



OFFICIAL RULES

OF THE EAST GREENBUSH GIRLS
SOFTBALL LEAGUE RECREATION PROGRAM

Table of Contents

Definitions	1
Section I: East Greenbush Girls Softball League, Inc.	1
Section II: Constitution of the East Greenbush Girls Softball League	1
Section III: Bylaws of the East Greenbush Girls Softball League	1
Section IV: Board of Directors	1
Section V: Member of the League	1
Section VI: Team Staff	2
Subsection I: Coach & Manager	2
Subsection II: Volunteer	2
Section VII: League Activity	2
Rules for Recreation Play	3
Section I: Little League Rule Modifications	3
Subsection I: Dress Code	3
Subsection II: Protective Equipment	3
Subsection III: Field Usage	4
Subsection IV: Coaches and Volunteers	4
Section II: Division Rule Modifications	5
Subsection I: T-Ball Division	5
Subsection II: Mini Minor Division	7
Subsection III: Minor Division	13
Subsection IV: Intermediate Division	20
Subsection V: Junior Major and Major Division	26
Record of Change	31

Definitions

Section I: East Greenbush Girls Softball League, Inc.

This corporation shall be known as the “East Greenbush Girls Softball League, Inc.,” hereinafter referred to as, “EGGSL.”

Section II: Constitution of the East Greenbush Girls Softball League

The “Constitution of the East Greenbush Girls Softball League” hereinafter are referred to as the “**EGGSL Constitution.**”

Section III: Bylaws of the East Greenbush Girls Softball League

The “Bylaws of the East Greenbush Girls Softball League” hereinafter are referred to as the “**EGGSL Bylaws.**”

Section IV: Board of Directors

The “Board of Directors,” hereinafter referred to as the “BOD,” consists of Executive Officers, as well as Director, Coordinator and Member-at-large positions, as defined in the **EGGSL Constitution.**

Section V: Member of the League

A “Member of the League,” as defined in the **EGGSL Constitution**, meets one of the following criteria.

- The parent or legal guardian of a player
- A Board Member
- Any other individual approved by BOD.

Section VI: Team Staff

Subsection I: Coach & Manager

The term “Coach” and/or “Manager” shall be used to define any head coach, assistant coach, or team manager, who provides instruction to players.

Subsection II: Volunteer

The term “Volunteer” shall be used to define any Member of the League that elects to help the team with miscellaneous tasks as needed, at the discretion of the coaches.

Section VII: League Activity

The term “League Activity” shall be used to define any EGGSL approved gathering of players, staff, coaches, and families. Examples of League Activities include:

- Games
- Practices
- Tryouts
- Fundraisers
- Work details
- Picnics / Cookouts / Events

Rules for Recreation Play

Section I: Safety

All rules, as outlined in the ***Safety Policy of the East Greenbush Girls Softball League***, shall apply, always. The safety policy regards all aspects of player, game and site safety, including, but not limited to, dress code, weather events, emergencies and visitor conduct. The policy should be reviewed in its entirety when reviewing this document.

Section II: Little League Rule Modifications

Subsection I: Dress Code

- (a) The official uniform for a team in league play shall consist of the team shirt, which shall be provided by the EGGSL.
- (b) Players are responsible for cleats, pants, socks, belts, etc.
- (c) Players may wear caps or visors at the discretion of the coaching staff.
- (d) Players may wear shorts at the discretion of the coaching staff. For players under 18 years of age, permission is required from the players' parent(s) or legal guardian(s).
- (e) In cold weather, players may wear jackets if they are zipped or buttoned while the player is on the field.
- (f) Modified jerseys are not permitted during games, players must have a uniform provided by the EGGSL.

Subsection II: Protective Equipment

- (a) Each team shall be issued appropriate balls and catcher's equipment.
- (b) Players are responsible for bats, gloves, helmets, fielding masks, etc.

Subsection III: Field Usage

For each scheduled game, the “Home” and “Away” teams bear the following responsibilities.

Home Team

- Field set up (bases, etc.)
- Lining field
- Raking mound and batter’s boxes

Away Team

- Retrieve two (2) game balls from Concessions, prior to the start of the game.
- Emptying garbage from both dugouts after scheduled games.

