

***ZELIENOPE HARMONY ATHLETIC
ASSOCIATION
ZHAA***

**POLICIES AND PROCEDURES
MANUAL
Revision 3**

April 2011

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I. ZHAA Mission Statement

Zelienople Harmony Athletic Association aims to provide a safe, family oriented athletic opportunity that allows the participants to enjoy access to high quality baseball/softball facilities while receiving positive and progressive instruction in a manner that is consistent with the morals and ethics of the community.

ASSOCIATION OBJECTIVES

- ✔ Identify/acquire/develop real estate for additional fields to handle anticipated growth as part of a Growth Plan.
- ✔ Strengthen relationship with the Park Board and Board officials to enhance cooperation (sponsorship signs on the fences).
- ✔ Improve existing facilities to remain competitive and maximize opportunity to generate revenue for the Association.
- ✔ Improve communications with ZHAA participants.
- ✔ Offer programs that will benefit all facets of the Association.
- ✔ Maximize use of specific skills of Association participants to effectively distribute task assignments.

The Policy Manual or any section thereof, may be amended or repealed by the affirmative vote of fifty-one (51) percent of the governing body **and** approval by the BOD.

II. T-Ball (4, 5 & 6 year olds)

OBJECTIVE: The objective of the league is to introduce the fundamental concepts of hitting, fielding and teamwork to the boys and girls who participate. This should include the basic aspects of baseball such as positions, base running, throwing, fielding and batting. The participants should also understand the basic rules of baseball when leaving this league. In-season practices should be scheduled to facilitate instruction by the Managers and Assistant Coaches. The 4 & 5 year old league is designed for first year players and primarily instructional. Whereas, the 5 & 6 year old league is still instructional but moves more quickly and develops more skills.

League Rules:

1. Players must be four (4), five (5) or six (6) years of age to participate in the program. Only the Vice President of Baseball may amend this rule in extreme instances.
2. Participants will be divided into teams of no more than nine (9) players.
3. League Play will start and commence at the Commissioner's discretion.
 - a. 4 & 5 year olds will practice for at least 2 weeks prior to games starting.
 - b. 5 & 6 year olds will practice for at least 2 weeks prior to games starting.Teams will be formed in the following manner:
Parents may request that participants be placed with friends/neighbors at registration time. The league coordinator will attempt to honor all such requests. Requests made after teams have been formed will not be honored. The commissioner will compose the teams, dividing the older players in each league evenly throughout the various teams.
4.
 - a. 4 & 5 year olds - all hitting will be off the "T" even if a player is able to hit off a pitch. This allows for correct swinging skills to develop. Incorrect habits formed now are tough to break at a later age.
 - b. 5 & 6 year olds – For the first 3 weeks of game play (not counting the 2 weeks of scheduled practices), all hitting will be off the "T", even if a player is able to hit off a pitch. This allows for correct swinging skills to develop. At the beginning of the 4th week of game play, the coach may pitch to players. The player will receive a maximum of 5 pitches. Coaches should pitch overhand to boys to allow for an easy transition to the older baseball leagues; coaches may pitch underhand to girls to allow a smooth transition to softball. After the 5 pitches, all hitting will be off the "T".
5.
 - a. 4 & 5 year old players will be called "out" and will remain on base to develop base running skills.
 - b. 5 & 6 year old players will be called "out" and remain on base to develop base running skills for the first 3 weeks of game play (not counting the 2 weeks of scheduled practice before games begin). Beginning the 4th week of the game play, players will be called "out" and must leave base and return to the bench. This will allow players to transition to the older leagues of baseball/softball by being closer to the rules that are played in the older leagues.

