

**JACKSON  
GIRLS  
SOFTBALL  
LEAGUE**

**2017  
RULES**

# **COACHES CONDUCT**

*Coaches are a focal point of the league. You must make the league go. You are the "Center of Attention" and as such your conduct must be a good example for the girls and the league. "The aim is to teach good sportsmanship and to learn something about the game of softball". Each game is important but they are not the "Seventh Game of the World Series".*

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**REMEMBER:**

**EVERYONE LIKES TO WIN BUT OUR MAIN GOAL IS TO TEACH THESE GIRLS BASIC SKILLS OF SOFTBALL. AT THE END OF THE SEASON IF THEY CAN THROW, KNOW WHERE TO GO WITH THE BALL ONCE IT IS HIT RATHER THAN DRAWING PICTURES IN THE DIRT, YOU HAVE CERTAINLY ACCOMPLISHED WONDERFUL THINGS IN THE SHORT BALL SEASON. HOPEFULLY WE CAN WALK AWAY FROM EACH GAME WITH EVERY GIRL SMILING AND ASKING: WHEN IS THE NEXT GAME.**

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**GOOD LUCK TO EACH OF YOU!!!**

# RULE CHANGES FOR 2017

<p><b>T-Ball</b> General Rule #28</p> <p>Special Rule #6</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>Once a player has control of the ball in the infield, play stops and runners can only advance to the base they are going to.</p>
<p><b>CP</b> General Rule #28</p> <p>Special Rule #3</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>Once a player has control of the ball in the infield, play stops and runners can only advance to the base they are going to.</p>
<p><b>10U</b> General Rule #28</p> <p>Special Rule #3</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!</p>
<p><b>12U</b> General Rule #28</p> <p>Special Rule #2</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!</p>
<p><b>14U</b> General Rule #28</p> <p>Special Rule #2</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!</p>
<p><b>18U</b> General Rule #28</p> <p>Special Rule #2</p>	<p>ALL coaches must have on a coach's shirt to be on the field or in the dugout.</p> <p>If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!</p>

# GENERAL RULES

1. Unless amended in each age group or general rules, ASA softball rules will apply.
2. Home team will be responsible for the official score sheet. Visiting will agree, both coaches, and the umpire will sign the sheet after each game. After each inning the teams will verify the scores with the umpires.
3. **Players will wear helmets with face guards on the helmets on a live ball play from dugout to dugout.** Players coaching bases must wear a helmet. Coaches are required to have all safety equipment worn at practices.
4. Team coaches only can make an appeal to an umpire. The umpire's decision is final. Appeals should be made after the play. They cannot be made after the game or innings later.
5. Umpires have the authority to expel unruly coaches, players and fans. Also after prompt warnings an umpire may declare an automatic out for poor sportsmanship. If this occurs after the last batter of the game, an umpire can declare a forfeit, no matter what the score.
6. No smoking or being under the influence of alcohol or drugs on the field or in the dugout at any time during a game or practice session. JGSL board reserves the right to take action.
7. No player may sit out more than one inning in a row, unless the player requests it, with a maximum of 3 innings. Every coach will be required to have on hand a line up showing where each player has played every inning. These must be kept on file for the whole season. Every girl will bat in the game. If you have 13 girls present for a game, your batting order will be 1 through 13, and therefore a girl arriving late will go to the end of the order. **If a player has to leave a game due to an injury on a play, they will need to have the approval from a designated Board Member to continue playing without taking an out. If a player leaves during the game, cannot continue playing and does not have approval from a Board Member, then the team will take an out when it is that players turn to bat.**
8. The free substitution rule will apply. Any girl can be substituted when a time out is called.
9. With 7 players or less is a forfeit. A forfeit will be called 10 minutes after official game time. No automatic outs for less than 10 players. (See Bylaw #35.)
10. No inning should start after the allotted time limit for your age group. An inning starts when the third out in the bottom of an inning is recorded. Official game times should be kept by the umpire and recorded by the home team scorer.
11. Outfield is defined as in the grass.

12. Games are 7 innings with a 15 run rule after the 3<sup>rd</sup> and 8 runs after the 5<sup>th</sup>.
13. Home team has first base dugout. Both teams are responsible for cleaning the dugouts and general areas after each game. **Both teams of the early games will mark the field. Both teams of the final game of the night are responsible for putting away all bases and equipment, and turning out lights.**
14. Coaches must mutually agree to play a game when only one umpire is present (except Coach Pitch and T-Ball). Otherwise the game is cancelled.
15. A batter is out if a bat is thrown hard enough to be outside a 6 foot circle outside the batter's box.
16. No glass bottles or glass containers are allowed in the city park. All trash must be picked up in each dugout after each game.
17. There will be one Head coach and one Assistant coach per team.
18. Win = 2 points, Tie = 1 point, Loss = 0 point. First place will be determined by points awarded.
19. Ties at the end of the regular season for 1<sup>st</sup> place will be played off with one game. Remaining places will be determined by going head to head wins versus losses during the regular season between the tied teams. In the event of a head to head tie, the team who won the first game is awarded the place.
20. We will use a double base at first base.
21. During regular season it is required to rotate all players' infield and outfield from T-Ball Coach Pitch and 10-Under Divisions. It is encouraged to rotate players in 12-Under, 14-Under and 18-Under Divisions.
22. The league is divided into two divisions.
  - Lower Division – T-ball (5 & 6 years old)
  - Coaches Pitch – (7 & 8)
  - 10 & Under
  - Upper Division - 12 & Under
  - 14 & Under
  - 18 & Under

