

hilliard Girls softball association



Intramural League Rules

2010

☆ Coaches Must Have a Copy of These Rules at Every Game ☆

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Intramural League Description Summary

ALL girls will play in their own age division – NO EXCEPTIONS!

- Minors:** Ages 5-6 (age on 2009 birthday)
90 min. games (no new inning to be started after 70 min); introduction to various fielding positions; no umpires; coach-pitch; no score or standings recorded; no bunting; no stealing; every player bats every inning; no advancement on overthrows; coaching in the field; *emphasis on introducing the rules, fielding positions, and individual fundamentals*
- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY
- U8:** Ages 7-8 (age on 2009 birthday)
No game time-limit (no new inning to be started after 95 minutes); instructional league with friendly competition encouraged; coaches will make calls on bases; coach-pitch; score and standings recorded; no hit=1 out; no stealing; 3 outs retires the side; maximum of 7 runs scored per inning; coaching from the side-lines; no advancement on overthrows; continued focus on the rules, fielding positions, and individual fundamentals; *added emphasis on team fundamentals*
- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY
- U10:** Ages 9-10 (age on 2009 birthday)
No game time-limit (no new inning to be started after 95 minutes); instructional league with friendly competition encouraged; umpire provided; kid-pitch; no walks (coach-pitch after 4 balls); no stealing; advance at-own-risk on overthrows (limited to a single base); dropped 3rd strike rule does NOT apply; maximum of 5 runs scored per inning; *added emphasis on individual fundamentals, team fundamentals, and game strategy*
- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY
- U12:** Ages 11-12 (age on 2009 birthday)
No game time-limit (no new inning to be started after 95 minutes); instructional league with friendly competition encouraged (geared to prepare for school team play); umpires provided; kid-pitch; walks allowed, limited stealing (no stealing home); dropped 3rd strike rule applies, infield fly rule does NOT apply; maximum of 5 runs scored per inning; *emphasis on individual fundamentals, knowledge of rules, and team strategy*
- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY
- Majors:** Ages 13-18 (age on 2009 birthday)
No game time-limit (no new inning to be started after 95 minutes); maximum of 8 runs scored per inning; higher level of play with friendly competition; umpires provided, ASA rules apply without exception
- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY!

I. hGsa RULES AND REGULATIONS

- A. The Board of Directors wishes to remind all coaches, players, and spectators that the object of this association, as stated in Article II-Objective of the hGsa Constitution, reads as follows:

"The hilliard Girls softball association is dedicated to recreation, good sportsmanship, physical development and community pride. This goal will be attained by recruitment and training of qualified adults at the community level. This building of character and molding of personality transcends the acquisition of athletic skill or winning of the game. The primary concern of the hGsa is to help prepare today's girls for active leadership roles as the citizens of tomorrow."

- B. While the Board of Directors strongly urges parental and community support of the league, through attendance of the game, we just as strongly urge that the umpire and coaches have complete control of the game. Spectators shall confine their participation to that of a supportive nature. Umpires, coaches and Board Members shall share the responsibility of policing and discouraging against spectator abuse and interference.
- C. The term "Intramural" refers to following league divisions: Tee Ball, Minors, U8, U10, U12, and Majors.

1. Intramural League Divisions:

Minors:	Ages 5 and 6	Players must not turn 7 before 1/1/10
U8:	Ages 7 and 8	Players must not turn 9 before 1/1/10
U10:	Ages 9 and 10	Players must not turn 11 before 1/1/10
U12:	Ages 11 and 12	Players must not turn 13 before 1/1/10
Majors:	Ages 13-18	Players must not turn 19 before 1/1/10

2. Intramural team players will be selected based on a random drawing for each team. The only exception is that coaches may request his/her daughters be assigned to his/her team.
3. **All players must play in their own division/age group – NO EXCEPTIONS**

- D. The term "Traveling" refers to the following leagues: Flyte and HGTC.

1. Travel League Divisions (Flyte and HGTC):

10U:	Ages 9 and 10	Players must not turn 11 before 1/1/10
12U:	Ages 11 and 12	Players must not turn 13 before 1/1/10
14U:	Ages 13 and 14	Players must not turn 15 before 1/1/10
16U:	Ages 15 and 16	Players must not turn 17 before 1/1/10
18U:	Ages 17 and 18	Players must not turn 19 before 1/1/10

2. Travel team players will be chosen based on try-outs only.

- a) All girls specifying this choice will be given the opportunity to try-out for these teams.
- b) In the event a player is not selected for a travel team, she will be placed in the random

drawing for the appropriate Intramural League Division.

