall be assigned within their respective age groups by lottery or draw method to the teams with the lowest number of players.
- L. If a team disbands or is eliminated after the draft and prior to the first regular season game, the players shall be placed on other teams in that division by lottery or draw method, or other method approved by the Sports Commission and approved by the SMGSL Board, within their respective age groups.
- M. Each team shall be limited to 2 freezes. The 2 freezes will be placed in the 1 and 3 rounds. If the manager does not have at least 1 coach freeze, The Sports Commission will assign an assistant coach and his daughter will go in as a freeze on the assigned team.
- N. Sister Options shall be identified prior to the start of the Draft. Sisters shall be selected and placed on the same team in consecutive rounds.

Section 4. Drafting Procedures

The selection order of players shall be determined by lottery drawn in the presence of Managers. The managers will have an optional two (2) minute period prior to selecting players to trade their draft order. This order shall continue in "snake" fashion until all players are chosen. The snake type draft is outlined below:

<u>Team</u>		<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>	<u>Team 5</u>	<u>Team 6</u>
1st Round*	Draft Pick #	1	2	3	4	5	6
2nd Round	Draft Pick #	12	11	10	9	8	7
3rd Round*	Draft Pick #	13	14	15	16	17	18
4th Round	Draft Pick #	24	23	22	21	20	19
5th Round	Draft Pick #	25	26	27	28	29	30
6th Round	Draft Pick #	36	35	34	33	32	31
7th Round	Draft Pick #	37	38	39	40	41	42
8th Round	Draft Pick #	48	47	46	45	44	43
9th Round	Draft Pick #	49	50	51	52	53	54
10th Round	Draft Pick #	60	59	58	57	56	55
11th Round	Draft Pick #	61	62	63	64	65	66
12th Round	Draft Pick #	72	71	70	69	68	67
13th Round	Draft Pick #	R1**	R2**	R3**	Open**	Open**	Open**

* Manager and Coach freezes chosen

** "R" selections represent selections of registered players, who did not try out

*** Open selections would be filled as additional players register after the draft

ARTICLE V. SEASON PLAYING SCHEDULE

Section 1. Number of Games

The SMGSL Board must provide a schedule for not less than fourteen (14) regulation games per team in a regular season. **Exception: 6 & Under Division may have less games**

The games shall be equally distributed as much as possible between the teams. If time permits, Managers will draw for team number assignments, after the Master Playing Schedule has been determined, at the conclusion of the draft. Otherwise, the team will be assigned a schedule based on each team's drafting order. **Note: A regular season of less than fourteen (14) games can only be approved by the SMGSL Board.**

Section 2. Length of Season

Regular season play shall commence and conclude on dates determined annually by the League.

Section 3. Practice

Practice sessions for organized teams may not begin prior to the date established by the League.

- A. Limitation of Practice. During the season, practice times shall be limited to one (1) hour and thirty (30) minutes during the week and two (2) hours on the weekend. Four (4) players and one (1) Manager/Coach shall constitute an official practice.
- B. Limitation on Softball Activities. Each team will be allowed four (4) team activities per week, Monday through Sunday. Any manager found guilty of breaking this rule shall be suspended from team activities for the next week. Any player, parent, or other manager should report violations to the VP Sports or any SMGSL Board Member. Any team going into the EOS tournament wanting more practice time must request so in writing to the SMGSL Board. The SMGSL Board will then make a decision on their request.

Exception: This does not apply to tournament teams and make-up games.

Section 4.

Teams of the League shall not play teams of another League as a portion of the season play unless approved by the Board of Directors.

Exception:

1. Opposing Leagues may be asked to participate in exhibition games.
2. If the League has (3) or less teams in either the 10 & Under or the 12 & Under Divisions, inter-League play may be allowed (subject to the approval of the League).

Section 5. Interdivision Play Prohibited

An 8 & Under Division team cannot play a 10 & Under Division team, or 10 & Under Division team cannot play a 12 & Under Division team, or a 12 & Under Division team cannot play a Mixed Division team as a portion of regular season play (See exception Section 4 above).

Section 6. Scheduling

Generally, 6 & Under Division teams shall play no more than two (2) games per week. The 8-10-12 &

Under, and Mixed Division teams shall generally play no more than three (3) games per week

Exceptions:

- A. Scheduling due to a shortage of available fields.
- B. Re-Scheduled games due to postponements or weather.
- C. Play-off games
- D. Tournament Games.

No team shall be scheduled to play more than two (2) games per day except in the case of tournament games, play-off games or make-up games.

Section 7. Rescheduled Games

Scheduled games shall be rescheduled in the event of conflicting school activities, which reduces the number of players below the minimum. On the basis of field availability, the Scheduling Coordinator will reset rescheduled games.

ARTICLE VI. GAME RULES

Section 1. Uniforms

A complete uniform should include, team shirt, pants, socks, hat/visor is optional, and shall be worn with no alteration or changes to the uniform with the exceptions of the addition of stars or the player's name to the uniform shirt. Managers shall wear uniform shirts with attire conducive to coaching. In the event of cold weather, warm clothing may be worn under the uniform.

Section 2. Minimum/Maximum Number of Players (all Divisions)

A minimum of 8 players (six of which must be from your rostered team) is required to start and continue a game. With the exception of the 6 & Under Division, no more than 10 players may participate on defense.

Exceptions may be made by the Sports Commission if team has less than the minimum number of players and umpire shall be notified of deviations.

Section 3. Starting Time

If a manager cannot field a team within five (5) minutes after the scheduled starting time, the game is forfeited.