- c. All players playing the First Base position will be required to wear a helmet with a faceguard.
- d. Rotation is essentially up to the individual coach, but all players must be given the opportunity to play the infield throughout the year.
- e. Home Team's Responsibilities
 - a) It is the home team's responsibility to cancel a game due to inclement weather. Games are rescheduled on a case by case basis by contacting the Commissioner of the league. .
 - b) Field prep, to include grading and liming the field, getting equipment ready, placing the bases, etc.
 - c) Providing a new ball for the game
 - d) Placing the flag and leading the Pledge of Allegiance
 - e) Closing the field
 - f. Home team should arrive ½ hour before the game. The home team will have 15 minutes to warm-up on the field. The visiting team should arrive 15 minutes before game time and take the field 15 minutes prior to the game.
 - g. The home team takes the field first with the visiting team batting first. All batters must wear a safety helmet. The inning is over after all the players have batted once.
 - h. (From the batter's perspective) The home team will sit on the left side of home plate and the visiting team will sit on the right (by the road).
 - i. All games will start with the Pledge of Allegiance.
 - j. There are no strikeouts and/or walks and score will not be tracked.
 - k. 4 & 5 year old games are three innings or 45 minutes long beginning with the start time. If there are no games scheduled after a game, the coaches may decide to play longer.
 - a. 5 & 6 year old games are three innings or one hour-long beginning with the start time. If there are no games scheduled after the game, the coaches may decide to play longer.
 - l. All games end with the traditional handshake.
 - m. When a team is batting, all players must sit on the bench with the exception of the batter and the player "on deck". A Bench Coach should be appointed to assist the players and monitor the bench.
 - n. A player's parent/guardian should be present at each practice/game for safety reasons.

The above rules may be changed or added to by the commissioner. However, the commissioner must present the rule changes to the BOD for approval.

III. Pee Wee (7 & 8 year olds)

OBJECTIVE: The objective of this league is to reinforce the fundamental concepts of hitting, fielding and teamwork to boys and girls who participate. All players will bat from a “coach pitch”. Participants should understand the basic rules of baseball, basic fielding of grounders and pop-ups and basic batting techniques when leaving this league. In-season practices should be scheduled to facilitate instructions by manager and assistant coaches.

Team Composition:

1. Only players registered in ZHAA (or ECCAA) are permitted to play in a league game or participate in a practice. This is for insurance purposes.
2. A scorekeeper or parent must remain in the bench area at all times to control the bench area.
3. Only players, managers and coaches and a scorekeeper/control parent are permitted to be on the bench or dugout area.
4. All players are encouraged to remain in the bench area when not playing in the field, on deck, hitting or running the bases. The obvious exception, of course, is a necessary trip to the bathroom/Port-o-John!
5. Team jerseys and hats must be worn for games, and jerseys must be tucked in during play.

Unique Features of Pee-Wee Baseball:

1. An adult will pitch to his/her own team. After pitching the ball, this coach becomes the 2nd base umpire and determines base runner position at the point of infield control. Under no circumstances should the coach catch or touch the ball at any time.
2. A batter is out after three strikes or eight pitches. If the eighth pitch is fouled off, the batter remains alive.
3. There is no bunting, no lead-offs, base-stealing or head-first sliding, except for run down plays. See comments regarding the aforementioned in the following sections.
4. There may be up to four outfielders.
5. Play stops when any infielder, including catcher, has control of the ball in the infield (fair territory).
6. Every player on the roster must play at least four defensive innings. In addition, each rostered player must play a minimum of two innings in the infield and two in the outfield. The catcher’s spot can be counted for one inning of infield play. For 2010, the outfield provision is in force until Memorial Day; at that point, it will be evaluated by the coaches for continued use. Call ups may play one inning in the infield. There will be exceptions to the infield rules based on discussion and approval by the parents of the rostered player. No player may play more than three innings at any position.
7. It is mandatory for the player in the pitcher position to wear a heart guard and a helmet with a mask.

Managers:

Teach the children the correct way to play baseball, balance competition and a desire to win with safety, fun and good sportsmanship, ensure all players wear appropriate equipment at all times, provide an umpire for every game, and ensure all coaches, fans and players conduct themselves properly.

1. Only the head coaches can talk to umpires.
2. Players must stay in the dugout or on the bench when not playing in the field or at bat.
3. Players, coaches and scorekeepers must be the only ones allowed on the bench.
4. Smoking or the use of drugs/alcohol of any kind on the field, benches or surrounding playing area is prohibited.
5. Managers are to supply a line-up card to the other team with full names, batting orders and fielding positions for the entire game. This provides a reference to verify that all players are getting a chance to play infield and outfield positions. It also helps coaches when it's time to vote for All-Stars!
6. Coaches are not allowed to talk on cell phones while coaching the bases. If the need arises, he must leave the field.

Home Team Managers:

1. Make sure field and equipment is ready for play.
2. Decide on postponement of game due to inclement weather. Consult with Commissioner on condition of the field.
3. Notify visiting team and report postponement to League Commissioner.
4. Determine which umpires will cover home plate and field (not for 2010).
5. Ensure bases and any other league equipment is put away properly after the game.
6. Make sure the League Commissioner is notified of the results after the game.