3. Travel teams will play strictly by the Governing Rules of the league and/or tournament in which they participate.
4. **Players on any travel team may not play or substitute in any intramural game at any time.**

II. GENERAL INTRAMURAL LEAGUE RULES

Rules governing hGsa play of softball shall be those of the 2010 ASA Official Rules of Softball. Exceptions, changes, and points of emphasis are approved by the hGsa Executive Board and are as follows:

- A. Each division shall be furnished with its own set of rules (appropriate for their age group) which may include exceptions to these general intramural league rules.

1. ALL rules will be adhered to or the violator will be subject to disciplinary action by the Executive Board.

B. EXCEPTIONS, CHANGES, AND POINTS OF EMPHASIS TO ASA RULES

1. The home team shall occupy the first base side of the field.
2. The number of players necessary for an official game shall be six (6).
 - a) *Exception:* If a player becomes injured during the play of the game and in the judgment of the umpire cannot continue, a team may play with less than six (6) players if they so choose.
 - b) *Exception:* With the consent of both coaches prior to the start of the game, players can be shifted between teams to play an official game. Both coaches must agree and make the umpire aware of the decision before game play starts.
 - c) If a team plays with 8 players (or less) NO outs will be taken at (or after) the 9th spot.
3. Each girl must bat in rotation whether participating in the field during that inning or not.
 - a) If a girl has to leave a game early for injury or personal reasons, the remaining offensive players continue to bat in order & the team is NOT given an out each time the player would have batted.
 - i) *Exception:* When the umpire removes a player from the game for disciplinary reasons, their team is penalized by receiving an out each time the player would have batted.
4. A game shall consist of six (6) complete innings.
 - a) A game called by the umpire shall be regulation if 4 or more innings have been completed.
 - b) Games not considered regulation shall be resumed at the exact point they were suspended.

- i) Use the same lineup from the suspended game.
 - ii) If original players are not available when the suspended game is resumed, remove their names and insert any additional players at the bottom of the lineup.
 - c) Once a complete game of six innings is recorded and there is still time left, both teams may agree to continue playing as a scrimmage game, provided all sides and the umpire agree to it.
- 5. Pitchers may only pitch three (3) innings per game.
 - a) If a pitcher makes an official appearance in an inning, she is credited with one (1) inning regardless of the number of batters she retires.
 - b) The Webmaster will track the standings and innings pitched on a weekly basis. **BOTH team's coaches must report game results to the hGsa website and include innings charged for their pitchers. Umpires will also record shirt # of pitchers on their game cards.**
 - c) Violation of this rule will result in forfeiture of all games in which a pitcher has pitched an excess of three (3) innings.
 - d) All pitchers should only have five warm-up pitches in their first inning of work, between innings there should only be 3 warm-up pitches allowed.
- 6. Games may be recorded as a tie.
 - a) All regulation games ending in a tie score will be recorded as such.
 - b) NO extra innings will be played. Games ending in a tie will be recorded as such.
- 7. If a team leads the scoring by ten (10) runs or more after four (4) complete innings of play, play shall be terminated and the win awarded to the team with the greater number of runs scored.
- 8. Only three (3) defensive conferences are allowed per game.
 - a) Changing pitchers is not considered a charged offense.
 - b) Conferences will be of 20 seconds in length and no longer. This will be enforced by the plate umpire.
- 9. There are free substitutions in all leagues with the exception of the pitcher.
 - a) Only the starting pitcher may reenter the game once being removed.
- 10. Both coaches must sign the umpires' scorecard and verify the score.
 - a) In the event of a suspended game, mark the card "Incomplete Game".
- 11. There will be a fifteen (5) minute grace period if needed, but if the game starts late, the game time will be shortened by the same amount of time.