Section 4. Dugouts and On Deck

Only team members, one (1) manager, three (3) coaches, and one (1) team parent shall be allowed within the boundaries of the playing area or in the dugout. **No siblings or parents are allowed in the dugout at any time.**

The on-deck batter shall take a position within the lines of either on-deck circle without blocking the view of any manager or coach.

Section 5. Pre-Game Conferences

Prior to each game, there will be a conference between the umpire(s) and at least one (1) manager or coach from each team at home plate. Introductions, ground rules, rule clarification, and line-up

questions may be discussed. Managers should provide two line-up cards/sheets to the home plate umpire during the pre-game conference.

Section 6. Time Limits

- A. A new inning begins immediately when the final out of the previous inning is made. No new inning may be started after expiration of the Regulation Time limits for the Division. The Regulation Time limits for each Division shall be:

<u>Division</u>	<u>Regulation Time</u>
6 & Under	60 minutes
8-10-12 & Under	75 minutes
Mixed	75 minutes

Or as approved by the board prior to the season commencement

- B. A pitcher will be allowed five (5) warm-up pitches or (1) minute to warm-up between innings.
C. The coach must have all players on the field and ready to play within two minutes.

Section 7. Run Limitations “Mercy Rule”

For all divisions except 6 & Under, a team is declared the winner by the run rule when the losing team has completed its first turn at bat and the team ahead leads by:

- A. 15 runs after 3 innings, or
B. 12 runs after 4 innings, or
C. 10 runs after 5 innings

Section 8. Tie Games

For all games that end in a tie after regulation, the game shall be entered as a tie. No extra innings will be played during the regular season.

Section 9. Tie in Standings

In the Spring season, if two teams finish with identical records, run differential will be used to determine seeding for the end of season tournament.

Section 10. Scorekeepers/Scoreboard

- A. The home team shall provide one (1) scorekeeper for each game. The Visiting team will provide (1) scorekeeper to run the scoreboard.
- B. Before each game, the scorekeepers shall:
1. Obtain the scoreboard equipment from the concession stand. **(Visitor)**
 2. Obtain the designated scorebook for their field from the concession stand. **(Home)**
 3. Connect the scoreboard equipment at the designated field. **(Visitor)**
 4. Obtain the starting line-up from the managers of both teams. **(Home)**
- C. During each game, the scorekeepers shall:
1. Keep score for each team and run the scoreboard.
- D. At the conclusion of the game, the scorekeepers shall:
1. Write the final score in the scorebook, indicating the winning team by name.
 2. Sign the scorebook including the time & date
 3. Return the scorebook equipment and scorebook to the League office.

4. The Winning Team manager or coach will post the final game score at www.smgsl.net by no later than the following day.

Section 11. Batting Line-up

The batting line-up will consist of the entire team roster.

Section 12. Umpires

The umpires shall have final authority for interpretation of SMGSL and USA Softball rules. Rule interpretations may be protested under Article VI Section 17.

Section 13. Bench Time

In the spirit of league play no individual girl will sit the bench more than any other girl on the team during a single game. (Except for disciplinary reasons, violation should have occurred during the current game) This rule will not be policed by Umpires or Sports commissioners, but we expect every manager to follow the guideline as it is the right thing to do.

Section 14. Official Game

Game is official at 45 minutes or 2 and ½ innings completed if the home team is winning.

If a game is suspended before it is an official game, it will be replayed from the beginning.

If the game is suspended after meeting the require of an official game and the home team is not ahead then the winner will be determined by the score of the previous inning.

Example 1: Game is suspended in the top of the fourth inning and the visitors are up 5 to 4 and still batting, game reverts to the 3rd inning where home team was ahead 4 to 3, Home team wins.

Example 2: Same scenario but home team is batting and up 6 to 5 in the bottom of fourth. No reverting to the previous inning and home team wins 6 to 5.

Section 15. General Game Rules

Five minutes after a scheduled game start is considered forfeit time. A minimum of 8 players (six of which must be from your rostered team) is required to start and continue a game. Teams are allowed to pick up players from an age division below during the Spring and the same division during the Fall, to fill in when their numbers fall below ten (10) players. Scheduled games may only be rescheduled in the event of conflicting school activities, which reduces the number of players below the minimum (six from your team roster). Please refer to your league rules for specific definitions. (This section does not apply to 6U division)

Section 16. Crowds and Sportsmanship

There will be no player or crowd interference allowed- hassling opposing teams or calls. If there is any evidence of poor sportsmanship, then the home plate umpire may give one verbal warning to the team's Manager. If there is continued poor sportsmanship, then one out shall be assessed against that team, and the offender shall be removed from the grounds. Failure to leave when instructed will result in a forfeiture of the game.

Section 17. Protests/Fees

An infraction of any rule that is to be protested must be brought to the attention of the Umpire at the

time of the alleged infraction. The protest must also be noted in the scorebook. Make note of situation (runners, batters, outs, etc.) The manager or acting manager must file the protest in writing to the President within 48 hours after the scheduled time of the game. A protest fee of \$25.00 must accompany protest. The Protest Committee must act upon the infraction within one week. If the protest is upheld, the fee may be refunded.

