

GAHANNA JLS SOFTBALL - CCLEAGUE
2006 RULES
THIS IS AN INSTRUCTIONAL LEAGUE

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 11' 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, 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.

_ Due to the time limit, coaches are asked to keep the time in between the change of the defense to a minimum.

_ 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. If a player has failed to bring his/her uniform shirt, a similar colored shirt may be substituted without any penalty to the team.

_ 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.

_ For safety reasons, players and spectators are not allowed to stand on the benches or hang on the fences. No practice balls are to be hit into the field fences.

_ 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 (refer to Regulation 1.04 of GJLS Rules and Regulations).

_ 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.

– During the first two (2) weeks of regular game season, one (1) defensive coach may instruct from the field (location – behind the infielders) but MUST be aware of a ball that is in play and make every possible effort to get out of the way of all fielders. It is the umpire's discretion to call interference. After the first two (2) weeks, NO coaches will be allowed on the field during play.

– 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. If a team only has eight (8) players to begin a game, please refer to the "Short-Handed Rule", Regulation 5.09, in the GJLS Rules and Regulations.

– 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. C league coaches may also be required to umpire two (2) CC league tournament games. CC league coaches may be required to umpire two (2) C league tournament games.

– 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 will be 35' from the back tip of home plate.

– The CC league is half kid pitch/half coach pitch.

– The player/pitcher will throw to every batter. Encourage all batters to swing at all good pitches, not wait for the coach to come in to pitch. If four (4) pitches are called balls by the umpire, the coach of the batting team will come in and throw up to and no more than three (3) more pitches

to the batter. Coaches must make an effort to throw a fast pitch with minimal arch. If the batter does not hit the ball into play, she is out. **Fouls on the seventh (7th) pitch or third(3rd) coach pitch will not constitute an out and the batter may continue at bat.** (This rule takes the pressure off of the pitcher to always throw strikes. It puts the ball into play because the coach can probably throw a hittable pitch. It eliminates the walk and keeps the game exciting to watch for parents. It rewards a pitcher who can throw strikes because she can still strike people out.) Batters hit by a coach-pitcher will NOT be awarded a base. No ball or strike will be counted.

- _ Walks are not allowed in this league.

- _ It is the coach-pitcher's responsibility to be aware of the location of a ball that is in play and make every possible effort to get out of the way of all fielders. It is the umpire's discretion to call interference. While the coach-pitcher is pitching, the pitcher shall stand behind the coach-pitcher within the pitching circle (one foot must be in the pitching circle) at a safe distance but at no interference to the other fielders. Right-handed batter, defense pitcher will stand at coach-pitcher's right side. Left-handed batter, defense pitcher will stand at coach-pitcher's left side.

- _ Only three (3) 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:

- ___ 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 four(4) innings per one (1) game with only two(2) consecutive innings per game and eight (8) 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 four (4) 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.

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.

_ No drop-third strike. If the batter strikes out and the catcher does not catch the ball, the batter CANNOT run to first.

_ After over-running first base, it is a good rule of thumb to teach the batter-runner to turn to her right when returning to the base.

_ One extra base for an overthrow - no matter how many overthrows are made. All runners can only advance one extra base if an error is made. If they do run to the next base, they are at risk and can be thrown out. If another error is made, then the play is over and no more bases can be taken for any runner. This one-base maximum is not automatic unless the umpire calls the ball out of play. EXCEPTION: On Goshen 2 diamond only, a ball overthrown to first base proceeding under the bush making it impossible for the fielder to retrieve warrants one base allowed after ball disappears. This is umpires call and play is not stopped until he makes the call. If the umpire determines that the ball was deliberately thrown under the bush in order to stop the runners, an overthrow will not be considered and play will continue.

_ A. On an overthrow from infield, all base runners may advance only to the next base even if the ball is still in field of play. If the ball is in play, the runners are at risk of being put out. If the ball goes out of play, each runner gets the base she is going to. Out of play is defined as that area beyond the line defined by the fences in front of the players' benches.

On a throw from the outfield, the runner may advance to the base she is going to at player's own risk, or retreat to the last base. **(Coaches: Keep in mind – this is instructional league– do not take advantage of this rule.)**

_ Play will be stopped when a play is attempted on an advancing runner, without error, or pitcher has control of ball within the pitching circle. Play will also be stopped when a play is attempted at first base without error, only on the first-base runner. Play may continue for any other base runners until the ball is controlled by the pitcher within the pitching circle. Play will then be stopped. The first base runner comes back into play if the ball is not attempted back to the pitcher's circle.

_ Runners cannot leave a base until after the ball is hit or passes home plate. No leading off. If the runners leave the base before the ball passes the plate, the team will be warned once. After that, they will be called out.

_ Stealing is only allowed from second to third base as long as there is no runner on third base. The runner still cannot leave second base until the ball has passed home plate. This teaches the beginning of stealing and the throwing from the catcher to third base. This also teaches the left fielder how to cover back-up on third base in case the ball is thrown from home to third. In stealing third base, the runner on second base needs to pay attention to the third base coach.

Only on the steal - there will be no extra base awarded to the stealing runner if an overthrow is made from the catcher to third base. This rule is designed to encourage the catcher to make a play at third base.

_ Sliding is permitted at all bases.

_ 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
 - _ 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.

_ In-field fly rule is not in effect.

_ Bunting is allowed off of the player/pitcher only, NOT when the coach pitches. If the batter comes in contact with the bunted ball while she is running to first AND she is in fair territory (out of the box), she is out. If she is in foul territory, the bunt is a foul ball and called a strike. If the batter bunts a foul ball on the third strike, she is out.

_ 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.

_ Each half inning is completed when six(6) runs are scored or three(3) outs are made.

Defense

___ With a six (6) inning game, all players must play a minimum of two (2) innings of infield and one (1) inning of outfield, and three (3) innings defensively. All defensive players MUST get their minimum of outfield/infield play within the first four (4) innings. If all players do not get in their two (2) innings of infield/outfield play before the end of the game, that team may be subject to forfeiture of the game. Exceptions: player is late, injured, sick or must leave early.

_ 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. (This rule lets coaches play players every other inning, so that they feel more a part of the game. It also allows coaches to try players out at different positions and still put starters back in and out again. Players will not be sitting on the bench for three (3) innings in a row.)

_ Ten (10) player defense. The outfield will contain four (4) players -- left, left-center, right-center, and right. 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 Co-Commissioners	Lee Rosenthal	478-7456

___ 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

___ CC league is instruction and will require all coaches to teach basic skills and sportsmanship. If any problems or concerns arise, it will be the coaches' responsibility to try and resolve them with the CC league commissioner having the final decision making authority when required.

_ The head coach is responsible for his 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.
- _ Goshen 1 and 2 diamonds will be the primary fields for the CC league. All seven (7) days of the week are reserved for the CC league. Games will be scheduled Monday through Saturday and that diamond will be the primary diamond for any rainouts. Other diamonds may be utilized if scheduled accordingly by the league commissioners.
- _ 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. Any workers under the age of 16, but older than 13 MUST be previously approved by the CC Commissioner.
 - _ 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 CC league commissioner. If cancelled games are not rescheduled within a reasonable time, it is the CC league commissioner's discretion to forfeit the game.
 - _ The home team coach will be responsible for notifying the CC 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.