

# ASHWAUBENON GIRLS SOFTBALL ASSOCIATION, INC.

## 2009 Little League Rules

**President: Tony Allard - 496-9577**

**Supervisor: Joel Wiershcke - 494-7778**

### COACHES

- A. The coaching staff shall consist of a head coach and a maximum of two assistants.
- B. It is recommended that each team have a scorekeeper whose duties are:
  1. Score for both teams and check scores with the opposing team after each inning.
  2. Provide lineups for opposing teams prior to the game.
- C. The coach of the winning team must report the final score of the game. We will have sheets in each concession stand.
- D. The umpire will have a new game ball. The visiting team must furnish a good used ball for a backup.
- E. Coaches are responsible for:
  1. Promoting good sportsmanship at all times.
  2. Keeping the game moving along.
  3. Keeping players in the dugout and off the playing field.
  4. Issuing team uniforms at the beginning of the season and collecting them at the end of the season, PROMPTLY.
  5. Seeing that the equipment and dugouts are properly cared for as well as insuring that the equipment is returned at season's end. Sweep dugouts and empty garbage each day.
  6. Cooperating with the AGSA board and league officers.
  7. Home team is responsible for finding a scorekeeper and taking care of the scoreboard.
  8. Raking the diamonds. Each team should help do this.
- F. All girls on a team roster and present at the game shall be included in the batting order and must play in the field (defense) at least every other inning (IE: The girls who sit on the bench one inning must play in the field the next inning). A disciplinary problem is the only reason this would not apply. The opposing coach must be notified of a disciplinary problem prior to the beginning of the game.
- G. Should any problems arise, coaches are to call the league president or supervisor for assistance.

### Players

- A. All players must be listed on the roster to be eligible to play.
- B. Players must be in the 4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup> grades, of the school year just ending.
- C. New players who register after the draft will be assigned to a team in draft order.
- D. New players will be drafted each year:
  1. All new players, including coaches' daughters, must try out in the draft.
  2. Once drafted, a player will remain on that team during all of her eligible playing years.
  3. Teams shall be balanced with regard to ages by limiting each team to a maximum of 5 players in any one grade. (4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup>). Combining of teams may be an exception to this.
- E. Daughters of head coaches will play on the parent's team, unless the Family advises otherwise to the AGSA.
  1. The draft round given up for such daughter(s) will be determined collectively by all the head coaches present at the

draft. Method: All head coaches will rate all players to establish in what position that daughter would have been chosen. The highest and lowest ratings will be thrown out, and then divided by the total number of teams minus two. That number will be used to determine which draft round will be forfeited for the acquisition of the daughter.

2. If a new head coach enters the league and has a daughter currently playing on an established team, a trade must be arranged if that daughter wishes to play on her parent's team.
3. Sisters are automatically included on the same team, unless the Family requests otherwise to the AGSA. If a coach must take a sister, the draft round to be forfeited will be determined by the same method used for daughters of coaches. (See E-1 above)

### Rules

#### A. Games:

1. All games will be played according to a league schedule. The first team listed is the Home team. Unless noted below WIAA rules will apply.
2. Each team will take the field for practice 15 minutes prior to the early game. The visiting team goes first. Prior to the late game, any available time will be divided between the two teams with the visitors going first.
3. 7 innings or a one-hour and fifty (1:50) minute time limit for each game, will be enforced. No new inning will start after the time limit (A new inning starts with the last out of the previous inning.) The umpire will keep the official time and announce the starting time of each game. (See Rule G., Tie Games)
4. Ten (10) players on the field (defense) constitute a full team. However a game may be started and played with a minimum of seven (7). The Rover is to start behind the baseline.
5. A game will be forfeited if a team cannot field at least seven players or the minimum amount does not show up within 10 minutes of the scheduled start time. If after the start of a game a team is forced to play with less than the seven-player minimum (for a valid reason), it may continue to play without forfeiting.
6. **Termination of a game** in the case of rain or weather conditions will be the umpire's decision:
  - a. In the event of a rain out. Five (5) innings will constitute a complete game.
  - b. Games which are rained out will be replayed from the point it was stopped (including the tournament).
  - c. Rained out games will be rescheduled by the league president.
7. "Heckling" (swing batter, etc.) of any player by the opposing team will not be allowed.
  - a. Each coach is expected to enforce this rule with his/her team.
  - b. If the opposing team fails to enforce this rule, the defending team is allowed to notify the umpire who will issue a warning.

