

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

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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 trashcans 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 coaches will agree as to when time has expired. Whatever team is winning at the expired time after a full inning is completed is deemed the winner of the game. During the regular season, four (4) completed innings will constitute a finished game in the case of it being called **because of inclement weather**. 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.

- 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 C league coach, or his/her adult designee representing the coach's team, shall be required to umpire at least two (2) games in the CC league 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 may 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. 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.

_ Umpires may be used during each of the post-season tournament games.

_ 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.

_ All other rules will be in effect.

Pitching

_ The pitching mound rubber is 30' from the back tip of home plate.

_ Pitching is underhand at any speed with no height requirements.

_ This league is coach-pitch throughout the entire season with no player-pitch until CC league. The coach of the batting team may throw up to and no more than seven (7) pitches to the batter. Exception: At-bat cannot end at a fouled ball. If the batter has three (3) strikes, she is out. If the batter does not hit the ball into play, she is out. Walks are not allowed in this league.

_ ***Once the school year is finished, (June 8th) coaches may begin allowing their players to pitch. Both coaches in a game do not have to have players pitching, but it must be agreed to before the start of the game and must continue throughout the entire game. The coach-pitcher will begin each game pitching the first full three (3) innings. The next three (3) innings will begin with the player-pitcher, and***

if necessary, the coach-pitcher will come in to relieve the player-pitcher. 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, the coach of the batting team will come in and throw up to and no more than three (3) more pitches to the batter. If the batter does not hit the ball into play, she is out. Fouls on the seventh (7th) pitch or 3^d 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.) There will be no walks in the C league.

— While the coach-pitcher is pitching, the team's pitcher will stand behind the coach-pitcher with one foot in the pitching circle at a safe distance.

— 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. Avoid interference as much as possible.

— 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 "play ball" has been announced.

— 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 no 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 five (5) innings per one (1) game and nine (9) 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.

_ **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.

_ Runners will not be permitted to advance an extra base when an overthrow or error is made at first base. **The play is over.** This rule is designed to encourage infielders to make plays at first base and discourage them from holding the ball in an effort to hold the runner at first base.

_ Overthrows are not in effect when the ball is being returned to the pitcher.

_ 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, once the ball reaches the infield (dirt), the runner may advance to the base she is going to at player's own risk, or retreat to the last base.

_ Play will be stopped when a play is attempted on an advancing runner, when the infielder controls the ball within the field, or pitcher has control of ball within the pitching 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.

_ Sliding and stealing are not permitted.

_ Sliding may be introduced in C league ONLY at the home plate as a safety issue to both the catcher and runner. The catcher must be taught to protect the plate but at the same time protect herself by not completely covering the plate. A runner will not be penalized with an out if she does not avoid contact by sliding.

_ 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. The 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.
- _ Bases will not be awarded to any batter who is hit by a pitched ball. The batter will continue at-bat unless she is unable due to injury. When injury prevents a batter from completing at-bat, the next batter is brought in to continue and will have the same count as the previous batter. This pitch will count as part of the batter's total pitch count.
- _ In-field fly rule is not in effect.
- _ Bunting is not permitted.
- _ 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.
- _ An arc will be lined six (6) feet from home plate. Hit balls within the arc will be considered foul balls. On the line or outside the arc will be considered fair balls.
- _ Each half inning is completed when 6 runs are scored or 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. Exceptions: player is late, injured, sick or must leave early.
- _ With a six (6) inning game, a player shall not be allowed to play more than three (3) innings at one position.
- _ 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.)
- _ Each team may play a maximum of eleven (11) players (five (5) outfielders). The outfielders must be at least ten (10) feet into the grass (or from the infield line) until the ball is hit. The outfielders cannot make a play on the bases. They must throw the ball in to an infielder The

infielders cannot be on the grass (or in the outfield).

_ All infield players must be playing in their designated positions. While opposing team is at-bat, infield players are not allowed to go past the pitcher circle towards the batter until after the ball is hit.

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	Dave Losinski	475-6768
	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

___ C league is instructional 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 C league commissioner having the final decision making authority when required.

_ Two (2) coaches may instruct from the field during defense. It is the coaches' 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. While the ball is in play, no defense coaches are permitted on the infield until after the play has stopped.

_ 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.

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

_ Woodside Green 2 diamond will be the primary field for the C league. All seven (7) days of the week are reserved for the C 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 MUST remain in the concession stand until all players have received their team drinks and the away coach has relieved them. It is the away team coaches' responsibility to be sure that all money has been collected for the team drinks.

___ 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/or the commissioner.

_ 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 C 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 C league commissioner. If

- cancelled games are not rescheduled within a reasonable time, it is the C league commissioner's discretion to forfeit the game.
- _ The home team coach will be responsible for notifying the C 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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