Additionally, if at Winne field, prior to the start of the game, both teams shall prepare a line-up to be provided to the announcer. Line-ups should include players’ names and jersey numbers. Line-ups should be written legibly.

Subsection IV: Coaches and Volunteers

- (a) Any Member of the League may nominate themselves as a recreation league coach or volunteer by registering via the EGGSL’s website.
- (b) Nominations shall be brought to the BOD for discussion and approval by majority vote.
- (c) Criteria to be considered by the Board of Directors for approval to coach shall include, but not be limited to:
 - Coach returning from the previous season.
 - A former Coach returned after absence, based on total years seniority.
 - New nominations.
 - Board of Directors shall consider any feedback received regarding the coach during prior season(s) from parents, peer coaches, etc.
- (d) Each team shall have one (1) designated head coach and one (1) assistant coach.
- (e) After the teams have been formed, Members of the League may volunteer to assist and shall only be permitted to do so, once approved by the BOD, as defined in Article IV, Section IV of the **EGGSL Bylaws**.
- (f) Coaches and/or volunteers shall not be compensated in any way by the BOD, members of the team, or any sponsors whatsoever.

Section III: Division Rule Modifications

For each division, rules are broken into sixteen (16) categories:

- Players and Replacement Players
- Regulation Game
- Time Limits
- Mercy Rule
- Pitching
- Batting Order
- Bunting
- Dropped Third Strike
- Infield Fly
- Base Runners
- Catchers
- Fielders
- Scorekeeping
- Umpires
- Division Championships
- Rescheduling Games

Subsection I: T-Ball Division

(a) Players and Replacement Players

- (i) The game will begin with the number of players present. If a player arrives late, they shall be permitted 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.
- (ii) No Replacement players are needed.
- (iii) The T-Ball Division shall utilize a safety type training ball for games and practices which shall be furnished by the EGGSL.

(b) Regulation Game

- (i) Games shall follow the time limit rule; there shall be no inning limit.

(c) Time Limits

- (i) Each game shall be a total of ninety (90) minutes.

(ii) Weekend Games

- Both teams shall begin thirty (30) minutes of practice at the scheduled start time.
- Each team shall have fifteen (15) minutes of use of the infield during this time.
- A sixty (60) minute game shall follow the thirty (30) minute practice time, for a total of one (1) hour and thirty (30) minutes of scheduled time.

(iii) Weekday Games

- Play shall begin at scheduled time and last for sixty (60) minutes.

- Coaches may use the field thirty (30) minutes prior to game time for practice if desired.

(d) Ties

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

(e) Mercy Rule

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

(f) Pitching

- (i) There shall be no player pitching in this division.
- (ii) At the beginning of week six (6) of the season, the coach/manager shall begin pitching.
- (iii) After three (3) pitches are thrown with no ball put into play, the tee shall be used.

(g) Batting Order

- (i) An inning shall end when every player in attendance has batted once.
- (ii) 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).
- (iii) Players may decline to bat without penalty.

(h) Bunting

- (i) There is no bunting permitted in this division.

(i) Dropped Third Strike

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

(j) Infield Fly

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

(k) Base Running

- (i) Stealing is not permitted in this division.
- (ii) Base runners may not leave their bases until the ball is hit.
- (iii) Base runners may advance only one (1) base on a batted ball.
- (iv) Runners are not to be removed from the base regardless of being put out.
This is to allow all players to run all bases.
- (v) The last batter runs all bases (home run).

(l) Catchers

- (i) No catcher shall be used in this division.

(m) Fielders

- (i) For every regulation game, all players in attendance must play a minimum of two (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.
- (ii) 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.
- (iii) No player should sit more than one (1) inning consecutively, unless it is by player choice.
- (iv) Up to two (2) defensive team coaches may position themselves in the playing area to coach the players.
- (v) One (1) offensive team coach shall take a position to coach the batter and place the ball upon the tee.

(n) Scorekeeping

- (i) No score shall be kept in this division.