ARTICLE VII. 6 & UNDER DIVISION PLAYING RULES

Section 1. Playing Field

- A. The distance between pitcher's rubber and home plate shall be thirty-five (35) feet. The distance between the bases shall be sixty (60) feet. The pitcher's circle shall be a sixteen (16) foot circle with the pitcher's rubber in the center.
- B. An arc extending from the first base foul line to the third base line, 17.5 feet from the point home plate shall be chalked. (only to be used with Tee)
- C. Chalking requirements shall consist of the foul lines, pitcher's circle, batter's box, 17.5 foot arc, and halfway marks between first & second base, between second and third base, and between third base and home plate.

Section 2. Pitching

- A. The manager of the team at bat will select a member of his/her coaching staff or himself to pitch to his/her batters. A team cannot change the selected coach pitcher until the inning is over.
- B. The coach pitcher may pitch anywhere within the 16-foot circle as long as his/her foot is on or in front of the halfway line.
- C. The coach pitcher must always keep at least one foot within the 16 foot pitching circle when the ball is released. PENALTY: Dead ball, add 1 pitch to count.
- D. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch. VIOLATION: Removal of coach pitcher.
- E. The defensive player/pitcher must stand in the back half of the pitching circle. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 1. The ball is declared dead
 2. The batter is awarded 1st Base
 3. Other base runners will advance one base if forced by the award of 1st base to the batter.
 4. The batting team is given an out.
 5. Teams will not be allowed to score because of intentional coach pitcher interference. Should a run be forced home, then that runner will be the out mentioned in rule: Sec.2/E Rule #4.
 6. Unintentional interference:
 - a. Dead ball
 - b.No out will be charged
 - c. Forced run may score
 7. The defensive player/pitcher must stand in the back half with both feet within the pitching circle until the ball has been hit. With the exception of the catcher, no

defensive player may be closer than 35 feet from the batter until the ball has been hit. The outfielders will remain in the grass until the ball has been hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first play. (Hit ball means fair or foul.)

8. A play will be considered dead once the defensive pitcher is on her feet and has control of the ball directly above her head within the 8 foot radius circle or the defense has stopped the lead runner from advancing, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at the time ball goes dead.
9. The defensive pitcher will give the ball to the coach/ pitcher at the end of each play.

Section 3. Hitting

- A. Batter will be limited to five (5) pitches. A batter will have three (3) pitches to hit a fair ball, and should the batter fail to hit a fair ball at the end of three (3) pitches, the Tee **MAY** then be brought out and the batter will be given two (2) swings. A batter will then be called out if she fails to hit a fair ball by the second swing.
- B. The Tee will only be allowed for the first half of the season. Second half of the season (NO MORE TEE) the batter will receive all 5 pitches or 3 strikes from the coach pitcher. If the 3rd strike or 5th pitch is fouled, the batter will receive an additional pitch until the ball is hit in fair territory or a swing and miss. If five pitches have already been received, the player must swing at the additional pitch.**
- C. If the ball is missed or fouled, it shall be a strike. If off the Tee the ball is hit inside the 17.5 foot arc, it shall be ruled as a foul ball, Maximum number of five (5) swings.
- D. An eleven (11) inch IncrediBall or similar shall be used.
- E. Once the batter is in the batter's box, she may not be further physically assisted by the coach. The batter must enter the batter's box without assistance.
- F. Batters may not throw the bat. The umpire shall give one (1) team warning and on the next occurrence, the batter is out.

Section 4. Base Running

- A. Play shall be stopped when the ball is returned to the pitcher in the pitcher's circle or the defense has stopped the lead runner from advancing. If the lead runner is stopped and the pitcher does not have control of the ball in the pitcher's circle, the batter or other base runners may advance at their own risk. All base runners that have advanced at least halfway to the next base shall be entitled to advance to that base. For a runner to be entitled to the next base, their entire body including trailing foot must be completely beyond the half-way mark. Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from. Otherwise, the base runner must return to the last legally touched base once the ball becomes dead. Once the ball has been returned to the pitcher in the pitcher's circle, the defensive team may make no further play. It is the umpire's judgment as to whether the pitcher is returning to the pitcher's circle to stop play, or merely passing through the circle while making a play.
- B. Once the batter hits a fair ball, and until the ball is returned to the pitcher inside the pitcher's circle, normal USA softball rules apply.

- C. If a batted ball is hit directly to the pitcher in the pitcher's circle it may be relayed for additional outs, if in the judgment of the umpire, the pitcher does not hold the ball to stop play.
- D. There is no stealing or lead offs. If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called, and the umpire will issue a warning to the offensive coach for the first offense. On the second offense if the runner fails to maintain foot contact with the base the runner will be called out. Only one warning will be issued per team per game. Runners may get off the bag once the coach pitcher releases the ball.
- E. The batting line-up will consist of the complete team roster.
- F. The infield fly rule does not apply.

Section 5. Defensive Alignments

- A. All infielders, except the catcher, must be at least thirty- five (35) feet from home plate until batter hits the ball. All other players shall be positioned behind the baseline.
- B. All players will be allowed on the playing field on defense. There will be a maximum of seven (7) infielders including the catcher.
- C. A player may play the pitcher and first baseman positions for no more than one (1) inning each per game.

Section 6. Fielding

Managers shall encourage their players to throw the ball to the bases, as opposed to excessively running or rolling the ball to the bases. If in the umpire's judgment, the players excessively run for a force or tag out, one warning shall be given, thereafter; the runner shall be awarded the next base.

Section 7. Run Limitations

A team may score no more than five (5) runs per inning. The fifth (5th) run constitutes the end of the team's time at bat.

Section 8. Umpires

The League will make every effort to furnish at least one (1) umpire for the games. In the event an umpire is not available the Managers of the teams should designate a coach or parent to umpire the game.

