

GAHANNA JLS SOFTBALL - CCCLEAGUE

2006 RULES

Miscellaneous

— The home team will be the first team listed on the schedule. The home team will be responsible for the opening of the concession stand and getting out the diamond equipment before the game. The home team is to provide one (1) new 12" white or yellow ball to be used at each game. The away team is responsible making sure all the diamond equipment is put away and locked up, and the closing of the concession stand. BOTH TEAMS ARE RESPONSIBLE FOR PREPARING THE DIAMOND BEFORE THE GAME AND CLEANING UP THE DIAMOND AT THE END OF EACH GAME (this includes lining the baselines, the pitching circle and the arc at home plate, dragging the field prior to each game, raking around home plate and bases after the game, and having the players clean up their trash around the benches). Coaches **MUST** empty the trash cans and replace the garbage bags as needed (halfway full cans).

— The home team shall take the first base side. The visitor team shall take the third base side.

— Bases are 60 feet apart.

— Games begin at 6:00 pm Monday through Friday, and 10:00 am Saturday. Games must begin within 15 minutes from the designated time or teams may risk forfeiture. Games will be limited to 2 hours and 15 minutes, or 6 innings, whichever comes first. No new inning may start after the time has expired. The umpire will call the game when time has expired and a full inning is completed. Whatever team is winning at the expired time is deemed the winner of the game. During the regular game season, four (4) completed innings will constitute a finished game in the case of it being called by the umpire. If less than four (4) completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped.

— There are no limits on time outs. But, because these games are timed, keep the time outs to a minimum in quantity and length of time out. The umpire has the right to begin limiting time outs if this rule is abused.

— No jewelry of any kind may be worn by the players during the game. All players must wear their team uniforms with shirts tucked into shorts.

— Cheers and chants are encouraged. They promote teamwork, motivate kids, and add to the child's overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No "swing" or "hit" cheers will be allowed.

— Coaches are not allowed to stand inside the fence during a team's batting.

— For safety reasons, players and spectators are not allowed to stand on the benches.

— It is the coaches' responsibility to control their players, parents and spectators on the sidelines regarding conduct and comments to the other team's players and coaches, and umpires. One warning will be given to the coach to control any unsportsmanlike conduct from the players, parents or spectators. After one warning, the coach and/or player, parent or spectator risks being asked to leave the field, and there is a possibility of forfeiture of the game.

— Catchers must wear facemask, shin guards, chest protector, helmet, and throat protector. Any player warming up a pitcher must wear a helmet and facemask.

— Each team shall field a minimum of eight (8) players to begin the game. Failure to field eight (8) players in the allotted time (grace period of 15 minutes from the designated game time) may result in a forfeit.

— Both head coaches (not players or spectators) must enter their game information and their signature in the logbook located at the concession stand. Failure to do so may result in forfeiture

of the game.

— Each coach, or his/her adult designee representing the coach's team, shall be required to umpire at least two (2) games during the regular season. The games may be umpired at any league level, at either the plate or bases, and are unpaid. The umpiring of these games is counted toward the 15 hours of league work required of all coaches in accordance with Section 2.11 of the Rules and Regulations. The league commissioner of each league will verify that coaches have met the requirement of this rule. Any coach determined not to have met this requirement by the end of the regular season will be suspended for the first two games of post-season tournament play. Coaches are required to record their names after umpiring a game in the logbook located at the concession stand.

— MERCY RULE: There will be a six run limit per half inning. A ten (10) run mercy rule will be in effect after four (4) innings.

— The tie-breaker procedure will not be used during the regular season, only during post-season tournament. If a regular season game ends in a tie, for standings purpose, each team will be awarded 1/2 of a point.

— Post-season tournament:

— A win/loss record will be used to determine seeding.

— Time limits will not be in effect. The games MUST consist of six (6) innings. Games can be played until darkness hampers the security of the players. If less than six (6) completed innings have been played, the game shall be rescheduled and will resume where the original game was stopped.

— The tie-breaker rule will be in effect, as follows: Each half-inning begins by placing a runner on second base. That runner is the player in the batting order that precedes the lead-off batter in that inning. It is the responsibility of the scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the umpire's attention, there is no penalty. Place the correct player on base. This should occur whether a pitch has been thrown, or if the runner has advanced a base. The game then proceeds a full inning, or until a winner is declared.

— All other rules will be in effect.

Pitching

— The pitching mound rubber is 38' from the back tip of home plate.

— Only five (5) warm-up pitches between innings. If a new pitcher is entering the game, she is allowed five (5) warm-up pitches. Need to keep the innings moving.

