

Recreation League Rules

East Greenbush Girls Softball League Rules and Regulations for Recreation League Play
(Revised 3/1/2024)

Table of Contents

SECTION I: GOVERNING RULES

SECTION II: LOCAL MODIFICATIONS/CLARIFICATIONS TO LITTLE LEAGUE RULES

1. Uniforms/Clothing/Jewelry
2. Protective Equipment in Addition to Protections Required by Little League
3. Hair
4. Field Conditions
5. Lightning
6. Batter's Warmup Area
7. Coaches/Managers/Volunteer
8. Draft Process/Team Formation

Rules 9-25 are separated by each division accordingly

9. Players and Replacement Players
 - a. Minimum Number of Players
 - b. Replacement Players
10. Regulation Game
11. Time Limit
12. Ties
13. Mercy Rule
 - a. Runs in Game
 - b. Runs in Inning
14. Pitching
15. Batting Order
16. Bunting
17. Dropped Third Strike
18. Infield Fly
19. Base Running
 - a. Stealing
 - b. Base Running on Hits
 - c. Sliding
20. Catchers
21. Fielders
22. Scorekeeping
23. Umpires
24. Division Championships
25. Rescheduling of Games

SECTION I: GOVERNING RULES

League games for all Divisions shall be governed by the Fast Pitch International Rules of Softball, as stated in the current Little League Softball Rule Book, with the local modifications/clarifications identified in Section II

below. If any rule or decision is defined to be under the responsibility of anyone with a conflict of interest, the direction/decision will be made by the next responsible person in line or the league president.

SECTION II: LOCAL MODIFICATIONS TO LITTLE LEAGUE RULES

1. Uniforms/Clothing/Jewelry

The official uniform for a team in league play shall consist of the team shirt, which shall be provided by the League. Players may wear caps or visors at the discretion of the team manager. Players may wear shorts at the discretion of the team manager and, for players under 18 years of age, with permission of the players' parents or guardians. Players may not wear shoes with metal spikes except at the JMM level. Players may not wear jewelry. Pitchers may not wear wristbands on their throwing wrist. Players with braces are encouraged to wear mouth guards, and players with eyeglasses are encouraged to wear retainer straps. In cold weather, players may wear jackets if they are zipped or buttoned while the player is on the field. School jerseys are not allowed during games, players must wear league provided uniform.

2. Protective Equipment in Addition to Protections Required by Little League

In addition to the protective provisions included above in the "Uniforms" section, each team will be issued a first aid kit and cold packs. Ice packs are also available in the Concession Stand. Each team will also be issued appropriate balls, bats, helmets, and catcher's equipment. All equipment, whether furnished by the League or not, must meet Little League requirements. Catchers must wear complete catchers' equipment (shin guards, chest protector, and helmet with face guard and protection for the throat) when they are positioned behind batters. Players warming up pitchers must wear, as a minimum, a helmet with face guard and throat protection. Batters and base runners must wear helmets and must not deliberately remove them while on the playing field unless time is called (penalty: batter or base runner is out).

3. Hair

Hair longer than shoulder length should be restrained to avoid interfering with play.

4. Field Conditions

- a. Prior to the start of games, the Field Maintenance Director shall make the decisions as to whether playing fields are suitable for play. Such decisions shall, if practicable, be made at least one hour prior to the scheduled game times, and the managers, the Webmaster, the Umpire Coordinator, the Board Member on Duty, and the Concession
- b. The "Home" team is responsible for field set up and lining field. "Away" team is responsible for clean-up which includes raking mound and batter's boxes and emptying garbage after the game.
- c. Once a game begins, the plate umpire shall decide if the fields continue to be suitable for play (if no umpire is present, the decision will be made in the same manner as for a decision prior to the start of games).

5. Lightning

Games and practices must be suspended in the event of lightning. If there is visible lightning, no matter how distant, the event will be suspended by the umpire (if no umpire present, then by either team manager). The event shall resume if the visible lightning ceases for 30 minutes and the field conditions are still acceptable for play.

6. Batter's Warmup Area

Only one player is permitted within the batting cage or the warmup circle at any time. On-deck batters must wear batting helmets. On the Winne Field, batters must enter the playing field through the center gate, and they must not enter the field until play has ended.

7. Coaches/Managers/Volunteers

Any member of the league may nominate themselves as a rec coach/manager or volunteer by registering via the League's registration site. Nominations will be brought to the Board of Directors for discussion and approval by majority vote.

Coaches/Managers will be required to complete any screenings/background checks/trainings as deemed necessary by Little League or EGGSL. All prospective coaches will be interviewed by the Board of Directors and voted upon after interviews are complete.

Each team will have 1 designated head coach/manager and 1 assistant coach. After the teams have been formed volunteers from families on the team may volunteer to assist and will be submitted to the safety director for additional clearances. Any volunteer on the field or interacting with the players must be reported to the safety director and must obtain appropriate clearances as stated above.

By volunteering as a coach/manager/volunteer an individual must follow the EGGSL rules and constitution. At any time if the Board of Directors deems that a volunteer is not fit to continue in that role, the League reserves the right to remove the individual from their coach/manager/volunteer role and possible banning from the league if necessary.