Section 9. Time Limitation

No new innings may be started after the expiration of time, which shall be 60 minutes.

Section 10. Coaching Staff

There shall be no more than two (2) defensive coaches per team on the field **in foul territory** at any one time, and one (1) in the dugout. Under no circumstance may any coach venture into the infield during a live play. Interference from any coach will result in an out.

Section 11. Overthrows

On the first play after the ball is hit, if an overthrown ball goes into foul territory, base runners shall be allowed to advance one (1) additional base at their own risk. Runners may return to touch a missed base. If more than one runner is on base and they are between the same bases, the award shall be placed on the position of the lead runner.

ARTICLE IX. 8 AND UNDER PLAYING RULES

Section 1. Playing Field

- A. The distance between pitcher's rubber and home plate shall be thirty (30) feet. The distance between the bases shall be sixty (60) feet. The pitcher's circle shall be a sixteen (16) foot diameter circle with the pitcher's rubber in the center.
- B. Chalking requirements shall consist of the foul lines, pitcher's circle, batter's box, and halfway marks between first and second base, between second and third base, between third base and home plate, and a line bisecting the pitcher's circle between first and third base.

Section 2. Pitching

- A. The pitching rubber will be at a distance of 30 feet.
- B. ALL PITCHERS ARE REQUIRED TO WEAR A FACE MASK
- C. An illegal pitch, when called by the umpire, will be a ball. No other penalty will be enforced.
- D. To simplify the tracking of the number of innings pitched by each player. SMGSL 8U division players will be allowed to pitch no more than 2 innings per player per game. If the game goes to five (5) innings, a pitcher will be allowed to pitch a 3rd inning in that game.
- E. Penalty for exceeding the innings limitation is forfeiture of the game where the rule infraction occurs.
- F. No batter will be awarded a walk. After (4) balls on the batter, the designated coach pitcher shall finish the count with a max of 2 pitches.
- G. After two (2) at bats have four (4) balls pitched in the inning or two (2) hit batters in the inning, the coach pitcher will pitch the rest of the inning.
- H. Anytime the coach pitcher is pitching to a batter, all previous coach pitch rules are in effect.

The manager of the team at bat will select a member of the coaching staff or himself to pitch to his/her batters. A team cannot change the selected coach pitcher until the inning is over. (unless due to injury.)

The coach pitcher shall one foot in contact with the pitching rubber when releasing the ball. **PENALTY:** Dead ball, add 1 pitch to count.

The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch.

Once the coach pitcher has released the ball he/she may not coach until they are back in the dugout.

Only then may they coach/cheer. (Umpires Discretion) VIOLATION: One warning will be given subsequent infraction will result in removal of coach pitcher.

The defensive player/pitcher must stand in the back half of the pitching circle until the ball leaves the coach pitcher's hand. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:

1. The ball is declared dead
2. The batter is awarded 1st Base.
3. Other base runners will advance one base if forced by the award of 1st base to the batter.
4. The batting team is given an out.

5. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, then that runner will be the out mentioned in rule: Sec.2/E Rule #4.
6. Unintentional interference:
 - a. Dead ball
 - b. No out will be charged
 - c. Forced run may score
7. The defensive players must stand in the back half with both feet within the pitching circle until the ball has been pitched. With the exception of the catcher, no defensive player may be closer than 35 feet from the batter until the ball has been pitched. The outfielders will remain behind baselines until the ball has been pitched. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first play. (Hit ball means fair or foul.)
8. A play will be considered dead once the defensive pitcher has control of the ball within the 16-foot circle or the defense has stopped the lead runner from advancing, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at the time ball goes dead.
9. After the play is over the defensive team should throw the ball back to the player pitcher and then they will give the ball to the coach/pitcher ready to begin the next play.

Section 3. Hitting

- A. After four (4) balls on the batter, the designated coach pitcher shall pitch. The designated coach pitcher shall have one foot in contact with the pitching rubber when releasing the ball. When the designated coach pitcher enters the game, the player/pitcher shall remain behind the pitching rubber, with both feet on or within the pitching circle, and on either side of the designated coach pitcher. The player/pitcher may not advance beyond the pitching rubber until the ball is released by the designated coach pitcher.
- B. The batter will be allowed up to two (2) pitches from the coach pitcher, when the batter has either zero or one (1) strike. If the batter has a two (2) strike count when the designated coach pitcher enters the game, the designated coach pitcher will have only one pitch. If the batter hits the last pitch foul, the batter will be allowed to bat until the batter strikes out or hits a ball into fair territory.

# of Strikes	# of Coach Pitches
0	2
1	2
2	1

<<**The dropped third (3rd) strike rule "WILL NOT" be in effect**>>If the batter is hit by the defensive (girl) pitcher, a walk shall be awarded. If the designated coach pitcher hits the batter, the pitch shall be called a strike, and another pitch shall be thrown (if within above count) until a strike out or fair ball is declared.

- C. The designated coach pitcher is prohibited from doing any coaching while on the field of play (this rule does not include fall). One verbal warning shall be given, and on the next incident, the runner closet to home plate shall be declared out.

- D. The defensive player/pitcher must stand in the back half of the pitching circle. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher **Intentionally interferes with the play:**
1. The ball is declared dead.
 2. The batter is awarded first (1st) base
 3. Other base runners will advance one base if forced by the award of first (1st) base to the batter.
 4. The batting team is given an out.
 5. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, then that runner will be the out mentioned in rule above.
- E. The infield fly rule does not apply.
- F. Batters may bunt. If the batter shows bunt she must bunt. Slapping is not allowed. If the umpire determines a slap was attempted on a fair ball, the batter is out and no runners advance.
- G. Batters may not throw the bat. The umpire shall give one team warning and on the next occurrence, the batter is out.