Umpires:

Umpire assignments are as follows: First and Third base coaches will perform umpire responsibilities at those bases. The Pitcher/Coach will monitor 2B and determine base runner positions. An adult/coach will be placed behind home plate to speed up the game, help batters and catchers and perform umpire duties there (including pitch count and fair/foul calls). Umpires are to control the game and accept questions from head coaches only; assistant coaches, parents and players should not talk to umpires. Essentially, the game is in the hands of the Head Coaches (Managers). All umpires serve under their direction. If game has already started, determining if game should be stopped or postponed due to unplayable conditions is a joint decision of the managers. It is acceptable for any umpire to ask the other umpires to provide input for a decision. An umpire may not offer input to another umpire if it is not solicited. Ensure that anyone ejected from the game leaves the playing area immediately and that play does not resume until the person is gone.

Field Layout:

1. Bases are 60' apart and half-way marks should be drawn in the base lines between 1st and 2nd, 2nd and 3rd, and 3rd and home plate. Also, a short piece of baseline will cross the halfway marks in the infield. This will assist umpires in rulings about runners out of the base line. Rulings about a player being out of the base line should be made quickly and loudly; this gives the defense a legitimate chance to pursue another play.
2. The pitcher's mound is 40' from the back of home plate.

Equipment:

1. Only rubber or nylon cleats are allowed.
2. All batters and runners must wear helmets during practices and in the games. Pitcher position players must wear a helmet with a face mask and a heart guard protector.
3. Catchers must wear face mask with throat protector and helmet, shin guards and chest protector and a protective cup.

Ground Rules:

1. Coaches should make every effort to start the game on time.
2. Each team must have a pitcher and a catcher (a catcher is not necessary with only 8 players).
3. Each team must have at least 8 players to play an official game
4. A team will forfeit the game if it does not have 8 players by fifteen minutes after game time. Game time is considered the scheduled start time as outlined in the Pee Wee schedule, unless otherwise altered by agreement of both managers.. If the two managers agree to play anyway (and they should), the official game result will be recorded as a forfeit.
5. The visiting team will have the use of the field 30 minutes prior to game time (15 minutes at Evans City). The home team will have the use of the field from when it is available until 30 minutes prior to game time.
6. Any intentional interference with any play that could result in an injury should be addressed by the umpire (head coaches in 2010). The umpire will have the option to give the player a warning, call him "out" or eject him from the game, depending on the severity of the interference. This will require judgment from the umpire and support from the manager.

Game:

1. Regulation game is six innings. If the score is tied after 6 innings, the game will continue until tie is broken.
2. The game cannot go past 8 innings. However, if the score is tied after 8 innings, the final score is recorded as a tie.
3. If conditions prevent continuing, a game may be called after four (4) innings or if the visiting team completes its half of the fourth inning; and the home team is ahead. Typically, this requires agreement of the head coaches and the umpire (majority rules), but discernment will have to be used in the absence of an impartial umpire!
4. There is unlimited substitution, but players cannot move from one position to another during an inning unless there is an injury involved.

5. Games that are cancelled by weather conditions will not be made up. This may result in teams not playing equal numbers of games; final standings, in that case, will be determined by winning percentage.
6. A team may call time out once per (half) inning.
7. If the next inning's catcher is on base with two outs, he may be substituted with the last batter/runner to be called out (speed up rules).

Scoring:

1. A team can bat a maximum of five runs per inning except for the last inning.
2. Three outs must be recorded to end the last inning.

Pitching:

1. An adult will pitch to his own team, and pitches must be overhand.
2. The adult pitcher must pitch with back foot in contact with pitching rubber.
3. The adult pitcher should make every attempt to avoid the batted ball, or a thrown ball that is still in play. If the hit ball hits the adult pitcher prior to being touched by a defensive player, the ball is dead and ruled as a "no-pitch."
4. The player/pitcher must not be positioned in front of the adult pitcher!
5. Once the pitch is delivered, the adult pitcher cannot coach hitters or base runners.

Batting:

1. The batter is out after three strikes (swings) or eight pitches.
2. Starting on the eighth pitch, the batter must foul tip or hit the ball.
3. No bunting. Any batted ball that strikes wires, trees, etc. is dead and ruled a "no-pitch." This does not include the backstop and any of the fencing surrounding the field.
4. All players in attendance must bat in consecutive order even when they are not playing defensively. Only one on-deck batter is permitted swing a bat to warm up. Players arriving late will be added to the end of the batting order. Players leaving early will vacate their spot in the order, and that spot will be treated, at that point, as if no player had been there.
5. A batter throwing the bat will be warned on the first violation and the play will continue. Both team head coaches will also be warned of violation and scorekeepers should make a note of it. For every violation after that, the batter will be called out, the ball is dead, and all the base runners will return to the base occupied at the time of the violation. Each team gets one warning.
6. All batters must wear a helmet at all times.