Coaches/managers/volunteers will not be compensated in anyway by the board, members of the team, or any sponsors whatsoever.

8. Draft Process/Team Formation

After registration has closed a list of eligible players will be established by division. In March each approved coach, along with the division representative, 2nd VP, President, and/or other board members will participate in the draft process. Each coach will have the opportunity to establish their team from the list of eligible players in a fair and equal fashion. At the conclusion of the draft no team changes will be made unless approved by the division representative, 2nd VP, President, and/or members of the Board.

Specific divisional rules below.

T-Ball

9. Players and Replacement Players

- The game will begin with the number of players present. If a player arrives late, they will be allowed to play. There shall be no forfeits or rescheduling of games due to lack of players. There is no penalty if a player chooses not to bat or play the field.
- No Replacement players are needed.
- The T-Ball Division will utilize a safety ball for games and practices which will be furnished by the League.

10. Regulation Game

- Games will follow the time limit rule, there will be no inning limit.

11. Time Limits

- Games will be a total of 90 minutes. For all weekend games, both teams will begin a 30-minute practice at the scheduled start time. Each team will have 15 minutes of use of the infield during this time. A 60-minute game will follow the 30-minute practice time. For all weekday games, play will begin at scheduled time and last for 60 minutes. Coaches may use the field 30 minutes prior to game time for practice if desired.

12. Ties

- Scores are not recorded in this division, so this rule does not apply.

13. Mercy Rule

- Scores are not recorded in this division, so this rule does not apply.

14. Pitching

- There will be no player pitching in this division. At the beginning of week 6 of the season, the coach/manager will begin pitching, after 3 pitches are thrown with no ball put into play the tee will be used.

15. Batting Order

- An inning will end when every player in attendance has batted once. The batting order shall be changed each inning such that, to the extent practicable, no player bats in the same position two times in a game (e.g., a player should bat last only once in a game). Players may decline to bat without penalty.

16. Bunting

- There is no bunting allowed in this division.

17. Dropped Third Strike

- The dropped third strike rule does not apply in this division.

18. Infield Fly

- The infield fly rule does not apply in this division.

19. Base Running

- Stealing is not permitted. Base runners may not leave their bases until the ball is hit.
- Base runners may advance only one base on a batted ball that remains on the infield dirt. If the ball is hit to the outfield grass, base runners may advance until the ball is returned to the infield.
- Runners are not to be removed from the base regardless of being put out. This is to allow all players to run all bases. The last batter runs all bases (home run).

20. Catchers

- No catcher shall be used in this division.

21. Fielders

- For every regulation game, all players in attendance must play a minimum of two complete innings in an infield position. The manager shall report any instance where this requirement is not met to the opposing manager and the Board Member on Duty. If the manager or acting manager of a team has a safety concern with a player being placed in the infield, this concern must be addressed with the Division Representative before the start of the season.
- No player should sit more than 1 inning consecutively unless it is by player choice.
- All players will play the field every inning and they should be rotated, to the extent practical, between positions each inning so that players generally will have equal opportunities to play every position that they are willing to play during the season. Up to two defensive team coaches may position themselves in the playing area to coach the players. One offensive team coach shall take a position to coach the batter and place the ball upon the tee.

22. Scorekeeping

- No score will be kept in this division.

23. Umpires

- No umpires will be used in this division.

24. Division Championships

- There will be no division championships in this division.

25. Rescheduling of Games

- If a game needs to be rescheduled the coaches/managers must contact the division representative and scheduling director as soon as possible.
- Rescheduling of games will be the responsibility of the 2 coaches/managers of the teams involved. The coaches/managers will work together to determine a date and time that works for each team and contact the scheduling director to coordinate field availability.
- All games should be rescheduled as soon as possible and before the end of the league season. If a game is unable to be rescheduled the coaches/managers must contact the division representative and scheduling director and notify them of the inability to play the scheduled game and reason why.

Mini-Minor

9. Players and Replacement Players

- Teams shall consist of whatever number of players are in attendance, including those that arrive late. There shall be no forfeits or rescheduling of games due to lack of players. There is no penalty if a player chooses not to bat or play the field. No Replacement players are needed.
- Mini Minor coaches/managers are required to submit a list of 2 to 4 players able and willing to play in the Minor division if call ups are needed to avoid forfeits at that division. These lists will be supplied to the Mini Minor division representative by week 2 of the season and remain updated as needed (injury, identification of another player to add to the list, etc.)

10. Regulation Game

- A regulation game shall be limited to one hour 40 minutes, or 6 full innings, daylight, weather, field conditions, and time permitting. No extra innings shall be played. If at least one hour of playing time has occurred, any game stopped because of daylight, weather, or field conditions shall be declared official, and it will not be rescheduled. Games that have not reached one hour of playing time will be rescheduled and replayed in their entirety. No new inning will begin after 1 hour 40 minutes.

11. Time Limits

- All games will have a 1 hour 40-minute time limit. If the time limit has been reached and the inning is not completed, the inning will be finished.

12. Ties

- Games can end a tie as wins and losses are not recorded in this division.

13. Mercy Rule

- There will be a 4 run limit per inning.