Section 4. Base Running.

- A. Stealing is not allowed. Base runners cannot leave the base until the ball leaves the pitcher's hand.

Section 5. Defensive Alignments.

- A. There will be a maximum of six (6) infielders positioned no closer than 35 feet to home plate before the pitch. All other players must play on the grass until the ball is pitched.
- B. Catchers must be directly behind the batter's box. The Catcher must be in a squatted position. The catcher position must be played as it would in the older age group. Each team, when on defense, will position its players in the 10 standard defensive positions. P, C, 1B, 2B, 3B, SS, LF, LCF, RCF, RF. All players must start in their designated position. Outfielders must start on the grass and cannot leave the grass prior to any ball contact.

Section 6. Run Limitations

No more than five (5) runs per inning will be scored by any team during the entire game. The fifth (5th) run constitutes the end of the team's time at bat.

Section 7. Umpires

The league will make every effort to furnish at least (1) USA certified umpire for each game.

Section 8. Time Limitation

No new innings may be started after the expiration of time, which shall be 75 minutes.

Section 9. Coaching Staff

There shall be no more than one (1) manager or coach on the field for the defensive team. This manager or coach must be positioned behind all defensive players in foul territory. Interference from any coach or manager shall result in an out.

Section 10. Overthrows

NO OVERTHROW RULE.

Section 11. Additional Players

All pick up players must be SMGSL league registered for the current season

A team may pick up from (1) to (4) players from the 6 & Under Division to field a maximum of (10) players for a game. (i.e. - a team may only pick up three players if seven regular roster players are present) Parental consent must be obtained from one of the pick-up player's parents. These pick-up players must play outfield and bat last. These Players must wear the helmets with face guards.

Section 12. Substitute Runner

NO SUBSTITUTE RUNNER

ARTICLE X. 10 & UNDER DIVISION PLAYING RULES

Section 1. Playing Field

- A. The distance between the pitcher's rubber and home plate shall be thirty-five (35) feet.
- B. The distance between the bases shall be sixty (60) feet.

Section 2. Pitching

- A. An illegal pitch, when called by the umpire, will be a ball. No other penalty will be enforced.
- B. To simplify the tracking of the number of Innings Pitched by each player. SMGSL 10u division players will be allowed to pitch no more than 2 innings per player per game. If the game goes to five (5) innings, a pitcher will be allowed to pitch a 3rd inning in that game.**

Penalty for exceeding the innings limitation is forfeiture of the game where the rule infraction occurs.

- C. Per inning each team will only receive 2 walks after the 2nd walk the coach pitcher will come out to pitch the next set of 4 balls to finish the count with a max of 2 pitches.

Section 3. Hitting

- A. After four (4) balls on the batter, the designated coach pitcher shall pitch. The designated pitcher shall have one foot in contact with the pitching rubber when releasing the ball. When the designated coach pitcher enters the game, the player pitcher shall remain no closer than even with the pitching rubber, with both feet on or within the pitching circle, and on either side of the designated pitcher. The player pitcher may not advance beyond the pitching rubber until the ball is released by the designated pitcher. If the batter has either zero or 1 strike, when the designated pitcher enters the game, the designated pitcher will have two pitches. If the batter has a two (2) strike count when the designated pitcher enters the game, the designated pitcher will have only one pitch. If the batter hits the last pitch foul, she will be allowed to bat until she strikes out, or hits a ball into fair territory. No stealing allowed during coach pitch.

The dropped third (3rd) strike rule "WILL" be in effect

- B. The dropped 3rd strike will only be in effect during a girl pitch situation.

If a girl pitcher pitches a strike either called or swung at and the catcher drops the ball the catcher must either

ball to first base to occupied dropped apply. If girl batter

# of Strikes	# of Coach Pitches
0	2
1	2
2	1

tag the runner or throw the record the out. If first base is third strike rule does not runner exits the field of play

(ie enters the dugout) she is also considered out. For SMGSL league play a runner on 3rd base can score on dropped third strike play.

- C. If the batter is hit by the defensive (girl) pitcher, a walk shall be awarded. If the designated coach pitcher hits the batter, the pitch shall be called a strike, and another pitch shall be thrown (if within above count) until a strike out or fair ball is declared.
- D. The designated adult pitcher is prohibited from doing any coaching while on the field of play (this rule does not include fall). One verbal warning shall be given, and, on the next incident, the runner closest to home plate shall be declared out.
- E. The defensive player /pitcher must stand in the back half of the pitching circle. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher
- a. Intentionally interferes with the play:
 1. The ball is declared dead
 2. The batter is awarded 1st Base.
 3. Other base runners will advance one base if forced by the award of 1st base to the batter.
 4. The batting team is given an out.
 5. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, then that runner will be the out mentioned in rule: above.
 - b. Unintentional interference:
 1. Dead ball
 2. No out will be charged
 3. Forced run may score
- F. The batter shall be allowed to bunt off the designated pitcher coach. The player pitcher is allowed to charge upon release of the pitch from the designated pitcher coach.
- G. Batters may not throw the bat. The umpire shall give one (1) team warning and on the next occurrence, the batter is out.