(o) Umpires

- (i) Umpires shall not be used in this division.

(p) Division Championship

- (i) There shall be no division championships in this division.

(q) Rescheduling Games

- (i) If a game needs to be rescheduled, the coaches/managers must contact the Division Representative and Scheduling Director as soon as possible.
- (ii) Rescheduling the games shall be the responsibility of the two (2) coaches/managers of the teams involved. The coaches/managers shall work together to determine the date and time that works for each team and contact the Scheduling Director to coordinate field availability.
- (iii) All games should be rescheduled as soon as possible and before the end of the EGGSL's regular season.
- (iv) 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.

Subsection II: Mini Minor Division

(a) Players and Replacement Players

- (i) Teams shall consist of whatever number of players are in attendance, including those that arrive late.

- (ii) There shall be no forfeits or rescheduling of games due to lack of players.
- (iii) There is no penalty if a player chooses not to bat or play the field.
- (iv) No Replacement players are needed.
- (v) Mini Minor coaches/managers are required to submit a list of 2-4 players able and willing to play in the Minor division if call ups are needed to avoid forfeits at that division.
- (vi) These lists shall be supplied to the Mini Minor Division Representative by week two (2) of the season and remain updated as needed (injury, identification of another player to add to the list, etc.).

(b) Regulation Game

- (i) A regulation game shall consist of four (4) full innings; daylight, weather, field conditions, and time permitting.
- (ii) No extra innings shall be played.
- (iii) If at least one (1) hour of playing time has occurred, any game stopped because of daylight, weather, or field conditions shall be declared official, and it shall not be rescheduled.
- (iv) Games that have not reached one (1) hour of playing time shall be rescheduled and replayed in their entirety.
- (v) No new inning shall begin after one 1-hour, 40-minutes of game play.

(c) Time Limits

- (i) All games shall have a one 1-hour, 40-minute time limit.
- (ii) If the time limit has been reached and the inning is not completed, the inning shall be finished.

(d) Ties

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

(e) Mercy Rule

- (i) There shall be a four (4) run limit per inning.

(f) Pitching

- (i) The mound shall be placed at a thirty (30) foot pitching distance.
- (ii) The coach will pitch (6) pitches to each batter.

- (iii) 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.
- (iv) Player-pitchers shall pitch three (3) pitches, and if a ball is not put into play, the coach shall throw three (3) pitches. Junior umpires will be used to call strikes, where available.
- (v) No tee shall be used in this division.

Player Pitch Innings Only

- Hit by pitch is in effect.
- No base-on-balls shall be permitted in this division.
- Player-pitchers shall pitch three (3) pitches and if no ball is put into play the manager/coach shall then pitch three (3) pitches 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 shall be the starting strike count for the manager/coach pitcher.
- If the batter does not put a ball into play after three (3) coach pitches shall be considered out and it shall 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.

Coach/Manager Pitch

- The coach/manager shall pitch six (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 shall continue at the plate until she gets a hit, strikes out, or is put out because of a batted ball.
- A batter cannot advance to first on a hit by pitch or base on balls. Strikes shall continue to be called by the umpire (when available) when the manager/coach is pitching. If no umpire is available, the strikes shall 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 shall 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.

(g) 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 three (3) outs or when the run limit is reached.

(h) Bunting

- Bunting is not permitted in this division.

(i) Dropped Third Strike

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

(j) Infield Fly

- Infield fly rules do not apply in this division.

(k) Base Running

- Stealing is not permitted.
- Base runners may not leave their bases until the ball is hit.
- Base runners may advance only one (1) 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.

(l) Catchers

- (i) 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.
- (ii) 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 of permitting the adult behind the plate is to speed up the game if a pitcher/catcher is struggling to keep the game moving.
- (iii) Catchers may catch no more than three innings in a game. One (1) pitch in an inning counts as an inning caught.

(m)Fielders

- (i) For every regulation game, all players in attendance should play a minimum of two (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.
- (ii) 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.
- (iii) No player should sit more than one (1) inning consecutively, unless the player desires to do so.
- (iv) Ten (10) players shall be permitted on the field (4 outfielders), and they should be rotated, to the extent practical, between positions each inning so that players generally shall have equal opportunities to play every position that they are willing to play during the season.
- (v) Up to two (2) defensive team coaches may position themselves in the playing area to coach the players.