14. Pitching

- The mound will be placed at a 30-foot pitching distance.
- The coach will pitch 6 pitches to each batter (no further player pitch for remainder of the game).
- After Memorial Day, Player pitch will be the 4th and any further innings of the game only. Player pitchers will pitch 3 pitches and if a ball is not put into play the coach will throw 3 pitches.
- No tee will be used in this division.
 - **Player Pitch Innings Only**
 - Hit by pitch is in effect.
 - No base on balls will be allowed in this division.
 - Player pitchers will pitch 3 pitches and if no ball is put into play the manager/coach will then pitch 3 pitchers to that batter.

- During player pitch innings, the batter may strike out (while a player is pitching); in addition, the strike count registered by the player pitcher will be the starting strike count for the manager/coach pitcher.
 - If the batter does not put a ball into play after 3 coach pitches will be considered out and it will be recorded in the out count for the inning.
 - Batters fouling the 3rd coach pitch can continue the at bat until a ball is hit into fair play or the player “strikes out”.
 - Managers are encouraged to use the manager or assistant coach who can throw consistent strikes to ensure the best experience and development of the players.
 - Player pitchers will resume pitching with every new batter during the 1st inning only.
- **Coach/Manager Pitch (all subsequent innings)**
 - The coach/manager will pitch 6 pitches to the batter.
 - The manager/coach pitcher shall pitch from the pitching rubber.
 - The player pitcher shall take a defensive position with at least one foot within the pitching circle.
 - The batter will continue at the plate until she gets a hit, strikes out, or is put out as a result of a batted ball.
 - A batter cannot advance to first on a hit by pitch or base on balls. Strikes will continue to be called by the umpire (when available) when the manager/coach is pitching. If no umpire is available, the strikes will be called by the coaches/managers.
 - On a ball or strike, the catcher shall return the ball to the manager/coach pitcher.
 - On an offensive play, the ball shall be returned to the defensive player pitcher.
 - The coach/manager pitcher must move as required so as not to interfere with play. If the coach/manager pitcher is hit directly by a batted ball, the pitch shall be declared "no pitch" and the play will be nullified. If the coach/manager pitcher is hit by a thrown ball during an offensive play, the ball shall be declared dead and there shall be no further advance by any base runners.

15. Batting Order

- The batting lineup shall consist of all players present and eligible to play.
- All players shall continue to bat throughout the game in rotation, except if they become injured, sick, leave the premises, or decline to bat. Any player who is injured, sick, or leaves the premises for reasons other than declining to bat shall be removed from the batting order without penalty (subject to the player limits of rule 7a). The player may be reinstated in the batting order in her original position without penalty should her condition change.
- If an eligible player arrives after the game begins, the player shall be inserted into the last position in the batting lineup, assuming the player meets eligibility requirements.
- The batting order may consist of less than nine players without penalty. A player may decline to bat due to injury or sickness without penalty and may return to her position in the batting order without penalty.
- Innings end with 3 outs or when the run limit is reached.

16. Bunting

- Bunting is not allowed in this division.

17. Dropped Third Strike

- Dropped third strike rule does not apply in this division.

18. Infield Fly

- Infield fly rule does not apply in this division.

19. Base Running

- Stealing is not permitted. Base runners may not leave their bases until the ball is hit.
- Base runners may advance only one base on a batted ball that remains on the infield dirt. When the ball is hit to the outfield grass, base runners may advance until the ball is returned to the infield.

20. Catchers

- Catchers must wear full protective equipment when behind a batter. Catchers must wear a helmet and face mask with throat protection when warming up a pitcher.
- Coaches may stand behind catchers to assist in retrieving wild pitches and passed balls if/when there is no defensive play available to the catcher (i.e. no runners to steal or runner stuck on 3B waiting for a batted ball). The only purpose to allowing the adult behind the plate is to speed up the game if a pitcher/catcher are struggling to keep the game moving.
- Catchers may catch no more than three innings in a game. One pitch in an inning counts as an inning caught.

21. Fielders

- For every regulation game, all players in attendance should play a minimum of two complete innings in an infield position. The manager shall report any instance where this requirement is not met to the opposing manager and the Board Member on Duty. If the manager or acting manager of a team has a safety concern with a player being placed in the infield, this concern must be addressed with the Division Representative before the start of the season.
- No player should sit more than 1 inning consecutively unless the player desires to do so.
- 10 players will be allowed on the field (4 outfielders), and they should be rotated, to the extent practical, between positions each inning so that players generally will have equal opportunities to play every position that they are willing to play during the season.
- Up to two defensive team coaches may position themselves in the playing area to coach the players

22. Scorekeeping

- Score will be kept but wins and losses will not be recorded.

23. Umpires

- Youth umpires will be used when available.

24. Division Championships

- There will be no division championships in this division.

25. Rescheduling of Games

- If a game needs to be rescheduled the coaches/managers must contact the division representative and scheduling director as soon as possible.
- Rescheduling of games will be the responsibility of the 2 coaches/managers of the teams involved. The coaches/managers will work together to determine a date and time that works for each team and contact the scheduling director to coordinate field availability.
- All games should be rescheduled as soon as possible and before the end of the league season. If a game is unable to be rescheduled the coaches/managers must contact the division representative and scheduling director and notify them of the inability to play the scheduled game and reason why.