Base running:

1. No lead-offs. If a runner leaves the base early (before contact is made), the umpire will give the team a warning, there is no play, any hits are dead balls, the pitch is ruled as a "no-pitch" and the scorekeepers will note the violation. For every violation after that, all base runners that lead-off will be called out.
2. No stealing. There is no head-first sliding. (After one warning, any player from either team who slides head first will be called out.) No sliding into first base, except back to first base.
3. All base runners must wear a helmet at all times.

4. **OVERTHROWS** Runners may advance only one base when the ball is overthrown out of play from the outfield. If a player is past the halfway line, they will get the immediate base plus one for the overthrow. However, if the player has not past the halfway line, they will get the immediate base only. The lead runner determines the lead base allowed. The rules outlined above will be used to determine the permitted base(s).
5. Runners must touch all bases. Missing any base constitutes an out, as called by an umpire/coach after the ball is dead. A base coach has a responsibility, first, to alert his players to a missed base; if that alert is ignored, once the play is finished, the runner shall be called out.
6. Play is stopped either by a play at any base or when an infielder has possession of the ball with at least one foot in the infield (fair territory). Any runners that have advanced at least halfway to the next base will be awarded that base, provided they reach it safely. If the halfway line is not reached, the runner goes back, again, provided that they do it safely. Reaching the line between second and third is not the same as reaching third, for example. The runners still have to run!
7. All players must avoid contact if possible. A runner who collides with a fielder in the act of fielding the ball or catching a throw will be called out. If a fielder, not making a play, obstructs or collides with a runner, that runner will be awarded the base he is going to and all preceding runners will advance accordingly. Fielders should not be positioned in the base lines, and they should not be standing on any base without the ball.

Fielding:

1. There will be six players in the infield, including the pitcher and catcher - no rover.
2. There will be no more than ten players on the field at any one time (four outfielders). Outfielders must stay behind an arc twenty feet behind the infield line.
3. An overthrow by an outfielder that is out of play is a dead ball and runners can advance one base. (See Base running #4 above for details.)
4. The play is over when the ball is thrown to an infielder, including and controlled within the infield (in fair territory). Note: an overthrow from an outfielder to the infield is a live ball until an infielder gets the ball in his possession with one foot in the infield.
5. There is no infield-fly rule.
6. A ball fielded by an infielder is considered to be under infield control, no matter what kind of throw follows. No bases will be awarded on overthrows by an infielder.
7. Outfielders may not cover a base for infielders, nor should they make putouts at a base.
8. A maximum of two defensive coaches are allowed in the field at any given time. They are to be positioned behind the infield or in the outfield, and try not to block the players' line of sight.
9. A fielder assigned a position must play that position for the entire inning; the only exception will be due to injury. There is free substitution and movement between innings.

The above rules may be changed or added to by the commissioner. However, the commissioner must present the rule changes to the BOD for approval.

IV. MINOR LEAGUE RULES (9 & 10 year olds)

Objective of Minor League Play

The objective of this league is to promote a greater understanding of baseball to all boys and girls who participate. This should include reinforcing the basic rules of baseball while introducing more complex rules such as pitching, balls vs. strikes and base stealing. All players should be encouraged to develop to their full potential.

Conduct

1. All managers are responsible for themselves, assistant coaches, players and fans of their team. Any unruly manager, coach, player or fan will be required to leave the field. Failure to leave will result in a forfeit for that team.
2. “Working” of the umpires will not be tolerated. Judgment calls are not subject to dispute. Coaches will correct obvious missed calls in their favor. For example, on a play at the plate, the umpire calls a runner out but doesn’t notice that the catcher dropped the ball. The catcher’s manager is obligated to correct the call. Managers, Coaches, Fans, etc. are not permitted to influence an Umpire’s call for their team’s benefit.
3. Any reports of managers or coaches using profanity, tobacco products, or being under the influence of alcohol, in front of the children, should be reported to the Minor League Commissioner or to a Board member. The Commissioner with the BOD will determine the appropriate disciplinary action, including the possible termination of that coach from the league.
4. No coach will intimidate or make negative comments about a player from the opposing team. After one warning, the opposing coach should ask the plate umpire to remove the offending coach from the game.
5. Bats, gloves, helmets or other equipment will never be thrown for any reason. If this behavior is observed the player will receive a warning and sit-out an inning. A second occurrence in a game will result in the player sitting out the remainder of the game.