(n)Scorekeeping

- (i) Score shall be kept but wins and losses shall not be recorded.

(o)Umpires

- (i) Youth umpires shall be used when available.

(p)Division Championship

- (i) There shall be no division championships in this division.

(q)Rescheduling Games

- (i) If a game needs to be rescheduled the coaches/managers must contact the Division Representative and Scheduling Director as soon as possible.
- (ii) Rescheduling the games shall be the responsibility of the two (2) coaches/managers of the teams involved. The coaches/managers shall work together to determine the date and time that works for each team and contact the Scheduling Director to coordinate field availability.
- (iii) All games should be rescheduled as soon as possible and before the end of the EGGSL 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.

Subsection III: Minor Division

(a) Players and Replacement Players

- (i) Games may commence and/or continue with a minimum of seven (7) players. If a team has fewer than seven (7) players, the game shall be delayed up to fifteen (15) minutes for additional players to arrive. If, at the end of 15 minutes the team still has less than seven (7) players, the game shall be forfeited.
- (ii) If, during a game players are lost such that less than seven (7) players would be present to play, the game shall be delayed for fifteen (15) minutes for additional players to arrive or for an injured player to return. If, at the end of fifteen (15) minutes the team still has less than seven (7) players, the game shall be forfeited if it could otherwise have been counted.
- (iii) If both teams have less than seven (7) players required to commence or continue a game, forfeits shall be recorded for both teams.
- (iv) If seven (7) players are used, an out shall be taken in the 8th position in the lineup for that team.
- (v) 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 shall not find their own replacement players.
- (vi) 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 EGGSL shall be contacted. If the President of the EGGSL is not available, the 2nd Vice President shall then be contacted.
- (vii) 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.
- (viii) If a regular team player arrives after the start of play, they shall 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 on the bench.
- (ix) Minor coaches/managers are required to submit a list of 2-4 players who are able and willing to play in the Intermediate division if call-ups are needed to avoid forfeits at that division. These lists shall be supplied to the Minor

Division Representative by week two (2) of the season and remain updated as needed (injury, identification of another player to add to the list, etc.).

(b) Regulation Game

- (i) A regulation game shall consist of six (6) innings (5½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- (ii) A game may be declared complete after 3½ innings with the home team ahead or four (4) innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- (iii) If a game is tied after at least four (4) complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score shall be considered official.
- (iv) If a game is called due to daylight, weather, or field conditions before the 3½ or 4th 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.
- (v) Games that reach a time limit before becoming official shall not be suspended (See "Time Limits", Section c).

(c) Time Limits

- (i) If an inning is not completed, no new batter may come to the plate after one (1) hour and thirty (30) 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 a base.
- (ii) The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- (iii) Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

(d) Ties

- (i) Games may end in a tie; however, scores are not reported for standings purposes.

(e) Mercy Rule

Runs in an Inning

- (i) There shall be a four (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) shall have no “last” inning.

Runs in a Game

- (i) Games shall be declared official and ended if;
 - a. At any time after 4 ½ innings, the home team is ahead by fifteen (15) runs, or;
 - b. At any time after five (5) innings, a complete inning ends with the visiting team ahead by fifteen (15) runs.

(f) Pitching

- (i) The pitching rubber shall be placed at distance of 35 feet.
- (ii) Any conventional softball pitch is permissible.
- (iii) When divisions are combined and the division rules conflict, the rules of the higher division shall apply.
- (iv) It is mandatory for pitchers to wear a face mask at this division (each coach/manager shall be provided with one at the beginning of the season).
- (v) Players may pitch three (3) innings per game with no more than two (2) consecutive innings. One pitch in an inning counts as an inning pitched.
- (vi) For approximately the first five (5) weeks of the season the teams may utilize coach/manager pitch (see rules below). The Minor Division Representative shall advise coaches/managers of the date after which “coach pitch” shall no longer be utilized if applicable.

