

**ASHWAUBENON GIRLS SOFTBALL ASSOCIATION, INC.**  
**2010 Minor League Rules**

**Minor President: Toni Bertolli 499-7664**

**COACHES**

- A. The coaching staff shall consist of a head coach and a maximum of three assistants. A team may have as many unofficial coaches as needed.
- B. Coaches are responsible for:
  - 1. Promoting good sportsmanship at all times.
  - 2. Keeping players in the dugout and off the playing field.
  - 3. Jointly umpiring each game. Meet to discuss umpiring and rules before each game.
  - 4. Seeing that the equipment and dugouts are properly cared for as well as insuring that the equipment is returned at season's end. Please clean the dugouts after each game.
  - 5. Cooperating with the AGSA board and league officers.
- C. The home team must furnish a new game ball. The visiting team must furnish a good used ball for a backup.
- D. Should any problems arise, coaches are to call the league president for assistance.
- E. No coach can touch a playable ball. If he/she interferes, the ball is ruled dead and the pitch is redone. Base runners return to last occupied base and the count on the batter reverts to what it was prior to the pitch.

**Players**

- A. Players in 1st, 2nd and 3rd grade as of the league registration in February are eligible to play. Any exceptions will be decided by the AGSA Board of Directors.
- B. All girls who fill out a registration form will be placed on a team roster by the league President/Supervisor.
- C. SPECIAL NEEDS: The AGSA wants to provide an opportunity for fun and learning to all girls who are residents of the village of Ashwaubenon. Any child with special needs will be allowed to participate in the AGSA program. Parents of such children should bring those needs to the attention of the coach. The coach, in turn, will notify the League President of the circumstances and they will assess each situation separately with the parents of the child and the coach involved.

**Rules**

**A. Games:**

- 1. All games will be played on Mondays and Wednesdays according to the league schedule provided by the League President. No Won/Loss records are kept.
- 2. **The first team listed on the schedule is the home team.**
- 3. 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. A disciplinary problem is the only reason this would not apply. The opposing team must be notified of such a problem before the start of a game.
- 4. Free substitutions allowed any time in the field.
- 5. 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).

- 6. A game will be forfeited if a team cannot field at least seven players or this 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 minimum (for a valid reason), it may continue to play without forfeiting.
- 7. 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 time available will be divided between two teams with the visitors going first.
- 8. Each game will be 6 innings or 1 hour and 15 minute time limit. No new inning will be started after the time limit unless four (4) innings have not been completed.
- 9. In tournament play only, extra innings will be played if tied. At the beginning of each extra inning, a runner will be placed on second base. That runner will be the player (in the batting order) that is prior to the lead off batter in this inning.
- 10. Experience has shown that the coach is the usual culprit in a slow game. Please schedule your substitutions before the game and write them down, so your girls can take the field promptly after the third out is recorded. Plan on having one adult assigned to getting the catcher ready each inning and also having the next batter ready to go, with bat and helmet, in the on deck circle.
- 11. Termination of a game due to rain will be the home coaches, or umpire's decision – games should not be canceled too quickly. Four (4) complete innings constitutes a game in a rain out situation. League games that are rained out will not be rescheduled. Always show up at the diamond unless you're called by the League President. We may need help preparing the diamond.
- 12. "Heckling" (swing batter, etc.) of any player by the opposing team will not be allowed. Each coach is expected to enforce this rule with his/her team.
- 13. In the event where fan behavior becomes a problem, the coach of the appropriate team is responsible for addressing the problem.
- 14. **The Rover must be placed within 5 feet of 2<sup>nd</sup> base.**
- 15. **There are to be no Noise makers allowed at the Game**

**B. Equipment:**

- 1. Non-metal spike softball shoes may be worn.
- 2. No jewelry may be worn. **All earrings must be removed. If these cannot be removed, the girl cannot play.**
- 3. Catcher's must wear league provided mask, chest protector and shin guards.
- 4. Players on the batting team must wear helmets at all times while on the field of play (on deck included).
- 5. Only softball bats are allowed, whether player supplied or AGSA furnished.
- 6. Appropriate softball gloves must be used.
- 7. An 11" ball will be used.

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

C. **Pitching:**

1. Pitching distance: 25'0".
2. One of the team's coaches will pitch to their team. If needed the coach may move closer to help the girl hit, but the player as pitcher may not. While on the mound pitching, they may also coach.

D. **Batting:**

1. Each girl will get three (3) swinging strikes. No walks or bunting are allowed.
2. The batter must remain in the batter's box, however, she will not be called out if she steps out of the batter's box.
3. If the batter is hit by a pitch, she will continue to bat. If interfered with by the catcher, she will be awarded first base.
4. Batting order cannot be changed during the game.
5. Throwing of the bat constitutes an out after one warning per team.
6. **After 5 pitches you have to bring out the T. When hit off the T the ball must go past a 15 ft. arc, or its foul. The batter gets one swing off the T and if they miss, they have struck out. The batter gets extra swings if the ball goes foul.**

E. **Base Running:**

1. All diamonds have 50'0" baselines and a double first base.
2. There is no stealing or leading off base allowed. A warning will be given to each team before an out is called.
3. If a thrown ball goes into foul territory, all runners can only advance one base at their own risk, in addition to any base the runner was going to at the time of the overthrow, Runners can not advance again after a second overthrow on the same play. **FOUL TERRITORY** for overthrows, is described by a chalked or imaginary line that runs parallel with 1<sup>st</sup> and 3<sup>rd</sup> base lines. This line will be three (3) feet outside of both baselines and extend into the outfield and meet as if extended behind home plate. This rule does not apply to balls thrown to the catcher.
4. Coaches are not allowed to touch the base runners while the ball is in play.
5. There is no infield fly rule.

F. **Scoring:**

1. Teams can score a minimum of 6 runs each inning, regardless of the score. However, no team shall score more than 6 runs per inning unless that team is behind and can score more runs to hold a 6 run advantage. All runs scored on the play that scores the 6<sup>th</sup> run in an inning will be counted, even though the team may then be more than 6 runs ahead.
2. There is no limit to the number of runs which can be scored in the last inning of a full game. Head coaches or the umpire will decide if the 4<sup>th</sup> or 5<sup>th</sup> inning will be the last inning due to time or weather.
3. It is recommended that each team have a scorekeeper. They should keep score for both teams and check the score with the opposing team after each inning. In the event of any discrepancies, the home team is the official scorer.

G. **Defense:** (Stopping the play)

**The defensive team can stop the advancement of runners when any one of the infielders has control of the ball on the infield.**

**Runners past the halfway point between bases at the time the ball is controlled on the infield by an infielder may advance to the next base provided it is not occupied by another runner.**

- H. **Injuries:** In case of injury to any player on either team, play will be stopped and all runners will return to the base they came from, unless forced to advance by a batter going to first base.
- I. For situations not covered by the Minor league rules, the WIAA rules for softball will govern.

**Tournaments**

- A. Team pairings for the Minor League tournament will be done after individual discussions with all head coaches or by random drawing. Individual trophies will be awarded to each girl after the League Tournament for **1<sup>st</sup> through 8<sup>th</sup>** place. Although the scores are kept during the regular season, no record of WIN/LOSS is kept. The season is primarily for the development and fun of the girls. This concept should be stressed more than winning. **ALWAYS REMEMBER THAT THE GAME IS FOR THE GIRLS.**

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