Minor

9. Players and Replacement Players

- Games may commence and/or continue with a minimum of 7 players. If a team has fewer than 7 players, the game shall be delayed up to 15 minutes for additional players to arrive. If, at the end of 15 minutes the team still has less than 7 players, the game shall be forfeited.
- If, during a game players are lost such that less than 7 players would be present to play, the game shall be delayed for 15 minutes for additional players to arrive or for an injured player to return. If, at the end of 15 minutes the team still has less than 7 players, the game shall be forfeited if it could otherwise have been counted.
- If both teams have less than 7 players required to commence or continue a game, forfeits shall be recorded for both teams.
- If 7 players are used, an out will be taken in the 8th position in the lineup for that team.
- Mini Minor division replacements may be called up and used to avoid forfeits. The division representative from Mini Minor (or League President or 2nd Vice President) shall attempt to assign the replacement players on a continuous basis starting with the oldest players until replacement player (s) are found. Coaches/managers will not find their own replacement players.
- The coach/manager must call the division representative in advance to request players whenever possible. If the division representative is not available, the President of the League will be contacted. If the President of the League is not available, the 2nd Vice President will then be contacted.
- Replacement players from the Mini Minor division must play in an outfield position while on defense and be placed in the last position in the batter order, unless specifically called up to pitch or catch.
- If a regular team player arrives after the start of play, they will be inserted in the last position in the batter order and shall assume a position on the field at the first opportunity. The replacement player(s) may remain in the lineup and continue to bat in the assigned order. The replacement player(s) may also continue to play in the outfield, provided that a regular team player is not required to sit the bench.
- Minor coaches/managers are required to submit a list of 2 to 4 players able and willing to play in the Intermediate division if call ups are needed to avoid forfeits at that division. These lists will be supplied to the Minor division representative by week 2 of the season and remain updated as needed (injury, identification of another player to add to the list, etc.).

10. Regulation Game

- A regulation game shall consist of 6 innings (5½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- A game may be declared complete after 3½ innings with the home team ahead or 4 innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- If a game is tied after at least 4 complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score will be considered official.
- If a game is called due to daylight, weather, or field conditions before the 3½ or 4 inning point when it would be official, the game is considered suspended. Suspended games shall be rescheduled and resumed at the exact point they were stopped.
- Games that reach a time limit before becoming official shall not be suspended (See "Time Limits," Section 11).

11. Time Limits

- If an inning is not completed, no new batter may come to the plate after 1 hour and 50 minutes. For purposes of the time limit, a new inning begins at the time of the third out in the previous inning and a new batter begins at the time the previous player is put out or reaches base.
- The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

12. Ties

- Games can end in a tie; however, scores are not reported for standings purposes.

13. Mercy Rule

Runs in an Inning

- There shall be a 4-run limit for each team in every inning except the last inning (6th inning for this division). In the 6th inning there may be unlimited runs scored. For the purposes of this rule, shortened games (due to weather, daylight, or time limits) will have no "last" inning.

Runs in a Game

- Games shall be declared official and ended if 1.) at any time after 4 ½ innings, the home team is ahead by 15 runs, or 2.) at any time after 5 innings, a complete inning ends with the visiting team ahead by 15 runs.

14. Pitching

- The pitching rubber will be placed at distance of 35 feet.
- Any conventional softball pitch is permissible.
- When divisions are combined and the division rules conflict, the rules of the higher division will apply.
- It is mandatory for pitchers to wear a face mask at this division (each coach/manager will be provided one at the beginning of the season).

- Players may pitch 3 innings per game with no more than 2 consecutive innings. One pitch in an inning counts as an inning pitched.
- For approximately the first 5 weeks of the season the teams may utilize coach/manager pitch (see rules below). The Minor division representative will advise coaches/managers of the date after which “coach pitch” will no longer be utilized if applicable.
 - **Player Pitch Followed by Coach/Manager Pitch**
 - During the period of the season that “coach/manager” pitch is being utilized there will be no base on balls in effect. After the player pitcher has thrown 4 balls the coach/manager will come in to pitch. The player pitcher will resume pitching with the next batter in the lineup.
 - The coach/manager will get a maximum of 3 additional pitches. The count that was recorded during player pitch will carry over into coach/manager pitch.
 - Strikes and balls will continued to be called by the umpire when the coach/manager is pitching.
 - The batter will continue at the plate until she gets a hit, strikes out, or is put out as a result of a batted ball or a maximum of 3 pitches is thrown by the coach/manager. If the batter has not hit the ball or struck out after the 3rd coach/manager pitch the batter is out.
 - If the batter fouls off the 3rd coach/manager pitch the batter will continue until a ball is hit into play or the batter strikes out.
 - The coach/manager will pitch from the pitching rubber and the pitcher will take a defensive position with at least one foot within the pitching circle.
 - On a ball or strike, the catcher shall return the ball to the coach/manager.
 - On an offensive play, the ball shall be returned to the defensive player pitcher.
 - The coach/manager pitcher must move as required so as not to interfere with play. If the coach/manager pitcher is hit directly by a batted ball, the pitch shall be declared “no pitch” and the play will be nullified. If the coach/manager pitcher is hit by a thrown ball during an offensive play, the ball shall be declared dead and there shall be no further advance by any base runners.
 - **Player Pitch With No Coach/Manager Pitch**
 - During player pitch a count of 4 balls constitutes a base on balls and hit by pitch is in effect.

