



Girl's Local League Softball Rules 2012

9 & Up Rules & Regulations updated 3/23/12



1. Birth date cut-off for eligibility is January 1.
2. Player's birth certificates are required in order to participate in this league. Birth certificates for every team should be retained by the coaches.
3. Each home team must have their fields properly dragged, lined off and in good playing condition.
4. Each home team must furnish a qualified official scorekeeper. The scorekeeper should sit in close contact with the umpire at all times. Home teams are responsible for paying the umpires. Each team must furnish a playable game ball. Sanctioned Dizzy Dean umpires will be used for all league games.
5. The Girl's softball league will operate under the rules and regulations of Dizzy Dean (with exception of the local league rules).
 - A. Fast Pitch League (9-10 yrs.): The official Dizzy Dean softball is a yellow optic, 11" red stitch - 47 C.O.R. and ball compression of 375 or under.
 - B. Fast Pitch League 11 - 12 yrs. and 13 -15 yrs.: The official Dizzy Dean softball is a yellow optic, 12" red Stitch 47 C.O.R. and ball compression of 375 or under.
 - C. Fast Pitch League 13 – 15 yrs, a 15 year old may play but **may not pitch**.
 - D. No metal spikes are allowed.
 - E. All batting helmets must be equipped with an approved face mask/guard. Any player without an approved face mask/guard on their batting helmet will not be allowed to bat. Youth catchers must wear an approved batter's helmet with ear flaps, the catcher's helmet and mask, or an approved plastic face mask/guard with the catcher's helmet. The throat protector is optional on the catcher's mask. Also, all offensive batters, on-deck batter, players and players acting as coaches in the coaches' boxes and all runners must properly wear an approved batting helmet. **All batting helmets must be equipped with chinstraps.**
6. A Player **CAN NOT** play on two (2) or more teams in any league (slow or fast pitch) after the league season has started or before the league season has ended. Once the regular 'Local League' season has ended, players are allowed to participate in other leagues as deemed eligible by Dizzy Dean. **No picks are allowed, with the exception of an emergency where you do not have enough to play due to sickness, etc.**
7. A line up will be exchanged by both coaches before the start of each game shows the name and number of each player.
8. **All games will start at 6:15 p.m. There will be a grace period of 10 minutes for the First (1st) game ONLY. (Clock starts at 6:15).** The time will be taken off the game time so that the next game will start on time.
9. The Dizzy Dean umpires judgment will be used in stopping runners on the bases or calling time when the play is completed or the ball is dead.
10. The base length will be 60 feet.

11. Pitching Distance –Ages 9/10 (35 ft.), 11 & Up (40 ft.), 13 thru 15 (43 ft.)
12. Pitcher's Circle – is a 16 ft. diameter with an 8 foot radius drawn from the middle of the pitcher's plate.
13. The infield fly rule shall be in effect in the 9 to 15 age group. In these age groups, you can steal all bases, Including home; at her own risk. Dropped third strike in effect (will be allowed): Ages 9/10 the ball must pass batter before stealing and ages 11 to 15, ball must leave pitchers hand.
14. The Fast Pitch League (All Ages) will play 7 innings or a time limit of 1 hour & 15 minutes with a 5 run-rule. If a team scores as many as 5 runs an inning, the inning is over at that point.
15. **The Time Limit means an inning cannot start after the time limit has expired. If the home team is ahead and the time limit has expired during their time at bat, the game will be declared over. If the visiting team is ahead in the top half of an inning and the time limit expires, the game will continue until three (3) outs have been recorded. If the visiting team ties or goes ahead in score in an inning in which the time limit has expired, the home team will get their chance to bat in the bottom of that inning. SOME TOURNAMENT RULES MAY VARY.**
16. The Fast Pitch League (9 - 10 yrs.)