24. Umpires will have final say if field is playable.
25. No jewelry of any type except for medical alert ID will be allowed. Sunglasses will be allowed with umpire's approval.
26. If teams at game time do not have enough players to start the game, they may bring up players from a lower division to play in the outfield ONLY. Those players may only play up 2 divisions. At least Five (5) players off of the original roster must be ready to play and up to four (4) players may be pulled up to begin the game to avoid a forfeit. Players must be on the roster of the JGSL. Any player pulled up will finish the game.
27. A pitcher must be pulled if she hits 3 batters in one inning. She may return to pitch the following inning until she hits a total of 5 batters in a whole game, at which time she can no longer pitch in that game.
28. **ALL coaches must have on a coach's shirt to be on the field or in the dugout.**

## ***T-BALL*** (5 & 6 YEAR OLDS)

### **GENERAL RULES**

1. Use 11" safety ball.
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 60 minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. No stealing. Runner must stay on base until the ball is hit off the tee.
7. No infield fly rule.
8. Catchers must wear a batting helmet and stand in the appropriate catchers circle.

### **SPECIAL RULES**

1. Pitchers must keep one foot on pitching rubber until the ball is hit.
2. A "No Hit" circle will be marked off on the field by drawing a radius line in front of the home plate. Three points will be measured for the line as follows:  
12' down the 1<sup>st</sup> and 3<sup>rd</sup> base lines and 12' directly in front of home plate  
Any ball which goes beyond the line will be declared a hit regardless if the batter strikes the tee when hitting it but should make contact with the ball. A maximum of three practice swings per batter per inning.
3. Coaches should square batter up with the tee before batting.
4. No bunting.
5. There will be no bat around in the last inning.
6. **Once a player has control of the ball in the infield, play stops and runners can only advance to the base they are going to.**
7. One base on an over throw with a maximum of one base per bat.
8. Team on defense is allowed two coaches on the field. This coach must not interfere with play.
9. Coaches should discourage girls from throwing the bat. They will be called out if they are warned repeatedly.
10. Keep all outfield players in the outfield grass until the ball is hit.
11. Any one player will only be allowed to play any one position once per game.
12. Encourage girls to throw the ball from the pitcher to the catcher, instead of running the ball to home to force an out.

13. Coaches are allowed to pitch 3 pitches to each batter before the batter is required to hit off the tee. It is up to the coach's discretion which batters they pitch to and which batters can hit from the tee.
14. Coaches will have the choice to either soft toss the ball to the batter from the side of home plate or pitch to the batter from the mound.

## ***COACHES PITCH*** (7 & 8 YEAR OLDS)

### **GENERAL RULES**

1. Use 11" safety ball.
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 75-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. No stealing. Runner must stay on base until the ball is hit.
7. No infield fly rule.
8. Catchers must wear full protective equipment at all games.

### **SPECIAL RULES**

1. Coach on offensive team will pitch a maximum of 6 balls to each batter. If the batter is unable to hit the ball in fair territory after 6 pitches the batter will be out.
2. No bunting.
3. **Once a player has control of the ball in the infield, play stops and runners can only advance to the base they are going to.**
4. One base on overthrows at the runner's risk.
5. Coaches will have a choice to either soft toss the ball to the hitter from the side of home plate or they may pitch from the mound to the hitter.

# **10 & UNDER**

## **GENERAL RULES**

- 1. Use 11" core ball.**
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. Stealing will be allowed all season, except there will be no stealing to home plate. (An overthrown ball to a base is not considered stealing)
7. Stealing is allowed while the player pitcher is delivering pitches. There is no stealing while the coach pitcher is in the game.
8. Stealing – The ball must be to the catcher, a pass ball or wild pitch before a runner can leave the base. A runner will be called out immediately if she leaves the base too soon.
9. No infield fly rule or dropped third strike is allowed.
10. Catchers must wear full protective equipment at all games.
11. After a second defensive conference in the same inning you must change pitchers.