Player Pitch Followed by Coach/Manager Pitch

- (i) During the period of the season that “coach/manager” pitch is being utilized there shall be no base-on-balls in effect. After the player-pitcher has thrown four (4) balls, the coach/manager shall come into pitch. The player-pitcher shall resume pitching with the next batter in the lineup.
- (ii) The coach/manager shall get a maximum of three (3) additional pitches. The count that was recorded during player pitch shall carry over into coach/manager pitch.
- (iii) Strikes and balls shall continue to be called by the umpire when the coach/manager is pitching.
- (iv) The batter shall continue at the plate until she gets a hit, strikes out, or is put out because of a batted ball, or a maximum of three (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.

- (v) If the batter fouls off the 3rd coach/manager pitch the batter shall continue until a ball is hit into play or the batter strikes out.
- (vi) The coach/manager shall pitch from the pitching rubber, and the pitcher shall take a defensive position with at least one foot within the pitching circle.
- (vii) On a ball or strike, the catcher shall return the ball to the coach/manager.
- (viii) On an offensive play, the ball shall be returned to the defensive player-pitcher.
- (ix) 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 shall 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

- i. During player pitch a count of four (4) balls constitutes a base on balls and hit by pitch is in effect.

(g) Batting Order

- (i) The batting line up shall consist of all players present and eligible to play.
- (ii) 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.
- (iii) 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.
- (iv) The batting order may consist of less than nine (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.
- (v) If there are less than nine (9) players in attendance, an out shall be taken at the 8th position of the lineup.

(h) Bunting

- (i) Bunting is allowed in this division.

(i) Dropped Third Strike

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

(j) Infield Fly

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

(k) Base Running

Stealing

- (i) Base runners may steal only while a player is pitching, they may steal only one (1) base per pitch and may not advance on an overthrow or error on the fielder's attempt to stop the steal.
- (ii) 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 3rd base to put the baserunner out.
- (iii) Runners may not leave the base until the ball leaves the pitcher's hand.

Base Running on Hits

- (i) Base runners may advance on any ball hit into fair territory.
- (ii) 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.

Sliding

- (i) Sliding is allowed; however, headfirst sliding toward a base is not encouraged.

(l) Catchers

- (i) 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.
- (ii) 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 of permitting the adult behind the plate is to speed up the game if a pitcher/catcher is struggling to keep the game moving.
- (iii) Catchers may catch no more than three (3) innings per game. One (1) pitch in an inning counts as an inning caught.

(m)Fielders

- (i) 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.
- (ii) No player should sit more than one (1) inning consecutively unless desired by the player.
- (iii) No more than ten (10) fielders may be used at one time in a defensive inning and no more than five (5) players (pitcher, first base, second base, third base, and shortstop) may position themselves in the infield.
- (iv) The catcher must position themselves behind the plate in foul territory. All other players shall position themselves in fair territory.
- (v) Every player shall be permitted to play a defensive position for at least three (3) full innings, if possible, in every game.
- (vi) Managers are encouraged to rotate players among positions to the maximum extent possible.
- (vii) No coaches shall be permitted in fair territory during game play.

(n)Scorekeeping

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

(o)Umpires

- (i) The EGGSL shall designate 1-2 umpires for each game (the EGGSL 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.

(p) Division Championship

- (i) A single elimination championship shall be held at the conclusion of the regular season. The winning team shall be considered the champion of that Division.
- (ii) Players shall 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 the record of player's game attendance. If necessary, the Division Representative may request a copy of such an attendance record.
- (iii) Tournament seeding shall 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

- (i) No game may end in a tie. If a game is tied after six (6) complete innings, the International Tiebreaker shall be used to determine a winner.
- (ii) The "minimum infield innings" rule of Section m does not apply.
- (iii) The "time limits" rule of Section c does not apply.
- (iv) The games shall be played to the completion of six (6) innings.

(q) Rescheduling Games

- (i) If a game needs to be rescheduled the coaches/managers must contact the Division Representative and Scheduling Director as soon as possible.
- (ii) Rescheduling the games shall be the responsibility of the two (2) coaches/managers of the teams involved. The coaches/managers shall work together to determine the date and time that works for each team and contact the Scheduling Director to coordinate field availability.
- (iii) All games should be rescheduled as soon as possible and before the end of the EGGSL 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.