NOTE: A runner, attempting to advance beyond the one base they are entitled to steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.
17. You can have a runner for the pitcher or catcher at any time. Use subs first. If no subs, it's the last batted out.
18. In the Fast Pitch League (9 - 10 yrs.), the pitcher does not have to pitch for an intentional walk.
19. Any player or coach ejected from a game for unsportsmanlike conduct shall not participate in the next game played by their team. A second ejection, if in the opinion of the association, a coach may be suspended from the league.
20. **LOOK BACK RULE:** The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.
21. **NO JEWELRY:** (Covered or Exposed) will be allowed in the Girl's Softball League. If jewelry of any kind is discovered, the umpire will warn the player by asking for it to be removed. If the player refuses to remove the jewelry, an out will be recorded for her time at bat, and the player is subject to ejection from the game.

NO-SHOW RULE: In the event that a visiting team from a different association does not show up for a scheduled league game, each organization is responsible to contact the other organization to recover expenses paid to officials. **All games will be played as scheduled; however, if an emergency situation comes up, you must notify the Recreation Department you are playing 48 hours in advance.**

MOVE RULE: Any player or coach who moves their legal residence, from one season to the next, will be eligible to play with whatever community organization they choose.

SHORT-HANDED RULE:

A team can start a game with 7 players on hand. If an additional roster player for that team arrives, that player must be inserted into the batting line-up at the last batting position and bat in that position during the game. The Team Coach must notify the Official Scorekeeper as soon as this addition is made. If and when the additional roster player arrives, that player may immediately be placed on defense if that team is in the field.

IF A PLAYER HAS TO LEAVE THE GAME DUE TO AN EMERGENCY SITUATION, SICKNESS, OR INJURY, THERE WILL BE NO PENALTY. IF A PLAYER LEAVES THE GAME FOR ANY OTHER REASON, THE PENALTY WILL BE AN OUT.

A team has started the game (short-handed). The minimum number of players while in the field or on defense after the game has started is 7 players. Any team that gets down to less than 7 players in the field or on defense will forfeit.

A local league rule will allow a team to play with 7 players with an options to pick up one (1), however, pick up player will play in the outfield and bat last. If a team only has 5 players the maximum pick up players will be two (2) to make a total of 7 players.

**EVERY PLAYER MUST PLAY A REQUIRED TIME OF AT LEAST 1 TIME AT BAT
AND 3 OUTS ON DEFENSE. MORE PLAYING TIME SHOULD BE GIVEN
WHEN EVER POSSIBLE.**

**FORMATION OF TEAMS
AND PLACEMENT OF PLAYERS**

- ✓ Existing players from previous season automatically go to the team they played on the previous season. These "**CORE**" team rosters will be verified by each association. Any and all players added to any team will be a blind draw or a player evaluation draw.
- ✓ If registration warrants formation of a new team, this new team starts with the children of the head coach (daughter, granddaughters, etc.), and the children of one (1) designated assistant coach. Head Coach will then add any and all new players by drafting on a player by player (if using blind draw) or a point by point (if using player evaluation draw) until he/she reaches or surpasses lowest player or point total for existing teams.
- ✓ The above formation of teams draft system must be monitored by NNGSBA and will be classified as recreational "B" teams.
- ✓ Any adjustment to "B" teams roster for such reasons as late sign ups, disbanded teams, transportation, or if any player, coach, or parent is not compatible will be accomplished by area member officials with the approval of the NNGSBA committee.
- ✓ Also, it shall be noted that these recreational "B" teams shall not at any time combine to form as one team.
- ✓ Any team not meeting the requirement to be classified as a recreational "B" team will be disbanded or classified as a select "A" team.
- ✓ When requested by head coaches from two separate teams in the same age group, the NNGSBA committee will review the status of a team and rule on "A" Vs "B" rating. If this involves a team from the organization of one of the NNGSBA committee members he/she will not be allowed to vote. This decision may be appealed to the NNGSBA. Their decision is final.
- ✓ Each area organization will decide coaching for his/her area.