15. Batting Order

- The batting line up shall consist of all players present and eligible to play.
- All players shall continue to bat throughout the game in rotation, except if they become injured, sick, leave the premises, or decline to bat. Any player who is injured, sick, or leaves the premises for reasons other than declining to bat shall be removed from the batting order without penalty (subject to the player limits of rule 7a). The player may be reinstated in the batting order in her original position without penalty should her condition change.
- If an eligible player arrives after the game begins, the player shall be inserted into the last position in the batting lineup, assuming the player meets eligibility requirements.
- The batting order may consist of less than 9 players without penalty. A player may decline to bat due to injury or sickness without penalty and may return to her position in the batting order without penalty.

- If there are less than 9 players in attendance an out will be taken at the 8th position of the lineup.

16. Bunting

- Bunting is allowed in this division.

17. Dropped Third Strike

- The dropped third strike rule does not apply in this division.

18. Infield Fly

- The infield fly rule does not apply in this division.

19. Base Running

a. Stealing

- Base runners may steal only while a player is pitching, they may steal only one base per pitch, and may not advance on an overthrow or error on the fielder's attempt to stop the steal.
- Players may only advance to home on a batted ball, base on balls or hit by pitch; or, after the defensive team makes a throw toward third base in an attempt to put the baserunner out.
- Runners may not leave the base until the ball leaves the pitcher's hand.

b. Base Running on Hits

- Base runners may advance on any ball hit into fair territory.
- There is no limit on how many bases a player may advance until the ball is back into the pitcher's possession and they are in the pitching circle.

c. Sliding

- Sliding is allowed, however headfirst sliding toward a base is not encouraged.

20. Catchers

- Catchers must wear full protective equipment when behind a batter. Catchers must wear a helmet and face mask with throat protection when warming up a pitcher.
- Managers and coaches may not stand behind catchers to assist in retrieving wild pitches and passed balls except if/when there is no defensive play available to the catcher (i.e. no runners to steal or runner stuck on 3B waiting for a batted ball). The only purpose to allowing the adult behind the plate is to speed up the game if a pitcher/catcher are struggling to keep the game moving.
- Catchers may catch no more than three innings per game.

21. Fielders

- For every regulation game, all players in attendance must play a minimum of two complete innings in an infield position. The manager shall report any instance where this requirement is not met to the opposing manager and the Board Member on Duty. If the manager or acting manager of a team has a safety concern with a player being placed in the infield, this concern must be addressed with the Division Representative before the start of the season.
- No player should sit more than 1 inning consecutively unless so desired by the player.
- No more than 10 fielders may be used at one time in a defensive inning and no more than 5 players (pitcher, first base, second base, third base, and shortstop) may position themselves in the infield.
- The catcher must position themselves behind the plate in foul territory. All other players shall position themselves in fair territory.
- Every player must be allowed to play a defensive position for at least 3 full innings, if possible, in every game.

- Managers are encouraged to rotate players among positions to the maximum extent possible.
- No coaches will be allowed in fair territory during game play.

22. Scorekeeping

- Score will be kept but wins and losses will not be recorded.
- Minor division playoff seeding is determined by random selection to discourage teams from focusing only on win/loss record for the regular season.

23. Umpires

- The League shall designate one or two umpires for each game (the league may utilize youth umpires for this division). If an umpire does not arrive at the start of the game, the Board Member on Duty may, at his or her discretion, assign individuals to perform this duty until the umpire arrives.

24. Division Championships

- A single elimination championship will be held at the conclusion of the regular season. The winning team will be considered the champion of that Division.
- Players will not be eligible to participate in the playoffs if they have not participated in greater than 50% of their team's regular season games. It is the responsibility of the coach/manager to maintain record of player's game attendance. If necessary, the division representative may request a copy of such attendance record.
- Tournament seeding will be based on random selection furnished by representatives from the board of directors including the division representative.
 - **Modifications to Regular Season Rules for Tournament Play**
 - The "time limits" rule of Section 11 changes to finish the inning at 1 hour and 50 minutes, except for final that has no time limit
 - No game may end in a tie. If a game is tied after 6 complete innings, the International Tiebreaker shall be used to determine a winner.
 - The "minimum infield innings" rule of Section 19 does not apply.
 - The games will be played to the completion of 6 innings.

25. Rescheduling of Games

- If a game needs to be rescheduled the coaches/managers must contact the division representative and scheduling director as soon as possible.
- Rescheduling of games will be the responsibility of the 2 coaches/managers of the teams involved. The coaches/managers will work together to determine a date and time that works for each team and contact the scheduling director to coordinate field availability.
- All games should be rescheduled as soon as possible and before the end of the league season and before the division championships. If a game is unable to be rescheduled the coaches/managers must contact the division representative and scheduling director and notify them of the inability to play the scheduled game and reason why.