— The pitch is to have minimal arc. We are trying to teach the players fastpitch so any portion of the "windmill" is acceptable. If a pitcher has not yet learned "windmill," the underhand pitch is acceptable. Any pitch that goes above 6' from the ground will be a ball.

— The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

— Pitching Techniques (per ASA rules):

— Both of the pitcher's feet must be in contact with the plate during the preliminary process.

— The ball must be taken in both hands and held for a minimum of one second and not more than 10 seconds. The pitcher may begin her motion once the hands are brought together. During this entire period, the pivot foot must remain in contact with the pitcher's plate. No rocking movement which pulls the pivot foot off the pitcher's plate is allowed. The pitcher cannot step back off of the plate; she can only proceed forward.

— The start of the pitch begins when the pitcher takes one hand off of the ball.

- _ Only one full revolution of the arm is allowed
- _ Only one step must be taken and it must be forward. Dragging or pushing off with the pivot foot from the plate is required. Pushing off from a spot other than the pitcher's plate is considered a crow hop and is illegal.
 - _ If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain in play, and the runner on second may advance at her own risk.
 - _ There are no balks. The pitch is not counted as a ball or strike and no runners can advance.
 - _ A pitcher is allowed to pitch six (5) innings per one (1) game and nine (10) innings per two (2) games (Monday through Sunday). Delivery of one pitch constitutes an inning. If a pitcher is substituted and then re-enters within the same inning, it is still counted as one inning for the original pitcher. An additional three (3) innings will be allowed for a third game if scheduled during that same week. During tournament week, if a fourth game is scheduled, an additional three (3) innings will be permitted for that game.
 - _ Foul balls are considered strikes. If there are two foul balls and then a strike, the batter is out.

Base Running

_ All helmets MUST be equipped with a chin strap and face mask. All batters/runners must wear the chin straps and this rule will be enforced.

_ After over-running first base, the batter-runner may legally turn to her left or right when returning to the base (it is a good rule-of-thumb to teach the runner to turn to the right). If any attempt is made to advance to second, regardless of whether she is in fair or foul territory, she is liable for an appeal out if tagged by a defensive player with the ball while off the base. (see Look-Back Rule below)

Look-Back Rule. When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or immediately return to the base left. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw.

- ___ Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball within the circle will result in the runner being declared out.
- _ Once the runner has returned or stops at any base for any reason, she will be declared out if she leaves said base (Exception to A-B: A runner will not be declared out if: (1) a play is made on her or another runner, (2) the pitcher leaves the circle or drops the ball, or (3) the pitcher releases the ball to the batter).
- _ If two runners are off base and two different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. When a runner has been declared out, the ball is ruled dead. It is not possible to obtain two outs on the "look back" rule.
- _ A pitcher fielding a ball in the circle is just another fielder and runners can leave their base. If they leave their base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.
- _ A base on balls or a dropped third strike is treated as a batted ball as long as the batter-runner continues past first base. If she stops at first base, however, and then steps off the base after the pitcher has the ball within the circle, she is out.

- _ A batter-runner overrunning first base can no longer start back to the base, and before reaching first, run for second base. If a batter-runner commits to first base (moving towards first), the runner must return to this base. The batter-runner cannot change her mind and advance to second once it looks like she is moving directly to first following the overrun or she will be called out. Umpire's judgement will determine committing towards a base.
- _ If a runner is moving toward a base when the pitcher receives the ball in the circle, that runner may continue toward that base and is allowed to stop once, then must immediately attempt to advance to the next base or immediately return to the base left. If, after the pitcher has the ball within the circle, the runner starts back to her original base or forward to another base and then stops or reverse direction, she is out, unless the pitcher makes a play on her. When a play is made on a runner, she may stop or reverse her direction.
- _ The runner is out if she stands off her base and does not immediately attempt to advance or return after the pitcher has the ball within the circle.
- _ Any act by the pitcher in possession of the ball in the circle that, in the umpire's judgment, causes the runner to react, is considered making a play.
- _ NOTE: Being in the 8-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.
 - _ One extra base for a ball thrown out of play, as called by the umpire.
 - _ A play is complete when the ball is in the pitcher's controlled possession within the pitching circle. Base runners must decide to advance or return to a base once the pitcher has possession. Once committed, the runner may not reverse their direction unless the pitcher makes a play on the base runner. However, if the pitcher makes a play, the runner may advance until the ball is in possession of the pitcher in the circle or the ball is thrown out of play, in which case, all runners advance one base.
 - _ Runners cannot leave a base until after the pitcher releases the ball. No leading off. If the runners leave the base before the pitcher releases the ball, the team will be warned once. After that, they will be called out.
 - _ Interference: In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remains on her feet and crashes into a defensive player holding the ball and waiting to apply a tag, or if the defensive player is about to receive a thrown ball. In order to prevent the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the 3-foot lane, the runner would be called out), or return to the previous base touched. NOTE: If the act is determined to be flagrant, offender will be ejected. A runner may slide into the fielder.
- == When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference.
 - _ If, in the paragraph above, the runner crashed into a fielder holding the ball before she was put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out.
 - _ If the crash occurs after the runner was called out, the runner closest to home plate will be declared out.
 - _ If an obstructed runner crashes into a fielder holding the ball, the obstruction call will

be ignored and the runner will be called out.