12. Each **team** will be warned on the first occurrence of throwing the bat.
 - a) On any subsequent occurrence in a game, **by the same team**, the player throwing the bat will be called out and play is dead.
13. No smoking is permitted on the field of play or in the bench area.
14. Possession AND use of alcoholic beverages or of illegal drugs by any player or coach in any hGsa sponsored activity is prohibited.
 - a) *Punishment:* Any player or coach suspected will be removed from the game for safety precautions and if proven will be suspended for the rest of the season and asked to turn in equipment.
15. The batter-runner is out when using a safety/double 1st base if there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white. Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference. (ASA Rule 8, Sec 2M9.)
16. The batter-runner is out when the batter-runner steps back toward home plate to avoid or delay a tag by a fielder. (ASA Rule 8, Sec 2H.)
17. Umpires will record the exact start time on their umpire card, and make both head coaches aware of the 'official' time.
18. **Lightning Rule** – It is up to the umpires/coaches common sense and judgment to determine if play should be suspended due to impending weather. If play is suspended due to lightning or thunder, play CANNOT be resumed until 30 min. after the last sighting of lightning or sound of thunder. If after an hour of suspension, the game should be called and complete game rule should be followed.

C. **UNIFORMS AND EQUIPMENT**

1. All players must be dressed in official uniforms as furnished by the league in order to participate in a game.
 - a) Shirts may not be altered in the following manner: cut-off sleeves or cut-out collars.
 - b) Shirt tails may be shortened with a finished seem, however it must be possible to tuck in the shirt.
 - c) Players must have their entire shirt tucked in at all times.
2. Catchers must wear ALL provided catcher's equipment.
3. Bats must be official ASA softball bats only.
4. NO jewelry of any kind is permitted, coaches and umpires must enforce this at ALL times.
 - a) Including hair barrettes and piercings of all kinds.
5. Metal spikes are strickly prohibited.

6. A base runner is only permitted to slide when wearing long pants and/or a sliding leg guard/pad.
 - a) Any runner sliding without leg protection will be ruled OUT.
7. **Any offensive player in the field of play must wear a helmet (with facemask and chin strap) at all times.** This included players on deck, at bat, on base, or coaching a base.

D. COACHES AND ASSISTANT COACHES

1. **ALL person(s)** interested in coaching must complete a coaching application and submit it to HGSA for review and approval.
 - a) **ALL applicants are subject to a background check.**
2. Only persons approved by hGsa shall be permitted to occupy the dugout and/or participate on the field of play.
3. Persons denied a coaching position are strictly prohibited from participating in all team field activities including, but not limited to the following: dugout coaching, base coaching, pitching, team line-ups, and/or player instruction.
 - a) **Violation of this rule will result in denial of future participation in all hGsa activities.**
4. Coaches shall set an example by adhering to the rules and objectives of hGsa.
5. Head coaches must be 21 years of age or older.
6. Each team is assigned one (1) head coach and one (1) assistant coach.
 - a) Only official head coaches and assistant coaches (previously approved by the board) are permitted in the dugout area.
 - b) Additional volunteers such as scorekeepers and helpers are permitted, but should not occupy the dugout and will not be in control of the team or game.
7. Coaches shall have a copy of the hGsa league rules on hand at each game.
8. No hGsa team activities of any kind shall occur before the date specified by the hGsa board.
9. In the event of a rain out, a coach must send an e-mail via the hGsa website **the night of the scheduled game** indicating that the game was not played or not completed.
 - a) Games that have been played for 65 minutes will not be rescheduled.
 - i) If the game is interrupted by weather after 65 minutes, then the score at the end of the previously completed inning will determine the outcome.
 - b) Incomplete games will be rescheduled for the following Saturday or Sunday when possible

and MUST be replayed when scheduled.

- c) No scheduled games may be changed. There will be NO exceptions to this rule. If a team does not show up for the make up game, they will receive a forfeit.
10. Coaches are responsible for the inventory of equipment and uniforms assigned to them.
 - a) *For coaches of ALL leagues:* Equipment must be turned in to the equipment shed on the scheduled date(s) – NO EXCEPTIONS.
 11. Coaches removing a player from the *game* roster for disciplinary reasons must notify the Executive Board immediately via the hGsa website.
 - a) Permanent removal of a player from the team roster will be permitted only by a majority vote of the Executive Board.
 12. Coaches must exchange game lineups 15 minutes prior to the scheduled game start time.