## **SPECIAL RULES**

1. No girl can pitch more than 3 innings in one game. Any part of an inning constitutes one inning.
2. Once an infielder has control of the ball in the pitching circle the play stops. Runners can advance to the base they were going to at their own risk. They do not have to return to the base they just left. One base on an over throw at the runner's risk. (This includes home plate.)
- 3. If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!**
4. NO WALK RULE.....See next page for instructions!

## **10& Under No Walk Rule**

**No Walk Rule:** There are no walks. If a batter receives 4 balls, a coach or designated adult pitcher will deliver a maximum of 3 pitches. A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. A coach pitch may be called a strike even if the batter does not swing, if it does pass through the strike zone. (I.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out.)

**Adult Pitcher:** The coach pitcher is allowed 3 pitches. The coaches' pitch must be delivered from the pitchers plate. If the coach delivers a pitch from a place other than the pitcher's mound, there will be a warning for the first occurrence and the pitch will be considered a no pitch and replayed. Additional occurrences will be considered a strike. Coach pitchers are allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field. Results, the batter is out and the runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitchers circle. A batted ball striking the coach pitcher while in the pitchers circle is a live ball. A coach may remove himself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (Foul Territory) you may begin coaching the batter-runner and/or runners.

**Player Pitcher Position:** The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.

## **12 & UNDER**

### **GENERAL RULES**

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 40 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 8 runs or 3 outs per inning.
6. Stealing – Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly is in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games.
9. After a second defensive conference in the same inning you must change pitchers.

### **SPECIAL RULES**

1. No girl can pitch more than 4 innings in one game. Any part of an inning constitutes one inning.
2. **If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call. NO ARGUMENTS!**
3. 10 players on field, 4 in the outfield at all times unless shorthanded.

# **14 & UNDER**

## **GENERAL RULES**

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 43 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 8 runs or 3 outs per inning.
6. Stealing – Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly is in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games.
9. After a second defensive conference in the same inning you must change pitchers.

## **SPECIAL RULES**

1. No limit on the number of innings a girl can pitch per game.
2. **If there is a potential play at home plate, the runner must slide or will be called out.  
Home plate umpire has FINAL call. NO ARGUMENTS!**
3. Nine players on field, three in the outfield at all times unless shorthanded.

# **18 & UNDER**

## **GENERAL RULES**

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 43 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings go down as a tie. NO extra inning.
5. Maximum of 8 runs or 3 outs per inning.
6. Stealing – Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly is in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games.
9. After a second defensive conference in the same inning you must change pitchers.

## **SPECIAL RULES**

1. No limit on the number of innings a girl can pitch per game.
2. **If there is a potential play at home plate, the runner must slide or will be called out.  
Home plate umpire has FINAL call. NO ARGUMENTS!**
3. Nine players on field, three in the outfield at all times unless shorthanded.

## **ASA RULES THAT NEED TO BE STRESSED!**

- **NO BLOCKING OF HOME PLATE AND CRASHING INTO THE CATCHER.**
- **INTERFERENCE RULE.**
- **PITCHERS PIVOT FOOT ON THE RUBBER.**
- **TIME OUT TO TALK TO PITCHER**
- **UMPIRES ARE GOING TO BE URGED TO ESTABLISH AN AGGRESSIVE STRIKE ZONE.**

## **COURTESY RULE:**

Remember there are other teams. Not only in girls softball but men's, boys and women's teams. If you are having a practice make sure the field is available to our league on that day, and only use it for an hour if other teams are waiting.

**GOOD LUCK AND HAVE A GREAT SUMMER!!!**

**IF YOU HAVE ANY PROBLEMS OR QUESTIONS PLEASE CONTACT A LEAGUE OFFICIAL.**

**REMEMBER NO ONE WINS IN AN ARGUMENT OR DISAGREEMENT THAT GETS OUT OF HAND.**

## **“JUST A LITTLE GIRL”**

*She stands at the plate with heart pounding fast.*

*The bases are loaded; the die has been cast.*

*Mom and Dad cannot help her, she stands all alone.*

*The ball meets the plate; she swings and she misses.*

*There's a groan from the crowd with some boos and some hisses.*

*A thoughtless voice cries “Strike out the bum.”*

*Tears fill her eyes; the games no longer fun.*

*So open your heart and give her a break.*

*For it's moments like this, a woman you can make.*

*Keep in mind when you hear someone forget.*

*She's just a little girl and not a woman yet.*

***Fields we will be playing on are:***

**Field #3** Low Water Bridge (Jackson City Park)

**Field #4** Behind Pool (Jackson City Park)

**Field #5** Below Pool (Jackson City Park)

**Field #7** Litz (Take Woodland Drive or Morton Street, they run east and West and you can turn north on Howard Street or White Oak Street to get to this field.)

***Coaches, please be sure to tell the parents about the new field numbers and locations. Remember, Jackson is growing by leaps and bounds and some parents may not be familiar with Jackson Parks.***

***Have a great season!***