Subsection IV: Intermediate Division

(a) Players and Replacement Players

- (i) Games shall commence and/or continue with a minimum of eight (8) players. If a team has fewer than 8 players, the game shall be delayed up to fifteen (15) minutes for additional players to arrive. If, at the end of fifteen (15) minutes the team still has less than eight (8) players, the game shall be forfeited.
- (ii) If, during a game players are lost such that less than eight (8) players would be present to play, the game shall be delayed for fifteen (15) minutes for additional players to arrive or for an injured player to return. If, at the end of fifteen (15) minutes the team still has less than eight (8) players, the game shall be forfeited if it could otherwise have been counted.
- (iii) If both teams have less than eight (8) players required to commence or continue a game, forfeits shall be recorded for both teams.
- (iv) If eight (8) players are used, an out shall be taken in the 9th position in the lineup for that team.
- (v) 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.
- (vi) A separate list of pitchers and catchers shall 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 shall contact players on that list starting with the oldest players, until a replacement player(s) is found.
- (vii) Coaches/managers shall not find their own replacement players.
- (viii) 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 EGGSL shall be contacted. If the President of the EGGSL is not available, the 2nd Vice President shall then be contacted.
- (ix) Replacement players from the Minor Division shall 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.
- (x) If a regular team player arrives after the start of play, they shall 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 on the bench.

- (xi) Intermediate coaches/managers are required to submit a list of 2-4 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 shall be made with pitchers and catchers only. These lists shall be supplied to the Intermediate Division Representative by week two (2) of the season and remain updated as needed (injury, identification of another player to add to the list, etc.).

(b) Regulation Game

- (i) A regulation game shall consist of seven (7) innings (6½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- (ii) A game may be declared complete after 4½ innings with the home team ahead or five (5) innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- (iii) If a game is tied after at least five (5) complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score shall be considered official.
- (iv) If a game is called due to daylight, weather, or field conditions before the 4½ or five (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.
- (v) Games that reach a time limit before becoming official shall not be suspended (See "Time Limits", Section 10).

(c) Time Limits

- (i) All games shall 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.
- (ii) The plate umpire shall keep the official time and shall inform both managers when the time limit has been reached.
- (iii) 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.
- (iv) 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.
- (v) The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- (vi) Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

(d) Ties

- (i) Regular season games may end in a tie and shall be recorded as such in the standings.

(e) Mercy Rule

Runs in an Inning

- (i) There shall be a four (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) shall have no “last” inning.

Runs in a Game

- (i) Games shall be declared official and ended if;
- (ii) At any time after 4 ½ innings, the home team is ahead by fifteen (15) runs, or;
- (iii) At any time after five (5) innings, a complete inning ends with the visiting team ahead by fifteen (15) runs.

(f) Pitching

- (i) The pitching rubber shall be placed at a distance of 40 feet.
- (ii) Any conventional softball pitch is permissible. When divisions are combined and the division rules conflict, the rules of the higher division apply.
- (iii) It is mandatory for pitchers to wear a face mask at this division (each coach/manager shall be provided with one at the beginning of the season).
- (iv) Players may pitch four (4) innings per game with no more than three (3) consecutive innings. One (1) pitch in an inning counts as an inning pitched.

(g) Batting Order

- (i) 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.
- (ii) 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.
- (iii) 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.
- (iv) 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.

(h) Bunting

- (i) Bunting is permitted in this division.

(i) Dropped Third Strike

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

(j) Infield Fly

- (i) Infield Fly rule is in effect in this division.

(k) Base Running

- (i) Stealing is permitted once the ball leaves the pitcher's hand.
- (ii) Runners can continue until they are out.
- (iii) Stealing of home is permitted.
- (iv) Players may slide however sliding head-first toward a base is not encouraged.