E. PARENTS AND SPECTATORS

1. No parent or spectator is permitted on the playing field during the play of a game.
 - a) *Exception:* In the case of an injury and then only after the umpire has called time out.
2. No person(s) are permitted to congregate around the backstop during the course of game play.
 - a) It is the responsibility of the board, coaches, and umpires to help enforce this rule.
3. Any parent or spectator may be removed from the playing area for unsportsmanlike conduct at the request of a board member, coach, or umpire.
 - a) Game play will be suspended until the said offender leaves.
 - b) Examples of such unsportsmanlike conduct include, but are not limited to the following: profanity, defamatory remarks, etc.
4. Parents and spectators are not permitted to question the umpire regarding a call.
5. Any parent or spectator wishing to file a complaint must do so in writing.
 - a) The hGsa board can be contacted via the website or mail:

hGsa – Executive Board
P.O. Box 707,
Hilliard, OH 43026
 - b) Complaints should identify the time/date of the occurrence, the offending party(s) and outline the nature of the offense.
 - c) Complaints should be filed within one (1) week of the occurrence and will be handled confidentially.

F. UMPIRES

1. All umpires will be pre-approved by the hGsa Umpire Committee.
2. Umpires will have full and complete control over the play and discipline of the game.
3. Umpires shall be at the game site 15 minutes prior to the scheduled game start time.
4. Umpires must have a copy of both the hGsa league rules and the Official ASA Rule Book at each game.
 - a) If there is any question regarding a call, refer to the Official ASA Rule Book. These rules apply with the exceptions outlined in the hGsa League Rules.
5. The umpire's decision is final – NO EXCEPTIONS.

G. PROTESTS

Coaches, players, and parents/spectators are specifically prohibited from taunting or questioning umpires in a confrontational manner either during or after the game.

1. **No coach, player, or parent/spectator may make derogatory comments or threats directed toward the umpire.**
 - a) Violations of this rule shall result in a warning against the offender.
 - b) A second violation in the same game shall result in ejection (see suspension rule in Section G.5. below).
 - c) An individual guilty of a flagrant violation WILL BE ejected without warning.
2. There will be NO formal protests – THE UMPIRE'S DECISION IS FINAL.
3. Coaches are NOT permitted to argue umpire judgment calls (balls & strikes, fair & foul balls, safe or out at a base, etc.).
 - a) Comments to the umpire should be limited to the head coach asking for a call clarification to facilitate the coaching of a player.
 - b) The head coach may ask for a rule interpretation; however this should be done in a courteous, positive manner.
 - c) If there is a specific rule in dispute, coaches may ask to approach the umpire with a copy of the rule in question before the next pitch.
 - d) If a coach is not satisfied with the umpire's answer, he/she should contact the head umpire.
 - e) **Any violation of this rule may result in suspension and possible expulsion from the league.**

4. **Any warnings given a coach will be recorded by the umpire and reported to the Executive Board.**
 - a) Any coach that is ejected will be suspended for the next game.
 - b) If a coach is ejected a second time, he will be relieved permanently as coach.
 - c) Upon any third validated warning over the course of the season, a coach will be removed from the position of coach for the remainder of the season and may lose the privilege to coach the following year.

5. Any coach, player, or parent/spectator ejected from a game/facility will automatically be suspended for at least the next game.
 - a) The suspension shall also apply to coaches, players, and parent/spectators guilty of misconduct AFTER a game has concluded that would have resulted in an ejection had the incident occurred during play.
 - b) The ejected/suspended individual is NOT permitted to attend/view a game from which he or she is ejected/suspended.
 - c) Non-compliance within a one (1) minute period by an ejected individual will cause forfeiture of the game as well as possible additional penalties.
 - d) **Ejection of a coach, player, or parent/spectator must be reported by the coach of the offending team to the executive board within 24 hours of the incident via the hGsa website.**
 - e) **The umpire who officiated the game shall provide an account of the incident to the executive board within 48 hours of the incident via the hGsa website.**
 - f) **The Executive Board and/or hGsa as an association may assess additional penalties following a review of the incident. Failure to report the incident to the Executive Board may result in additional penalties.**

H. GROUND RULES

1. If a batted ball is hit past an outfielder and the ball hits no obstruction, nor does the fielder encounter an obstruction in fielding the ball, runners may advance at their own risk.
2. When a batted ball enters another playing area, should the ball be interfered with or obstructed by a person/object (spectator, player bench, backstop, playground equipment, etc.) or if the fielder encounters an obstruction in fielding the ball, it shall be ruled a ground rule double.
3. Concerning Beacon Field #1: if a batted ball hits the asphalt or mulched playground area *on the fly*, it shall be ruled a home run.
4. Concerning Beacon Field #1: if the batted ball *bounces and rolls* into the asphalt or mulched playground area, it shall be ruled a ground rule double.