Intermediate

9. Players and Replacement Players

- Games may commence and/or continue with a minimum of 8 players. If a team has fewer than 8 players, the game shall be delayed up to 15 minutes for additional players to arrive. If, at the end of 15 minutes the team still has less than 8 players, the game shall be forfeited.
- If, during a game players are lost such that less than 8 players would be present to play, the game shall be delayed for 15 minutes for additional players to arrive or for an injured player to return. If, at the end of 15 minutes the team still has less than 8 players, the game shall be forfeited if it could otherwise have been counted.
- If both teams have less than 8 players required to commence or continue a game, forfeits shall be recorded for both teams.

- If 8 players are used, an out will be taken in the 9th position in the lineup for that team.
- Minor division replacements may be called up and used to avoid forfeits. The division representative from Minor (or League President or 2nd Vice President) shall attempt to assign the replacement players on a continuous basis starting with the oldest players until replacement player (s) are found.
- A separate list of pitchers and catchers will be maintained by the Minor division representative for replacement players at the Intermediate division. If a specific need for a pitcher or catcher arises the division representative will contact players on that list starting with oldest players until a replacement player (s) is found.
- Coaches/managers will not find their own replacement players.
- The coach/manager must call the division representative in advance to request players whenever possible. If the division representative is not available, the President of the League will be contacted. If the President of the League is not available, the 2nd Vice President will then be contacted.
- Replacement players from the Minor division must play in an outfield position while on defense and be placed in the last position in the batter order, unless specifically called up to pitch or catch.
- If a regular team player arrives after the start of play, they will be inserted in the last position in the batter order and shall assume a position on the field at the first opportunity. The replacement player (s) may remain in the lineup and continue to bat in the assigned order. The replacement player (s) may also continue to play in the outfield, provided that a regular team player is not required to sit the bench.
- Intermediate coaches/managers are required to submit a list of 2 to 4 players able and willing to play in the Junior Major/Major division if call ups are needed to avoid forfeits at that division. A separate list will be made with pitchers and catchers only. These lists will be supplied to the Intermediate division representative by week 2 of the season and remain updated as needed (injury, identification of another player to add to the list, etc.).

10. Regulation Game

- A regulation game shall consist of 7 innings (6½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- A game may be declared complete after 4½ innings with the home team ahead or 5 innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- If a game is tied after at least 5 complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score will be considered official.
- If a game is called due to daylight, weather, or field conditions before the 4½ or 5 inning point when it would be official, the game is considered suspended. Suspended games shall be rescheduled and resumed at the exact point they were stopped.
- Games that reach a time limit before becoming official shall not be suspended (See "Time Limits," Section 11).

11. Time Limits

- All games will have a time limit in effect. Managers of both teams and the umpires are to agree upon the starting time for the game at the pregame meeting.

- The plate umpire will keep the official time and will inform both managers when the time limit has been reached.
- No new inning may begin after 1 hour and 40 minutes. If an inning is not completed, no new batter may come to the plate after 1 hour and 50 minutes.
- For purposes of the time limit, a new inning begins at the time of the 3rd out in the previous inning and a new batter begins at the time the previous player is put out or reaches base.
- The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

12. Ties

- Regular season games may end in a tie and will be recorded as such in the standings.

13. Mercy Rule

Runs in an Inning

- There shall be a 4-run limit for each team in every inning except the last inning (7th inning for this division). In the 7th inning there may be unlimited runs scored. For the purposes of this rule, shortened games (due to weather, daylight, or time limits) will have no “last” inning.

Runs in a Game

- Games shall be declared official and ended if 1.) at any time after 4 ½ innings, the home team is ahead by 15 runs, or 2.) at any time after 5 innings, a complete inning ends with the visiting team ahead by 15 runs.

14. Pitching

- The pitching rubber shall be placed at a distance of 40 feet.
- Any conventional softball pitch is permissible. When divisions are combined and the division rules conflict, the rules of the higher division apply.
- It is mandatory for pitchers to wear a face mask at this division (each coach/manager will be provided one at the beginning of the season).
- Players may pitch 4 innings per game with no more than 3 consecutive innings. One pitch in an inning counts as an inning pitched.

15. Batting Order

- The batting lineup shall consist of all players present and eligible to play. All players shall continue to bat throughout the game in rotation, except if they become injured, sick, leave the premises, or decline to bat.
- Any player who is injured, sick, or leaves the premises for reasons other than declining to bat shall be removed from the batting order without penalty (subject to the player limits of rule 7a). The player may be reinstated in the batting order in her original position without penalty should her condition change.
- If an eligible player arrives after the game begins, the player shall be inserted into the last position in the batting lineup, assuming the player meets eligibility requirements.
- A player who declines to bat at the proper time in the batting order shall be declared out but may return to her position in the batting order without further penalty.

16. Bunting

- Bunting is allowed in this division.

17. Dropped Third Strike

- Dropped 3rd strike rule is in effect in this division.

18. Infield Fly

- Infield Fly rule is in effect in this division.

19. Base Running

- Stealing is permitted once the ball leaves the pitcher's hand.
- Runners can continue until put out.
- Stealing of home is allowed.
- Players may slide, however sliding head-first toward a base is not encouraged.