(l) Catchers

- (i) 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.
- (ii) Managers and coaches may not stand behind catchers to assist in retrieving wild pitches and passed balls.
- (iii) Catchers may catch no more than four (4) innings per game. One (1) pitch in an inning counts as an inning caught.

(m) Fielders

- (i) For every regulation game, all players in attendance must play a minimum of two (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.
- (ii) No player should sit more than one (1) inning consecutively.
- (iii) No more than ten (10) fielders may be used at one time in a defensive inning.

(n) Scorekeeping

- (i) Regular season's win/loss record shall determine playoff seeding.
- (ii) The home team manager shall report the game outcome via email to scores@egsoftball.org within **24 hours** after the conclusion of each game.

(o) Umpires

- (i) The EGGSL shall designate 1-2 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.

(p) Division Championship

- (i) A single elimination championship shall be held at the conclusion of the regular season. The winning team shall be considered the champion of that Division.
- (ii) Players shall 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 the record of player's game attendance. If necessary, the Division Representative may request a copy of such an attendance record.
- (iii) Tournament seeding shall be based on regular season standings. Regular season standings shall be based on winning percentage. In the event of a tie in the regular season standings, the tie shall 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

- (i) No game may end in a tie. If a game is tied after seven (7) complete innings, the International Tiebreaker shall be used to determine a winner.
- (ii) The "minimum infield innings" rule of Section m does not apply.
- (iii) The "time limits" rule of Section 10 does not apply.
- (iv) The games shall be played to the completion of seven (7) innings.

(q) Rescheduling Games

- (i) If a game needs to be rescheduled the coaches/managers must contact the Division Representative and Scheduling Director as soon as possible.
- (ii) Rescheduling the games shall be the responsibility of the two (2) coaches/managers of the teams involved. The coaches/managers shall work together to determine the date and time that works for each team and contact the Scheduling Director to coordinate field availability.
- (iii) All games should be rescheduled as soon as possible and before the end of the EGGSL season and before the division championships.
- (iv) 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.

Subsection V: Junior Major and Major Division

(a) Players and Replacement Players

- (i) Games may commence and/or continue with a minimum of eight (8) players. If a team has fewer than eight (8) players, the game shall be delayed up to fifteen (15) minutes for additional players to arrive. If, at the end of fifteen (15) minutes the team still has less than 8 players, the game shall be forfeited.
- (ii) If, during a game players are lost such that less than eight (8) players would be present to play, the game shall be delayed for fifteen (15) minutes for additional players to arrive or for an injured player to return. If, at the end of fifteen (15) minutes the team still has less than eight (8) players, the game shall be forfeited if it could otherwise have been counted.
- (iii) If both teams have less than eight (8) players required to commence or continue a game, forfeits shall be recorded for both teams.
- (iv) If eight (8) players are used, an out will be taken in the 9th position in the lineup for that team.
- (v) Intermediate division replacements may be called up and used 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.
- (vi) 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 the oldest players, until a replacement player(s) is found.
- (vii) Coaches/managers will not find their own replacement players.
- (viii) 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 EGGSL will be contacted. If the President of the EGGSL is not available, the 2nd Vice President will then be contacted.
- (ix) 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.
- (x) 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 on the bench.

(b) Regulation Game

- (i) A regulation game shall consist of seven (7) innings (6½ innings if the home team is ahead), when daylight, weather, field conditions, score, and time permits.
- (ii) A game may be declared complete after 4½ innings with the home team ahead or five (5) innings with the visiting team ahead if called because of loss of daylight, weather, or time limitations.
- (iii) If a game is tied after at least five (5) complete innings and must be stopped because of daylight, weather, field conditions or time, the tie score will be considered official.
- (iv) If a game is called due to daylight, weather, or field conditions before the 4½ or five (5) inning-point when it is official, the game is considered suspended. Suspended games shall be rescheduled and resumed at the exact point they were stopped.
- (v) Games that reach a time limit before becoming official shall not be suspended (See "Time Limits," Section 10).