5. Concerning Beacon Field #1: if a batted ball hits the tree in the right field area, it shall be ruled a ground rule double.
6. Concerning Beacon Fields #2 and #3: if the ball enters the ditch at the east end of the field it shall be ruled a home run.

I. PLAYER SELECTION

1. Intramural team players will be selected based on a random drawing for each team. The only exception is that coaches and/or sponsors may request his/her daughters be assigned to his/her team.
2. **All players must play in their own division (age group) – NO EXCEPTIONS**
3. Each team roster will have a maximum of 15 players.
4. Once a player is assigned to a team, there will be no switching or trades.
5. Coaches are not permitted to recruit players for their team(s).
 - a) If a coach or assistant coach is approached regarding a girl who wants to participate in the association, the prospective players name and sign-up form must be forwarded to the Executive Board for assignment to an available team.

J. TEAM STANDINGS

1. In the event of a tie between two or more teams for league standings, the following criteria will be followed in the order listed below:
 - a) Overall record.
 - b) Head to head competition.
 - c) Record against common opponents.
 - d) Least runs given up.
 - e) Coin toss.
2. If three or more teams are tied, when one team is eliminated the remaining teams are compared starting with the criteria defined in Section J.1. above.

K. AWARD SELECTION

1. The coach and assistant coach have the discretion to determine the mechanism for MOST IMPROVED player selection.
2. The coach and assistant coach have the discretion to determine the mechanism for MOST HUSTLE player selection.

3. The coach and assistant coach have the discretion to determine the mechanism for ALL STAR team selection.
 - a) Each of the League ALL STAR teams will consist of a 12 player minimum.
 - i) If the number of teams in the league is not sufficient to provide at least 12 players from the selections alone, then the Executive Board will determine the number of alternates needed to supply the minimum of 12 players.
 - b) Batting and fielding percentages may be considered.
 - c) Each team will select 2 ALL STAR players and 1 ALTERNATE ALL STAR player.
 - i) The 2 ALL STAR players selected by each team will represent that team at the league ALL STAR game.

III. MINOR LEAGUE RULES

These rules apply specifically to the Minors Division of hGsa. These, combined with the General Intramural League Rules, govern the rules for this division.

- A. No new inning shall begin after 70 minutes of game play.
 - 1. By rule, a new inning begins the moment the last batter has completed their turn at bat.
 - 2. The game must end with a completed inning (the home team must complete their at-bat).
- B. An 11-inch "softie" softball will be used.
- C. Dimensions of the playing diamond size will be as follows:

Pitcher's Mound: 35' from home plate
Bases: 50' from base to base

- D. The coach or an adult representative of the offensive team will pitch to their players.
- E. Dimensions of the batter's box are as follows:

Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back

- F. Each batter will receive 4 pitches/chances to hit the ball.
 - 1. If the ball is not hit by the 4th pitch, the batter will be given 3 swings/chances to hit off the tee.
 - a) If the batter fails to successfully hit from the tee the batter is retired, but an out is not recorded.
 - 2. Players do NOT strike out after three swings and misses.
 - 3. If the 4th pitch is hit foul an additional pitch is awarded.
 - a) No batter will be retired on a foul ball. If she continues to hit the last pitch another will be awarded.
- G. On defense, players are to be rotated to different positions every inning.
 - 1. There will be no set positions and each player shall get equal opportunity to play infield and outfield positions.
 - 2. ALL players play the field every inning.
 - a) Once the infield is positioned, all remaining players will be spread evenly among the outfield.
 - 3. At the start of a play, all infielders must be positioned a minimum of 5 feet from the base path.

4. At the start of a play, all outfielders must be positioned a minimum of 15 feet from the base path.
- H. Coaches will serve as the umpire.
- I. Coaches are encouraged to be in the field of play to instruct their players.
- J. ALL players bat once every inning.
1. The half inning is complete when the ball is returned to the pitcher's mound upon termination of the play from the last batter in the line-up.
 2. To complete an inning all players (both teams) must bat once.
 3. If an out is made by the defense, the batter-runner is out and will be retired, and the next batter will bat until the entire side has batted.
- K. Stealing and bunting are prohibited.
- L. Score will NOT be kept and standing will NOT be maintained.
- M. There will be NO advancement on an overthrow.
- N. While the ball is in play, runners may advance at their own risk.
1. Once the ball is in control of a player inside the base path, runners must be held.
 2. On balls hit into the outfield: the ball shall be declared dead and runners held, once the ball is in control of a defensive player within the base path.
- ☆ Good sportsmanship and fun are MANDATORY. Emphasis is on introducing the rules, fielding positions, and individual fundamentals.