Section 4. Base Running

Stealing is allowed. Under no condition is a runner permitted to steal a base when the designated adult pitcher is on the field. If a Base Runner does attempt the steal she does so at her own risk (she is liable to be put out) and at the end of the play the umpire will put her back to the base that she has left. Base runners cannot leave the base until the ball leaves the pitcher's hand.

Base runners may steal home on passed ball from the player/pitcher only.

Section 5. Defensive Alignment

There will be a maximum of six (6) infielders, including the catcher and pitcher positioned inside the

base lines.

Section 6. Run Limitations

No more than five (5) runs per inning may be scored by any team.

Section 7. Umpires

The league will make every effort to furnish at least (1) ASA-USA Softball certified umpire for each game.

Section 8. Time Limitation

No new innings may be started after the expiration of time, which shall be (75) minutes.

Section 9. Additional Players

All pick up players must be SMGSL league registered for the current season

A team may pick up from (1) to (4) players from the 8 & Under Division to field a maximum of (10) players for a game. (i.e. - a team may only pick up three players if seven regular roster players are present) Parental consent must be obtained from one of the pick-up player's parents. These pick-up players must play outfield and bat last.

Section 10. Substitute Runner

The manager shall have the option of using a substitute runner for the designated catcher & pitcher of the next time the team takes the field. The catcher cannot be removed from her position the next inning unless she is injured or replaces the pitcher position. The Pitcher cannot be substituted until she has pitched to at least one girl at least 3 strikes or 4 Balls or a hit. The substitute runner will be the player that made the last recorded out.

ARTICLE XI. 12 & UNDER DIVISION PLAYING RULES

Section 1. Playing Field

- A. The distance between the pitcher's rubber and home plate shall be forty (40) feet.
- B. The distance between the bases shall be sixty (60) feet.

Section 2. Pitching

To simplify the tracking of the number of Innings Pitched by each player. SMGSL 12U di-vision players will be allowed to pitch no more than 3 innings per player per game. If the game goes to seven (7) innings, a pitcher will be allowed to pitch a 4th inning during that game.

Penalty for exceeding the innings limitation is forfeiture of the game where the rule infraction occurs.

Section 3. Run Limitations

No more than five (5) runs per inning may be scored by any team

Section 4. Time Limitation

No new innings may be started after the expiration of time, which shall be (75) minutes.

Section 5. Defensive Alignment

There shall be a maximum of ten (10) defensive players on the field.

Section 6. Additional Players

All pick up players must be SMGSL league registered for the current season

A team may pick up from (1) to (4) players from the 10 & Under Division to field a maximum of (10) players for a game. (i.e. - a team may only pick up three players if seven regular roster players are present) Parental consent must be obtained from one of the pick-up player's parents. These pick-up players must play outfield and bat last.

Section 7. Substitute Runner

The manager shall have the option of using a substitute runner for the designated catcher & pitcher of the next time the team takes the field. The catcher cannot be removed from her position the next inning unless she is injured or replaces the pitcher position. The Pitcher cannot be substituted until she has pitched .to one batter at least 3 strikes or 4 Balls or a hit. The substitute runner will be the player that made the last recorded out.

ARTICLE XII. MIXED DIVISION PLAYING RULES

Section 1. Playing Field

- A. The distance between the pitcher's rubber and home plate shall be forty (43) feet.
- B. The distance between the bases shall be sixty (60) feet.

Section 2. Pitching

There is not a pitching limit for the mixed division.

Section 3. Number of Players

- A. A fielded team consists of no more than (10) players and no less than (8) players.
- B. A forfeit shall be declared against a team who cannot field (8) players within (5) minutes of the regular scheduled playing time. If neither team appears, a double forfeit shall be declared.

Section 4. Additional Players

All pick up players must be SMGSL league registered for the current season

A team may pick up from (1) to (4) players from the 12 & Under Division to field a maximum of (10) players for a game. (i.e. - a team may only pick up three players if seven regular roster players are present) Parental consent must be obtained from one of the pick-up player's parents. These pick-up players must play outfield and bat last.

Section 4. Run Limitation

No more than Five (5) runs per inning may be scored by any team

Section 5. Time Limitation

No new innings may be started after the expiration of time, which shall be (75) minutes.

Section 6. Substitute Runner

The manager shall have the option of using a substitute runner for the designated catcher & pitcher of the next time the team takes the field. The catcher cannot be removed from her position the next inning unless she is injured or replaces the pitcher position. The Pitcher cannot be substituted until she has

pitched to at least on girl at least 3 strikes or 4 Balls or a hit. The substitute runner will be the player that made the last recorded out.

ARTICLE XIII. SUMMARY OF RULE DIFFERENCES BY DIVISIONS

	6& Under	8 & Under	10 & Under	12 & Under	Mixed
Pitching Distance	35 feet	30 feet	35 feet	40 feet	43 feet
Base Distance	60 feet	60 feet	60 feet	60 feet	60 feet
Time Limit	60 minutes	75 minutes	75 minutes	75 minutes	75 minutes
Ball Size	11 " Increda Ball	11 " RIF ball or ADSTAR 10	11 inch	12 inch	12 inch
Stealing	No	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes	Yes
Dropped 3rd Strike	No	No	Yes	Yes	Yes
Run Limitations	5 per Inning	5 per Inning	5 per Inning	5 per Inning	5 per Inning
Run Ahead Rule	None	15 after 3 innings; 12 after 4 innings, 10 after 5 innings	15 after 3 innings; 12 after 4 innings, 10 after 5 innings	15 after 3 innings; 12 after 4 innings, 10 after 5 innings	15 after 3 innings; 12 after 4 innings, 10 after 5 innings
Begin Open Innings	None	None	None	None	None

ARTICLE XIV. FALL LEAGUE RULE ADAPTATIONS

Article II, Section 3 All players will be assigned to teams, according to method approved by the VP of Sports.