- _ If a defensive player is fielding a thrown ball and the flight of the ball carries or draws her into the path of the base runner, this would not be a crash.
- _ If the ball, runner and the defensive player all arrive at the same time and contact is made, the umpire should not invoke the collision rule or obstruction. This is merely incidental contact.
 - _ Players can steal any base, including home, and sliding is allowed. Players stealing home cannot run over the catchers -- they must slide or make an attempt to avoid contact. If sliding or avoiding contact does not occur, it is considered an automatic out. Home umpire must make the call.
 - _ Base runners are considered out when they do not stay within base lines (i.e., running more than three (3) feet away from the base line) to avoid being tagged or to hinder a fielder while advancing or returning to a base.
 - _ Base runners are considered safe when fielders stand in base lines when not making a play and interfere with a runner.
 - _ Double First Base
 - ___ Half of the base is white (over fair territory) and half is orange (over foul territory).
 - _ A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
 - _ When a play is being made, the fielder must use the white portion of the base. Runner should use the colored base on the initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored.
 - _ When no play is being made at first base, the runner may touch either the white or colored portion. When overrunning the base, the runner must return to the white portion.
 - _ Once the runner reaches first base, the runner must then use the white base. Runner is never out for touching the white base rather than the colored base.

Hitting

- _ All team players present at the start of the game will be listed in a continuous batting order. Any player not present at the beginning of the game must be moved to the bottom of the batting order and reported to the opposing coach. Any player who must leave before the end of the game must be reported to the opposing coach and removed from the batting order.
- _ Batting helmets must be worn while batting, running bases, or in the on-deck circle.
- _ Batters may not throw the bat. The first offense will result in the batter and team receiving a warning. Upon the second offense and every additional offense, play is dead and the batter is out.
 - _ When a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing, the ball is considered dead and the batter is entitled to one base without liability to be put out. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered a part of the bat. An umpire has the discretion to declare a player being hit by the ball as intentional. If the player being hit is intentional, no base is awarded and the player continues at bat with the same count.
 - _ Third-Strike Rule. A batter can advance to first base when a catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs.

_ In-field fly rule is in effect. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is live and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul. The batter is always out on an infield, but the ball is alive and runners may advance in the hope the fly may not be caught, or they may retouch and advance after the ball is touched.

_ Bunting is allowed. The batter is out when the batter bunts foul after the second strike. If the ball is caught in the air, it remains live and in play. (Rule of thumb - do not bunt if there are two strikes on the batter.)

_ Home plate is fair territory. A ball that is hit and makes contact with the plate and bounces fair is a hit. If it bounces foul, it is a foul.

Defense

_ With a six (6) inning game, all players must play three (3) innings defensively.

_ Unlimited substitution for all positions, including the pitcher. Players can enter and leave a position and re-enter again. Since there is a continuous batting order, there is no need to report defensive position changes.

_ Ten (10) player defense. The outfield will contain four (4) players – left field, mid-left field, mid-right field, and right field. They are outfielders, NOT an extra infielder or a shallow outfielder. The outfielders must be at least ten (10) feet into the grass (or from the infield line) until the ball is hit. The infielders cannot be on the grass (or in the outfield).

Call-Ups

_ During the season, if a coach finds that he will not have enough players to field a team for a given day, he may call from the call-up list provided by the next lower league's commissioner if he wishes to obtain a player or players so that he will have enough players to play that day. If the coach thinks he will have ten players, he may not bring up a player; if nine, one; if eight, two; if seven, three.

_ T-ball players may be called up to the C league with consideration to their playing ability and without having to contact the t-ball commissioner.