V U8 LEAGUE RULES

These rules apply specifically to the U8 Division of hGsa. These, combined with the General Intramural League Rules, govern the rules for this division.

- A. No new inning shall begin after 95 minutes of game play.
1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
 2. The game must end with a completed inning (the home team must complete their at-bat).
- B. An 11-inch "softie" softball will be used.
- C. Dimensions of the playing diamond size will be as follows:
- | | |
|-------------------------|-----------------------|
| Pitcher's Mound: | 35' from home plate |
| Bases: | 50' from base to base |
- D. Dimensions of the batter's box are as follows:
- | | |
|-------------------------------------|---|
| Distance off the home plate: | 6" |
| Width: | 3' |
| Depth: | 4' from the middle of home plate forward
3' from the middle of home plate back |
- E. The coach or an adult representative of the offensive team will pitch to their players.
1. The coach or an adult representative will pitch from inside the pitcher's circle.
 - a) The pitching circle will be a 16' diameter circle with the pitching rubber at the center.
 2. Coaches are responsible for providing a coach or parent with good pitching skills to pitch to the girls
- F. Three swings and misses results in a strike out.
1. On a 3rd swing and miss, the batter will be retired and an out IS recorded.
 2. The dropped 3rd strike rule does NOT apply.
- G. Each batter will receive 7 pitches to hit the ball.
1. If the ball is not hit by the 7th pitch, the batter is retired (returns to the dugout), but an out IS recorded.
 2. If the 7th pitch is hit foul an additional pitch is awarded.
 - a) No batter will be retired on a foul ball. If she continues to hit the last pitch another will be awarded.
- H. On defense, 10 players will be fielded.
1. At the start of a play, the 4 outfielders must be positioned a minimum of 15 feet from the base path.

2. All players will be given equal playing time.
 3. Outfielders CANNOT cover bases on an infield play.
- I. Coaches will serve as the umpire.
 - J. Coaches are NOT permitted to be in the field of play to instruct.
 1. All coaching must be done from the following locations: the bench, dugout, 1st and 3rd base coaching boxes, or foul territory behind 1st and 3rd base.
 - K. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
 1. Players are removed from play in the usual ways and can only progress as they are safe.
 2. The half inning is completed upon recording a 3rd out or upon termination of the play from the last batter and when the ball is returned to the pitcher's circle.
 - L. Stealing and bunting are prohibited.
 - M. If a total of 7 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.
 - N. Score WILL be kept and standings WILL be maintained.
 1. Scores are to be reported to the Webmaster within 24 hours of the completion of the game.
 - O. There will be NO advancement on an overthrow.
 - P. While the ball is in play, runners may advance at their own risk.
 1. Once the ball is in control of a player inside the base path, runners must be held.
 2. On balls hit into the outfield: the ball shall be declared dead and runners held, once the ball is in control of a defensive player within the base path.
 - Q. The infield fly rule does NOT apply.
 - R. **It is the philosophy of hGsa that players in this league are to play at least one infield position and one outfield position per game (pitching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.**

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of hGsa that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY. Continued focus on the rules, fielding positions, and individual fundamentals. Added emphasis on team fundamentals.

VI U10 LEAGUE RULES

These rules apply specifically to the U10 Division of hGsa. These, combined with the General Intramural League Rules, govern the rules for this division.

A. No new inning shall begin after 95 minutes of game play.

1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
2. The game must end with a completed inning (the home team must complete their at-bat).

B. An 11-inch hard softball will be used.

C. Dimensions of the playing diamond size will be as follows:

Pitcher's Mound: 35' from home plate
Bases: 60' from base to base

D. Dimensions of the batter's box are as follows:

Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back

E. The strike zone shall consist of the area directly over home plate with the following boundaries:

Height: Area from the batter's chin to the batter's shins
Width: From 1" beyond the outside edge of home plate to the inside edge of home plate
Depth: The surface area of home plate

1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.

F. Pitching will be the responsibility of the players and will be done from the pitching rubber.

1. To encourage hitting and fielding opportunities and eliminate walks, the following rules for the U10 league has been adopted:
 - a) When a batter receives a count of four (4) balls, the batter will not proceed to first base.
 - i) Instead the coach or representative from the offensive team will pitch to their player, and the batter (by taking a regular swing) will attempt to put the ball in play with the remaining strike(s) still available or until the coach or representative has reached the maximum number of pitches allowed.
 - ii) Should the player not swing and the ball is within the strike zone, hit a foul ball, or miss the ball, a strike will be called.