Rules for Game Play

1. Minor League bases are set at 60 feet apart. Pitching distance is 46 feet.
2. (Typical) Games are 6 innings long.
3. The “home” team will occupy the First-base side dugout; visitors will take Third-base side.
4. The “home” team keeps the official book, if a discrepancy cannot be resolved from collective memories of those present. Both teams’ books should be reconciled regularly throughout the game to prevent potential controversies.
5. A new inning on a non-lighted field may not begin after sunset, unless both head coaches and the umpires agree the amount of daylight is suitable and safe for play. On a lighted field, a new inning will not begin after 10:15pm.
6. A maximum of 5 runs can be scored in innings 1 through 5, but runs are unlimited in any innings thereafter and the defensive team must get three outs to end the inning.
7. There will be no “Infield Fly Rule” in Minor League.
8. The maximum number of players allowed on the field is 10. The outfield will consist of 4 players in an arch shape, positioned on the grass, and without a “rover”. The infield will consist of 4 players in their respective positions. There will also be a

- pitcher and a catcher.
9. The batting order will run continuously throughout the game. Additional players who arrive after the start of a game must be inserted at the end of the batting order.
 10. Every player (except call-ups) must play an infield defensive position for a minimum of 2 innings each, and must play an outfield defensive position for a minimum of 1 inning each - in a six-inning game. Exceptions are permitted if that player is removed from the game due to injury, or arrives too late in the game to satisfy the requirements.
 11. A maximum of 9 innings will be played in the event of continued tied extra innings. If still tied after 9 complete innings, it will be recorded as a tie.
 12. If conditions prevent continuing the game, it will be considered “complete” after four innings, or if the visiting team completes its half of the fourth inning and the home team is ahead. If not complete, the game will resume from the exact point at its make-up time. All pitch-counts and substitutions will remain in effect when the game is resumed.
 13. In the event of a rainout, the home team manager must notify the scheduled umpires and commissioner, so the game can be rescheduled on the first available date. The home team manager will then contact the visiting team’s manager to inform them of the rescheduled game.
 14. Eight players must be present to start a game, and that must be within 15 minutes of the scheduled start-time. Less than eight players, whether to begin the game, or continue it after injury, will result in a forfeit.
 15. As a game continues play with fewer players than it started with, the missing batter’s “at bat” will not count as an automatic out – unless the player was ejected for misconduct.
 16. “Time out” will not be granted until the umpire acknowledges the request and calls time.
 17. When a ball rolls under the fence (or behind a sign) after having been in fair territory, a player must raise their hands to indicate this to the umpire. It is a ground-rule double.
 18. Only players, up to 4 coaches and a scorekeeper are allowed to be on the team bench. All other “fans” need to stay outside of the dugout/backstop area.
 19. Adults or older teens may act as base coaches. No players are permitted to base-coach.

Rules for Batters

1. Batting out of order will result in the correct batter being inserted, inherit the count and the pitch count stands.
2. Only one on-deck batter is permitted. No other player will be permitted to take swings while there is a player on deck.
3. Bunting is permitted (sacrifice and drag only). Players are not permitted to fake bunt and swing away; if he does so, the batter is automatically out, and no base-runners may advance.
4. Throwing of a bat - A team warning will be issued for the first offense. An out will be recorded and base runners will not advance for any further infractions.
5. A pitched ball hitting the batter will advance to first, only if there was an attempt by the batter to get out of the way. A few reminders:
 - a. a pitch that hits the ground first then hits the batter, is still considered a hit

- batter (so long as they tried to get out of the way).
- b. a pitch that hits the batter's hands during a swing is a foul-ball, as the hands are considered an extension of the bat.
 - c. a batter illegally having part of their body in the strike zone that gets hit by a pitch, is a strike.
6. On the third strike, the batter is OUT. The catcher does not have to catch the pitch, nor throw a dropped ball down to first base – in Minor League.

Equipment

1. No metal cleats are permitted to be worn by the players. Only plastic or rubber spikes are permitted.
2. Catchers must wear all protective gear - mask, chest protector, throat guard, leg guards, etc... - All catchers must wear a cup at all times when catching.
3. All players *should* wear a protective cup during practice and games.
4. All batters and base runners must wear a helmet with a protective face shield or mask.
5. Players must have a game shirt on to be able to play in that game.
6. No "big-barrel" bats are permitted in Minor League.