20. Catchers

- Catchers must wear full protective equipment when behind a batter. Catchers must wear a helmet and face mask with throat protection when warming up a pitcher.
- Managers and coaches may not stand behind catchers to assist in retrieving wild pitches and passed balls.
- Catchers may catch no more than 4 innings per game, and no more than 3 consecutively.

21. Fielders

- For every regulation game, all players in attendance must play a minimum of 2 complete innings in an infield position. The manager shall report any instance where this requirement is not met to the opposing manager and the Board Member on Duty. If the manager or acting manager of a team has a safety concern with a player being placed in the infield, this concern must be addressed with the Division Representative before the start of the season.
- No player should sit more than 1 inning consecutively.
- No more than 10 fielders may be used at one time in a defensive inning.

22. Scorekeeping

- Regular season win/loss record will determine playoff seeding.
- The home team manager shall report the game outcome via email to the division rep within **24 hours** of the conclusion of each game.

23. Umpires

- The League shall designate 1 or 2 umpires for each game. If an umpire does not arrive at the start of the game, the Board Member on Duty may, at their discretion, assign individuals to perform this duty until the umpire arrives.

24. Division Championships

- A single elimination championship will be held at the conclusion of the regular season. The winning team will be considered the champion of that Division.
- Players will not be eligible to participate in the playoffs if they have not participated in greater than 50% of their team's regular season games, unless documented injuries occur. It is the responsibility of the coach/manager to maintain record of player's game attendance. If necessary, the division representative may request a copy of such attendance record.
- Tournament seeding will be based on regular season standings. Regular season standings will be based on winning percentage. In the event of a tie in the regular season standings, the tie will be broken by the results of head-to-head games between the tied teams. If a tie still exists, the tie shall be broken by run differential for the season.
 - **Modifications to Regular Season Rules for Tournament Play**
 - The "time limits" rule of Section 11 changes to finish the inning at 1 hour and 50 minutes, except for final that has no time limit

- No game may end in a tie. If a game is tied after 7 complete innings, the International Tiebreaker shall be used to determine a winner.
- The “minimum infield innings” rule of Section 19 does not apply.
- The games will be played to the completion of 7 innings.

25. Rescheduling of Games

- If a game needs to be rescheduled the coaches/managers must contact the division representative and scheduling director as soon as possible.
- Rescheduling of games will be the responsibility of the 2 coaches/managers of the teams involved. The coaches/managers will work together to determine a date and time that works for each team and contact the scheduling director to coordinate field availability.
- All games should be rescheduled as soon as possible and before the end of the league season and before the division championships. If a game is unable to be rescheduled the coaches/managers must contact the division representative and scheduling director and notify them of the inability to play the scheduled game and reason why.

9. Players and Replacement Players

- Games may commence and/or continue with a minimum of 8 players. If a team has fewer than 8 players, the game shall be delayed up to 15 minutes for additional players to arrive. If, at the end of 15 minutes the team still has less than 8 players, the game shall be forfeited.
- If, during a game players are lost such that less than 8 players would be present to play, the game shall be delayed for 15 minutes for additional players to arrive or for an injured player to return. If, at the end of 15 minutes the team still has less than 8 players, the game shall be forfeited if it could otherwise have been counted.
- If both teams have less than 8 players required to commence or continue a game, forfeits shall be recorded for both teams.
- If 8 players are used, an out will be taken in the 9th position in the lineup for that team.
- Intermediate division replacements may be called up to avoid forfeits. The division representative from Intermediate (or League President or 2nd Vice President) shall attempt to assign the replacement players on a continuous basis starting with the oldest players until replacement player(s) are found.
- A separate list of pitchers and catchers will be maintained by the Intermediate division representative for replacement players at the Intermediate division. If a specific need for a pitcher or catcher arises the division representative will contact players on that list starting with oldest players until a replacement player(s) is found.
- Coaches/managers will not find their own replacement players.
- The coach/manager must call the division representative in advance to request players whenever possible. If the division representative is not available, the President of the League will be contacted. If the President of the League is not available, the 2nd Vice President will then be contacted.
- Replacement players from the Intermediate division must play in an outfield position while on defense and be placed in the last position in the batter order, unless specifically called up to pitch or catch.
- If a regular team player arrives after the start of play, they will be inserted in the last position in the batter order and shall assume a position on the field at the first opportunity. The replacement player(s) may remain in the lineup and continue to bat in the assigned order. The replacement player(s) may also continue to play in the outfield, provided that a regular team player is not required to sit the bench.

10. Regulation Game

- A regulation game shall consist of 7 innings (6½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- A game may be declared complete after 4½ innings with the home team ahead or 5 innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- If a game is tied after at least 5 complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score will be considered official.
- If a game is called due to daylight, weather, or field conditions before the 4½ or 5 inning point when it would be official, the game is considered suspended. Suspended games shall be rescheduled and resumed at the exact point they were stopped.

- Games that reach a time limit before becoming official shall not be suspended (See "Time Limits," Section 11).