- iii) Any batted ball hit in fair territory shall be in play.
 - iv) A missed third strike will be ruled an out, but a foul third strike will not.
 - b) To keep play moving, the maximum number of pitches permitted to be thrown by a coach will be 4.
 - i) *Exception:* If the player fouls off the third strike or the last pitch, the coach will continue to pitch until the player does not swing at the pitch, swings and misses the pitch, or puts the ball in play.
 - c) The coaches must pitch from the pitching rubber.
 - d) The player playing the pitching position must remain within the pitching circle until the ball is released.
 - i) Because of this rule, bunting is not permitted when hitting off a coach or team representative.
 - e) The only time a batter will be awarded first base is when a pitch hits her or catcher interference is called.
 - 2. Coaches are to encourage girls to hit off the pitcher. This rule change is in response to the inexperience in the U10 Division where pitching has yet to be developed.
- G There will be one umpire when available.
- 1. If an umpire is not available, the coaches will umpire the game.
 - 2. This is an instructional league with the emphasis on learning fundamentals and understanding the purpose of an umpire.
- H. On defense, 10 players will be fielded.
- 1. At the start of a play, the 4 outfielders must be positioned a minimum of 15 feet from the base path.
 - 2. All players will be given equal playing time.
 - 3. Outfielders CANNOT cover bases on an infield play.
- I. Coaches are NOT permitted to be in the field of play to instruct.
- 1. All coaching must be done from the following locations: the bench, dugout, or 1st and 3rd base coaching boxes.
- J. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
- K. If a total of 5 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.

- L. There is no stealing in this league.
 - 1. Base runners may lead off the base after the release of the pitch.
 - 2. All lead offs are limited to three steps (approximately 8-10 ft.).
 - 3. This rule will be interpreted at the umpire's judgment.
 - 4. If the rule is violated (lead beyond three steps) the umpire will call dead ball and no advancement by runners or batter will be allowed.
 - 5. The intent of this rule is to encourage a proper lead that still allows the defense an opportunity to make the proper defensive play.

- M. Bunting is encouraged, however due to safety concerns and skill level at this age group the following will apply:
 - 1. If the batter shows bunt at any time while in the batter's box, the batter has 2 options:
 - a) Attempt Bunt
 - b) Take the Pitch
 - 2. Slapping (or any other action such as pulling back and swinging) is NOT allowed and will result in the batter being called out.

- N. Score WILL be kept and standings WILL be maintained.
 - 1. Scores are to be reported to the Webmaster within 24 hours of the completion of the game.

- O. The infield fly rule does NOT apply.

- P. The dropped 3rd strike rule does not apply.

- Q. If either team leads by 10 runs after four or more completed innings, game will be considered an 'official' game.

- R. **It is the philosophy of hGsa that players in this league are to play at least one infield position and one outfield position per game (pitching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.**

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of hGsa that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY. Emphasis is on individual fundamentals, team fundamentals, and game strategy.

VII U12 LEAGUE RULES

These rules apply specifically to the U12 Division of hGsa. These, combined with the General Intramural League Rules, govern the rules for this division.

- A. No new inning shall begin after 95 minutes of game play.
1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
 2. The game must end with a completed inning (the home team must complete their at-bat).
- B. Dimensions of the playing diamond size will be as follows:
- Pitcher's Mound:** 40' from home plate
Bases: 60' from base to base
- C. Dimensions of the batter's box are as follows:
- Distance off the home plate:** 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back
- D. The strike zone shall consist of the area directly over home plate with the following boundaries:
- Height:** Area from the batter's chin to the batter's shins
Width: From 1" beyond the outside edge of home plate to the inside edge of home plate
Depth: The surface area of home plate
1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
 2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.
- E. Pitching will be done by players only.
1. Intentional walks are NOT permitted.
- F. **The dropped 3rd strike DOES apply.**
1. ASA Definition (Rule 8 Batter-Runner and Runner):
 - a) Section 1B. The batter becomes a Batter-Runner when the catcher fails to catch the third (3rd) strike before the ball touches the ground and there are;
 - i) Fewer than 2 outs and 1st base is unoccupied at the time of the pitch or,
 - ii) Anytime there are 2 outs.
- G. There will be two umpires (when available).