**REMEMBER - THE GAME IS FOR THE GIRLS!**

8. **Should fan behavior become a problem**, the umpire will confer with the coaches of the appropriate team. It will be the coach's responsibility to address and eliminate the problem.
9. **Warm-up pitches between innings will be limited to three (3).**
10. **No outfield warm-ups** will be permitted between innings. (infield only)

#### B. **Equipment:**

1. All players must be properly dressed in AGSA furnished uniforms: Jersey, pants and knee-hi socks must be worn by each player. Socks must be pulled up. Non-metal spike softball shoes may be worn.
2. **Only white shirts may be worn underneath the jersey. Sleeve length is up to the player.**
3. No jewelry may be worn. **ALL earrings must be removed. If these cannot be removed, the girl can not play.**
4. League provided mask/helmet, chest protector and leg guards must be worn by the catcher. Players warming up the pitcher must wear a mask/helmet also.
5. Players on the batting team must wear helmets (with chin straps and face masks) at all times while on the field of play. If a player (in the judgment of the umpire) intentionally removes or knocks off a helmet the umpire will issue one warning (per team). Subsequent violations will result in the player being called out.
6. Only softball bats are allowed, whether player supplied or AGSA furnished.
7. **Eleven (11) inch softballs** will be furnished by AGSA.
8. Appropriate softball gloves must be used.

#### C. **Pitching:**

1. Pitching distance: 40'0".
2. Any legal softball pitching style may be used.
3. **A player may not pitch more than 4 innings per game. The 4<sup>th</sup> inning a player pitches must be in the 7<sup>th</sup> or later inning.** One pitch makes an inning

#### D. **Batting:**

1. Strike zone is between the armpits and the knees.
2. Throwing the bat constitutes an out. The umpire will issue one warning (per team) before calling the batter out.
3. Batting order cannot be changed during the game.
4. Bunting is allowed. The buntline rule is in effect.
5. **NO POWER BUNTING.** Coaches are in agreement, that the fielder at 3<sup>rd</sup> and 1<sup>st</sup> base should not be closer than the halfway point at the start of any pitch (as ball leaves pitcher's hand). This will be monitored mutually by both coaches.
6. No walks will be allowed. Upon receiving ball four, the batter will toss up the ball and attempt to hit it. A swing and a miss will constitute an out. Two toss-ups without swinging will also count as an out. When the ball is tossed up and hit, the batter will be allowed to earn one (1) base only and should not attempt or be coached to go any further. All other runners may advance at their own risk.
  - a. No bunting is allowed in this situation. A full swing must be attempted.

- b. In this situation the batted ball must travel beyond a line, drawn in a 15-foot radius from the back of the plate, to count as a fair ball. If not, it will be called a foul ball by the umpire.
- c. The pitcher must remain within one foot of the front of the pitching rubber.
- d. Defensively the catcher must remain in the "behind the plate" location wearing all gear.

#### E. **Base Running:**

1. All diamonds will have 60'0" baselines.
2. Runners may not leave the base until after the ball is hit. Those who do will be called out. ***No Warnings***
3. One base is allowed on an overthrow out of play. If the ball remains in play, the base runner may attempt to take as many bases as possible.
4. **Sliding is allowed. A runner going into 2<sup>nd</sup>, 3<sup>rd</sup> or home base must slide if played upon. A base runner that fails to slide in this situation may be called out at the umpire's discretion.** Further, if in the umpire's judgment the player tried to cause an injury, she may be ejected.
5. There is no infield fly rule.
6. There is no "dropped third strike" rule.

#### F. **Ten Run Rule:**

A game will end any time after 4 ½ or 5 innings, when a team is 10 or more runs behind and has completed its time at bat. (WIAA)

#### G. **Tie Games:**

*If the score is tied after one hour and fifty (1:50), or 7 innings, at the beginning of each inning thereafter a runner will be placed on second base. That runner will be the player who last completed batting in the previous inning.*

#### H. **Placing & Trophies:**

1. If two or more teams tie for 1<sup>st</sup> place, the 1<sup>st</sup> place team (for tournament and draft order) will be determined by "head-to-head" competition between the teams, followed by defensive runs allowed between the teams/league and then a coin toss. Each team will be awarded 1<sup>st</sup> place trophies. This same rule applies for teams tied for second place also. Beyond second place this rule applies but no trophies are awarded.

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