_ The league commissioners at the C, CC and CCC levels shall require their coaches to submit to them the names and telephone numbers of three of his best players, to be available for call-up. When a coach of the next higher league calls the commissioner, he shall give that coach the names and telephone numbers of three players whose teams do not play on that date in question for that coach to call-up for that day. All players whose names are submitted for call-up should play as close to an equal number of games as possible. No player may be called-up to the same team for more than three (3) league games. If the coach makes the telephone calls, that coach must inform the lower league's commissioner of the player's name(s) so that no one player is constantly being called-up. It is mandatory that coaches contact the lower league commissioner as soon as possible indicating that he has used a

call-up player. If a lower league player is used who was available at the field at the time of play, the coach needs to inform the commissioner of that call-up as soon as possible after the game. If the game is cancelled, it is the coach's responsibility to contact the call-up player and the commissioner of the cancellation. The names and telephone numbers of the commissioners are as follows:

C Commissioner	Ken Scheel	262-1342
CC Commissioner	Eric Troutman	478-9283
CCC Commissioner	Tim Karl	475-9440
Majors Commissioners	Lee Rosenthal	478-4756

___ It is the commissioner's responsibility to keep an on-going list of call-up names and what team they played for so coaches cannot take advantage of the call-up availability.

_ No player who is called-up may pitch for the higher-level team.

_ If a team calls-up a player and has nine (9) players at the game, the player called-up may play a full game.

_ If a team calls-up a player or players and has ten (10) or more players at the game, none of the players called-up may play more innings than a player on the roster of the higher-level who is at that game.

_ Any player who is called-up must play at least three complete innings, even if the team calling her up ends up with enough players to field a team without her.

_ Any players called-up to a league with a continuous batting rotation must be placed at the end of the batting order.

_ In the event of a suspended game, any eligible call-up may be used, but any call-up previously used in the game must be asked first.

___ It is the coaches' duty to record the name of any call-up player in the logbook located at the concession stand.

Violation of any of the provision of the above, inclusive, may be protested to the commissioner, VP of Softball, or any officer of GJLS in writing within twenty-four (24) hours of the scheduled starting time of the game in which the violation occurred. The commissioner or officer of GJLS shall investigate and report the complaint to the Rules Committee. The Rules Committee may disallow the protest if no violation can be shown to have occurred; or it may do one or more of the following:

- a. Suspend the offending manager for one game.
- b. Order this game replayed from the moment the violation occurred.
- c. Issue a formal written reprimand to the manager (only one such warning may be issued per season).

General Information

___ If any problems or concerns arise, it will be the coaches' responsibility to try and resolve them with the CCC league commissioner having the final decision making authority when required.

_ The head coach is responsible for her entire team, including players, parents and spectators before, during, and after the games while at the diamond facility.

_ Only head coaches may approach the umpire for a discussion regarding any discrepancies of plays or calls.

_ Both head coaches will jointly assist the umpires as needed to clarify calls and rulings to

improve the overall league environment.

_ No coaches, parents or spectators are permitted to stand or sit directly behind the backstop during games.

_ Middle School South 1 diamond (by the house) will be the primary field for the CCC league. Practices: Extra practices before the season, rainout practices, and practices after the season has started **MUST** be scheduled with the VP of Softball. NOTE: Travel teams will also be holding practices on the Middle School South 3 diamond.

_ A concession stand worker **MUST** be provided for all games by both teams. The home team will provide a worker for the first half of the game and the away team will provide a worker for the second half of the game.

___ The home team worker **MUST** arrive 15 minutes prior to the game to help set up the concession stand. It is the home team coaches' responsibility to have the concession stand up and working 10 minutes prior to the game.

_ The away team worker will remain in the concession stand until all players have received their team drinks and they have been relieved by the away coach. It is the away team coaches' responsibility to be sure that all money has been collected for the team drinks.

_ Both team head coaches will need to bring one bag of ice for all scheduled CC league games. Bring a receipt if you would like to be reimbursed by the concession stand.

___ The concession stand should **NEVER** be left unattended. No one under the age of 16 will be permitted to work the concession stand.

_ Assessment of the ability to play on the diamond will be the decision of both head coaches and the plate umpire.

_ Safety of the players will need to be the number one factor at all times.

_ Rainouts, cancellations and partial games will need to be rescheduled via the CC league commissioner. Mandatory rainout games will be scheduled on the Saturday following the rained out day. If neither team can play on that scheduled Saturday, it may be decided to play on the following Sunday. This must be approved by the CCC league commissioner. If cancelled games are not rescheduled within a reasonable time, it is the CCC league commissioner's discretion to forfeit the game.

_ The home team coach will be responsible for notifying the CCC league commissioner of any incomplete or cancelled games.

_ All head coaches are expected to provide assistance during "work sessions" which could be scheduled at any time during the season.

GJLS softball leagues are governed by these rules, the Constitution and Regulation of GJLS, and ASA Code Rules of Softball.

3/19/06

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