- H. On defense, 10 players will be fielded.
 - 1. At the start of a play, the 4 outfielders must be positioned a minimum of 15 feet from the base path.
 - 2. All players will be given the opportunity to play the field at least 2 innings each game.
 - 3. Outfielders CANNOT cover bases on an infield play.
- I. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
- J. If a total of 5 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.
- K. Stealing is permitted only after the ball leaves the pitchers hand.
 - 1. A runner may NOT steal home.
 - 2. During a steal attempt, a runner may advance only ONE base regardless of where the ball ends up.
 - 3. If a runner leaves the base before the ball leaves the pitchers hand, the umpire will notify both teams of the infraction, and the runner must return.
 - a) Each team is allowed one infraction.
 - b) The next offense and all subsequent offenses will be automatic outs.
 - 4. If the play ends with the runner being thrown out while stealing, the out stands.
- L. Bunting is encouraged.
- M. The infield fly rule does NOT apply.
- N. If either team leads by 10 or more runs after four or more completed innings, game will be considered a complete game.
- O. **It is the philosophy of hGsa that players in this league are to play at least one infield position and one outfield position per game (pitching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.**

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of hGsa that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY. Emphasis on individual fundamentals, knowledge of rules, and team strategy.

VIII MAJOR LEAGUE RULES

These rules apply specifically to the Major Division of hGsa. These, combined with the General Intramural League Rules, govern the rules for this division.

- A. No new inning shall begin after 95 minutes of game play.
1. By rule, a new inning begins the moment the last (3rd) out is made the previous inning.
 2. The game must end with a completed inning (the home team must complete their at-bat).

- B. Dimensions of the playing diamond size will be as follows:

Pitcher's Mound: 40' from home plate
Bases: 60' from base to base

- C. Dimensions of the batter's box are as follows:

Distance off the home plate: 6"
Width: 3'
Depth: 4' from the middle of home plate forward
3' from the middle of home plate back

- D. The strike zone shall consist of the area over home plate with the following boundaries:

Height: Area from the batter's armpits to the bottom of the batter's knees
Width: The surface area of home plate
Depth: The surface area of home plate

1. The strike zone shall be set in accordance with the batter's stance at the time the pitcher starts her pitching motion. (The batter's motion during the pitch will not affect the strike zone.)
2. A strike shall be called if any portion of the ball passes through any portion of the strike zone.

- E. Intentional walks are NOT permitted.

- F. **The dropped 3rd strike DOES apply.**

1. ASA Definition (Rule 8 Batter-Runner and Runner):
 - a) Section 1. The batter becomes a Batter-Runner when the catcher fails to catch the third (3rd) strike before the ball touches the ground and there are;
 - i) Fewer than 2 outs and 1st base is unoccupied at the time of the pitch or,
 - ii) Anytime there are 2 outs.

- G. There will be two umpires.

- H. On defense, 10 players will be fielded.

1. At the start of a play, the 4 outfielders must be positioned a minimum of 15 feet from the

base path.

2. All players will be given the opportunity to play the field at least 2 innings each game.
- I. The entire roster will be given the opportunity to bat during the game in the order they are placed in the lineup.
- J. If a total of 8 runs are scored in a single inning before 3 outs are recorded, the inning will end upon termination of the play and when the ball is returned to the pitcher's circle.
- K. Stealing is permitted after the ball leaves the pitcher's hand.
- L. **The infield fly rule DOES apply.**
 1. Infield Fly = A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder, pitcher, or catcher with ordinary effort when 1st and 2nd or 1st, 2nd, and 3rd bases are occupied with less than 2 outs.
- M. If either team leads by 10 or more runs after four or more completed innings, game will be considered a complete game.
- N. **It is the philosophy of hGsa that players in this league are to play at least one infield position and one outfield position per game (pitching does NOT count as an infield position). However, we feel it is imperative she be given ample time to learn one position before given the task of learning another, resulting in a more confident and knowledgeable experience.**

Although not required, coaches are strongly encouraged to adopt this philosophy as part of their own. It is NOT the philosophy of hGsa that every girl in this league plays every position. Our goal is for each girl to learn specific parts of the game that will give them confidence, encourage learning, and keep them safe. All of these aspects result in the desired outcome- FUN.

- ☆ Learning, improvement, good sportsmanship, and fun are MANDATORY. ASA rules apply without exception. Emphasis is on friendly competition.