(c) Time Limits

- (i) 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.
- (ii) The plate umpire will keep the official time and will inform both managers when the time limit has been reached.
- (iii) No new inning may begin after one (1) hour and forty (40) minutes. If an inning is not completed, no new batter may come to the plate after one (1) hour and fifty (50) minutes.
- (iv) 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.
- (v) The time limit for a game shall not be extended due to a suspension of play (e.g., rain, lightning, injury).
- (vi) Games that reach the time limit and are not official shall continue until the minimum number of innings required to become official is reached.

(d) Ties

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

(e) Mercy Rule

Runs in an Inning

- (i) There shall be a four (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

- (i) Games shall be declared official and ended if;
 - a. At any time after 4 ½ innings, the home team is ahead by fifteen (15) runs, or;
 - b. At any time after five (5) innings, a complete inning ends with the visiting team ahead by fifteen (15) runs.

(f) Pitching

- (i) The pitching rubber shall be placed at a distance of 43 feet.
- (ii) Any conventional softball pitch is permissible. When divisions are combined and the division rules conflict, the rules of the higher division apply.
- (iii) It is mandatory for pitchers to wear a face mask at this division (each coach/manager will be provided with one at the beginning of the season).
- (iv) Players may pitch four (4) innings per game with no more than three (3) consecutive innings. One (1) pitch in an inning counts as an inning pitched.

(g) Batting Order

- (i) 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.
- (ii) 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.
- (iii) 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.
- (iv) 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.

(h) Bunting

- (i) Bunting is permitted in this division.

(i) Dropped Third Strike

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

(j) Infield Fly

- (i) Infield Fly rule is in effect in this division.

(k) Base Running

- (i) Stealing is permitted once the ball leaves the pitcher's hand.
- (ii) Runners can continue until they are out.
- (iii) Stealing of home is permitted.
- (iv) Players may slide however sliding head-first toward a base is not encouraged.

(l) Catchers

- (i) 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.
- (ii) Managers and coaches may not stand behind catchers to assist in retrieving wild pitches and passed balls.
- (iii) Catchers may catch no more than four (4) innings per game. One (1) pitch in an inning counts as an inning caught.

(m) Fielders

- (i) For every regulation game, all players in attendance must play a minimum of two (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.
- (ii) No player should sit more than one (1) inning consecutively.
- (iii) No more than ten (10) fielders may be used at one time in a defensive inning.

(n) Scorekeeping

- (i) Regular season's win/loss record shall determine playoff seeding.
- (ii) The home team manager shall report the game outcome via email to scores@egsoftball.org within **24 hours** after the conclusion of each game.

(o) Umpires

- (i) The EGGSL shall designate 1-2 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.

(p) Division Championship

- (i) 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.
- (ii) 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 the record of player's game attendance. If necessary, the Division Representative may request a copy of such an attendance record.
- (iii) 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

- (i) No game may end in a tie. If a game is tied after seven (7) complete innings, the International Tiebreaker shall be used to determine a winner.
- (ii) The "minimum infield innings" rule of Section 20 does not apply.
- (iii) The "time limits" rule of Section 10 does not apply.
- (iv) The games will be played to the completion of seven (7) innings.

(q) Rescheduling Games

- (i) If a game needs to be rescheduled the coaches/managers must contact the Division Representative and Scheduling Director as soon as possible.
- (ii) Rescheduling the games will be the responsibility of the two (2) coaches/managers of the teams involved. The coaches/managers will work together to determine the date and time that works for each team and contact the Scheduling Director to coordinate field availability.
- (iii) All games should be rescheduled as soon as possible and before the end of the EGGSL 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.

Record of Change

Last Revision Date: 7/30/2025

Date	Section / Item	Change Made	Date Approved
6/30/2025	All	Document was reformatted and the punctuation and grammar cleaned up.	7/30/2025
11/30/2025	Subsection IV	Added considerations for coaching candidates	12/7/2025
11/30/2025	Subsection I: T-Ball	Clarified base running rules	12/7/2025
11/30/2025	Subsection I: T-Ball	Clarified Fielder policy for sitting	12/7/2025
11/30/2025	Subsection II: Mini-Minor	Updated player pitch rules	12/7/2025
11/30/2025	Subsection III: Minor Division	Changed time limits of game to confirm with other divisions	12/7/2025