Article III, Section 2 During the month of August, prospective Managers and Coaches shall be recruited by the League Commissioner with final assignments made following registration.

Article IV, Section 1 Players in all divisions will be assigned to teams method approved by the VP of Sports.

Article V, Section 1 The SMGSL Board must provide a schedule for not less than six (6) regulation games per team in the fall regular season.

Article V, Section 3.B Each team will be allowed three (3) team activities per week, Sunday through Saturday.

Article V, Section 6 Generally, no Division teams shall play more than one (1) game per week.

Article X, Section 2 Each pitcher may pitch a total of two innings in a game.

Article XI, Section 2 Each pitcher may pitch a total of three innings in a game.

Article XII, Section 2 Each pitcher may pitch a total of three (3) innings in a game.

Substitute Players

All Divisions - A manager is allowed to pick up from within the same division. The Pickup players must bat last and play in the outfield. Managers cannot pick up players from within the same division during the EOS Tournament unless approved by the VP of Sports

1. The scorekeepers shall keep the score for each inning. At the conclusion of the inning, the score shall revert back to 0. There will be no progressive scores since there are no wins and losses.
2. A (5) five run maximum per inning applies to all divisions.
3. There are no open innings.
4. Games are final when time expires and the batter at the plate finishes her at bat. (i.e. drop dead time, finish the batter)
5. The run rule ahead does not apply for fall.
6. Each player must play one inning of infield during the fall season.

ARTICLE XV. YEAR ROUND TOURNAMENT TEAMS

Registered league players can play on tournament teams as long as it does not conflict with their league schedule. League activities take precedent over tournament teams.

YRT can play in the league schedule at the board's discretion, these teams MUST play up to the next age group. i.e. a Year Round IOU team MUST play 12u league.

Any league games that are played against YR teams will not affect the league standings in any way as the

YR team games do not count.

The exception would be any tournament that SMGSL teams may take part in.

ARTICLE XVI. ALL STAR TOURNAMENT TEAMS

Section 1. All-Star Eligibility and Practice

Eligibility for All-Star division play is based exclusively on age as set forth by the South Montgomery Girls Softball League (USA). There are five USA divisions: 6 & under, 8 & under, 10 & under, 12 & under and 14 & under. Age eligibility is determined based on a player's age as of January 1st of the current year.

All-Star teams are not allowed to be selected or practice before the 1st of April. Regular season team practice will take precedence over All-Star team practice until the regular season has ended.

Section 2. All-Star Selection Committee

The purpose of the All-Star Selection Committee (the Committee) is to supervise the selection process of All-Star managers and players. The Committee will consist of the Commissioner, the VP of Sports and a Board Member at Large to be appointed by the President. All players selected to an All-Star team are subject to approval by the Committee.

Section 3. All-Star Manager Selection Procedure

The VP of Sports or designee will contact each team manager to determine if they are interested in managing an All-Star team. Interested managers will have their names placed in nomination. Managers may nominate themselves in a division other than the division they are managing during the regular season (for example, 12U division manager may place their name in nomination as the 10U All-Star manager). Each manager will vote for one of the nominees in their respective division, with each manager eligible to vote in only one division. In addition to the manager's votes, the Commissioner and the VP of Sports shall each have one vote in each division.

In the event the Commissioner or VP of Sports is a nominee, they may not vote in their capacity as a Committee member for the division in which they are a nominee, and the

Board Member at Large will then become the voting member of the Committee. In the event of a tie vote, the nominees may be interviewed by the Committee and the league President. If the Committee is unable to reach a decision, the league President will cast the deciding vote.

If no regular season manager places their name in nomination to manage the All-Star team in a certain division, then the Board of Directors (the Board) may extend the offer to assistant managers or other qualified candidates. The Committee will endeavor to present final All-Star manager selections to the Board during the April board meeting. Final All-Star manager selections are subject to approval by the Board.

Section 4. All-Star Player Selection Procedure

All Players interested in participating in all-stars must fill out an All-Star form and submit it electronically to sports@smgsl.net.

Each regular season team manager will be contacted by the Commissioner or the VP of Sports and asked to nominate a minimum of two eligible players (there is no maximum) from their team for an All-Star

team. In addition, each team manager will be asked to nominate five eligible players from the rest of their division. Any eligible player participating in a higher division during the regular season will automatically have their name placed in nomination. The selected manager's daughter will receive an automatic vote but will not count as one of the first seven chosen for the all-star team. The Committee will compile a list of nominees and submit them to the managers in their respective divisions for vote. Each manager will receive seven votes. The votes from each manager will be tallied and used for placing girls on the All-Star team as "league-wide" selections. The seven players receiving the most votes will be placed on the All-Star team as league-wide selections. However, in order to be considered for league-wide selection, a player must receive a minimum of two votes.

The names of the remaining nominees will be given to the All-Star team manager for review and selection, although nomination is not required to be selected for the All-Star team. The All-Star manager is responsible for selecting the remaining players

(up to a maximum of 14 players) on the team.

An All-Star manager may request a player voted in as a league wide selection be removed for cause. The Committee will be responsible for reviewing any such request. All players selected to an All-Star team are subject to approval by the Committee.