11. Time Limits

- All games will have a time limit in effect. Managers of both teams and the umpires are to agree upon the starting time for the game at the pregame meeting.
- The plate umpire will keep the official time and will inform both managers when the time limit has been reached.
- No new inning may begin after 1 hour and 40 minutes. If an inning is not completed, no new batter may come to the plate after 1 hour and 50 minutes.
- For purposes of the time limit, a new inning begins at the time of the 3rd out in the previous inning and a new batter begins at the time the previous player is put out or reaches base.
- The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

12. Ties

- Regular season games may end in a tie and will be recorded as such in the standings.

13. Mercy Rule

Runs in an Inning

- There shall be a 4-run limit for each team in every inning except the last inning (7th inning for this division). In the 7th inning there may be unlimited runs scored. For the purposes of this rule, shortened games (due to weather, daylight, or time limits) will have no "last" inning.

Runs in a Game

- Games shall be declared official and ended if 1.) at any time after 4 ½ innings, the home team is ahead by 15 runs, or 2.) at any time after 5 innings, a complete inning ends with the visiting team ahead by 15 runs.

14. Pitching

- The pitching rubber shall be placed at a distance of 43 feet.
- Any conventional softball pitch is permissible. When divisions are combined and the division rules conflict, the rules of the higher division apply.
- It is mandatory for pitchers to wear a face mask at this division (each coach/manager will be provided one at the beginning of the season).
- Players may pitch 4 innings per game with no more than 3 consecutive innings. One pitch in an inning counts as an inning pitched.

15. Batting Order

- The batting lineup shall consist of all players present and eligible to play. All players shall continue to bat throughout the game in rotation, except if they become injured, sick, leave the premises, or decline to bat.
- Any player who is injured, sick, or leaves the premises for reasons other than declining to bat shall be removed from the batting order without penalty (subject to the player limits of rule 7a). The player may be reinstated in the batting order in her original position without penalty should her condition change.
- If an eligible player arrives after the game begins, the player shall be inserted into the last position in the batting lineup, assuming the player meets eligibility requirements.
- A player who declines to bat at the proper time in the batting order shall be declared out but may return to her position in the batting order without further penalty.

16. Bunting

- Bunting is allowed in this division.

17. Dropped Third Strike

- Dropped 3rd strike rule is in effect in this division.

18. Infield Fly

- Infield Fly rule is in effect in this division.

19. Base Running

- Stealing is permitted once the ball leaves the pitcher's hand.
- Runners can continue until put out.
- Stealing of home is allowed.
- Players may slide however sliding head-first toward a base is not encouraged.

20. Catchers

- Catchers must wear full protective equipment when behind a batter. Catchers must wear a helmet and face mask with throat protection when warming up a pitcher.
- Managers and coaches may not stand behind catchers to assist in retrieving wild pitches and passed balls.
- Catchers may catch no more than 4 innings per game, and no more than 3 consecutively. 1 pitch in an inning counts as an inning caught.

21. Fielders

- For every regulation game, all players in attendance must play a minimum of 2 complete innings in an infield position. The manager shall report any instance where this requirement is not met to the opposing manager and the Board Member on Duty. If the manager or acting manager of a team has a safety concern with a player being placed in the infield, this concern must be addressed with the Division Representative before the start of the season.
- No player should sit more than 1 inning consecutively.
- No more than 10 fielders may be used at one time in a defensive inning.

22. Scorekeeping

- Regular season win/loss record will determine playoff seeding.
- The home team manager shall report the game outcome via email to the division rep within **24 hours** of the conclusion of each game.

23. Umpires

- The League shall designate 1 or 2 umpires for each game. If an umpire does not arrive at the start of the game, the Board Member on Duty may, at his or her discretion, assign individuals to perform this duty until the umpire arrives.

24. Division Championships

- A single elimination championship will be held at the conclusion of the regular season. The winning team will be considered the champion of that Division.
- Players will not be eligible to participate in the playoffs if they have not participated in greater than 50% of their team's regular season games, unless documented injuries occur. It is the responsibility of the coach/

manager to maintain record of player's game attendance. If necessary, the division representative may request a copy of such attendance record.

- Tournament seeding will be based on regular season standings. Regular season standings will be based on winning percentage. In the event of a tie in the regular season standings, the tie will be broken by the results of head-to-head games between the tied teams. If a tie still exists, the tie shall be broken by run differential for the season.
 - **Modifications to Regular Season Rules for Tournament Play**
 - The "time limits" rule of Section 11 changes to finish the inning at 1 hour and 50 minutes, except for final that has no time limit
 - No game may end in a tie. If a game is tied after 7 complete innings, the International Tiebreaker shall be used to determine a winner.
 - The "minimum infield innings" rule of Section 19 does not apply.
 - The games will be played to the completion of 7 innings.

25. Rescheduling of Games

- If a game needs to be rescheduled the coaches/managers must contact the division representative and scheduling director as soon as possible.
- Rescheduling of games will be the responsibility of the 2 coaches/managers of the teams involved. The coaches/managers will work together to determine a date and time that works for each team and contact the scheduling director to coordinate field availability.
- All games should be rescheduled as soon as possible and before the end of the league season and before the division championships. If a game is unable to be rescheduled the coaches/managers must contact the division representative and scheduling director and notify them of the inability to play the scheduled game and reason why.