Section 5. All-Star "B-Team" Formation

The Board may consider forming a second All-Star team (or "B-Team"). The manager receiving the second most votes during the All-Star manager selection process will receive first consideration for the B-Team manager position, the B-Team manager may also be appointed by the Board. All manager selections are subject to approval by the Board.

Any eligible player receiving a vote during the league wide selection process that was not placed on an All-Star team will automatically be placed on the B-Team. The B-Team manager is then responsible for selecting the remaining players (up to a maximum of 14 players) on the team. The manager may request a player voted in as a league wide selection be removed for cause. The Committee will be responsible for reviewing any such request. All players selected to an All-Star team are subject to approval by the Committee.

- 1st Team - The Woodlands Force
- 2nd Team- The Woodlands Stealth

Section 6. Equipment

Each team manager will be issued SMGSL catcher's gear for use during the tournament season. Game balls (required by some tournaments) shall be purchased by the team and will be reimbursed in manner indicated in the Team Budget section above as Other Team Costs. The team manager shall contact the SMGSL Board member assigned to Equipment in this regard.

Section 7. Team Uniforms

Teams shall purchase all articles of the team uniform. The team manager shall be reimbursed in manner indicated in the Team Budget section above as Other Team Costs. Purchases by SMGSL teams are exempt from sales tax... please request from vendor to receive that exemption. The all-star team name will be FORCE if we have two all-star teams in a division the 2nd team will be the Stealth. Team colors

for both teams will be Royal blue, white and black. Colors can be used in any order on the uniform.

Managers and coaches shall wear same uniform shirts. Coordinating shorts, socks and/or caps/visors for each manager and coach are preferred, but not mandatory Coordinating shirts, shorts, socks and caps/visors for each player must be uniform for your team.

The team manager may choose to individualize the player uniforms (IE player name on back of jersey and/or cap), but all must be uniform for the team.

Section 8. Team Budget

Sponsor and/or parent contributions (if deposited with SMGSL) shall be added to your Team Budget. Tournament fees may be paid directly by SMGSL for your team or SMGSL will reimburse team manager if paid directly by him/her on behalf of the team. Other Team Costs shall be paid directly by team manager and SMGSL will reimburse team manager and deduct same from the Team Budget. Other Team Costs may be paid directly by SMGSL, but arrangements should be made in advance with the SMGSL Treasurer. SMGSL will only pay for team costs up to amount available in your Team Budget. Managers are responsible for keeping a detailed account of all Monies and turning those records over to the league at the conclusion of the ALL Star season. Any unspent monies will revert to the league.

Section 9. Team Funding and Sponsors

SMGSL post-season tournament teams are not 100% funded by the league, and may require additional monetary commitments from parents and/or sponsors. Team's members may solicit sponsors for their team. SMGSL is a non-profit entity classified as a Section 501(c)3 corporation and all contributions (only excess value over value of service or product received) are classified as tax-deductible donations. All sponsor funds shall be deposited with league via check payable to SMGSL and amount will be added to each team's individual budget. All sponsors are subject to approval of SMGSL Board.

The sponsor name and/or logo may be added to the team banner - the manner of display shall be secondary to the team name. The purchase of the team banner is optional and shall be purchased as indicated in the Team Budget section below as Other Team Costs.

The sponsor name and/or logo may not be displayed on the team uniform.

It is recommended that team sponsors be recognized with a sponsorship appreciation plaque and team photo. The team manager shall be responsible for ordering this plaque from the photo vendor and distributing to the sponsor. The purchase of this plaque is optional and shall be purchased as indicated in the Team Budget section below as Other Team Costs.

Section 10. Team USA Softball Registration, Insurance, Travel Permits and Rosters for Tournaments

SMGSL will provide USA Softball registration and insurance for all post-season tournament teams. Each player is required to obtain an individual ASA Photo ID card. The team manager may need to assist the SMGSL Board in completing the process to obtain these USA Softball photo ID cards. It is recommended that team managers retain possession of all USA Softball photo ID cards for team....do not distribute to each player. Each team is responsible for obtaining travel permits when participating in out of District 14 tournaments through the ASA District 14. Team managers are responsible for registration and roster submission for all state, regional, and national tournaments.

Section 11. USA Softball District 14 Youth Commissioner
Clint Roach

Phone 281-650-2433

Section 12. Park Designation, Park Location, and Team Name

Park Designation:

South Montgomery Girls Softball League (SMGSL)

Park Location: The Woodlands, Texas

Team Name for All Star Teams in ALL divisions: The Woodlands Force; The Woodlands Stealth

Section 13. Practice schedule

Upon selection of your team, each team manager may schedule practice times for field and batting cage. League games and practices have priority over post- season tournament team games and practices until league play ends. Practice times shall be coordinated through the SMGSL Scheduling Coordinator. Until league play ends, field practice and batting cage time may be scheduled for any available time period. At the end of league play, more practice times will be available for scheduling.

Section 14. Additional Questions

Please contact the appropriate SMGSL Board member for any additional questions related to the above.

ARTICLE XVI. AMENDMENT TO LEAGUE RULES

The League shall be governed by the following League Rules, which shall be reviewed and revised at the sole discretion of the SMGSL Board present at a meeting in which all SMGSL Board members are present and/or represented by proxies. A two-third (2/3rds) vote shall be required to alter or amend these League Rules. In the event of conflict with the rules of USA, SMGSL League Rules shall govern.

Edna Grounds
League President

Sean Forman
VP Sports Commission