Rules for Base-Runners

1. Leading off is not permitted in Minor League baseball. Runners cannot leave the base until the pitched ball has crossed the plate. The following consequences will be enforced, if witnessed by either umpire.
 - a. if a runner leaves early, all runners will return to the last base occupied.
 - b. if a runner leaves early and an out occurs, the out stands and the remaining runners will return to the last base earned.
 - c. if a runner leaves early and either a walk or a hit occurs, all runners will advance only to the next forced base.
2. A runner may only steal the base he is stealing and may not additionally advance on an over throw of the base.
3. There is no stealing Home, for any reason. Also, the base runner on third base can not steal home on a pick-off attempt to any base by the defense.
4. No delayed steals are permitted in Minor League (such as when balls are being returned to the pitcher).
5. Runners may tag on a caught fly ball (fair or foul) from any base.
6. A walked-batter cannot advance beyond first base.
7. A courtesy runner may be used for the catcher with two outs to speed-up readiness. The player who made the last out will be used.
8. In the event of a defensive injury, the runner will get the base they are advancing to (if earned) and play will stop.
9. In the event that a base runner is hurt, the person who made the last out will be used as the pinch-runner (or last in the batter-order if 1st inning and no outs yet).
10. All base runners are required to slide feet-first into the base when played on. **NO HEAD-FIRST SLIDES ARE PERMITTED** except when trying to get back to the base on a pick-off attempt. Base runners sliding head-first will be called OUT – no warnings.
11. All players must avoid contact if possible. A runner who collides with a fielder in the

act of fielding the ball or catching a throw will be called out, unless properly sliding into a base. If a fielder, not making a play, obstructs or collides with a runner, that runner will be awarded the base he is going to and all preceding runners will advance accordingly. Umpires/coaches shall award an extra base if, in their judgment, the runner had a reasonable chance of making that base safely. The manager of the offending player should make the award if the umpire fails to notice.

Fielders should not be positioned in the base lines, and they should not be standing on any base without the ball. An intentional infraction may result in the player being ejected as well, in the judgment of the umpire.

12. FAKING A TAG OUT without the ball at any time is NOT permitted. If a player fakes a tag and is witnessed by an umpire, the runner will be allowed to advance to the next base. All forced runners will also advance.
13. Base coaches are not permitted to physically assist or restrain a base runner. If interference is witnessed by an umpire, the runner will be OUT, and the play immediately “dead” at that time. Any other base runners will return to last base earned prior to the interference.

Rules for Pitching

1. The strike zone is from the armpits to the bottom of the knee-caps of the batter, and one (1) ball width on each side of the plate.
2. Umpires will make sure that the area behind the backstop is clear of spectators.
3. Managers are to follow the following guidelines in determining how far into a game a pitcher can pitch and how much rest a pitcher will need based on a day's pitch count.
 - a. 10 and under yrs of age – 75 pitches maximum per day
 - b. Required REST for ages 10 and under, based on pitch-count:

Number of pitches in a day	Required Full-days of rest
1 – 20	0
21 – 40	1
41 – 60	2
61 – 75	3

4. Pitchers cannot pitch more than two (2) innings per game.
5. An appearance in an inning is considered a full inning for that pitcher, if at least 1 pitch is thrown.
6. A pitcher cannot return as a pitcher once he has been removed from pitching, in a game.
7. Coaches are allowed two trips to the mound per inning. Upon making a third trip to the mound in the same inning, the pitcher must be replaced. Between innings, conversation at the mound does not count as a visit.
8. There are no “balks” in Minor League.
9. A pitcher must be removed if he hits two batters in an inning.
10. Managers must keep a record in their scorebook of the number of innings and number of pitches all players pitch in each game. A manager can request to see the opponents pitching stats from the prior game.

11. Pitchers are not permitted to wear wrist bands, jewelry, batting gloves, white fielding gloves or a white long sleeve shirt below the elbow, or other items distracting to a batter.
12. 9-year old pitchers must be used for a minimum of six (6) outs in every Minor League game. An inning giving up the five (5) run maximum from all-9-year-old-pitching will count as 3 outs. There is no limit to the number of pitchers that can be used in one inning, or the number of batters any pitcher can face. The 9-yr-old-pitching rule applies to rain shortened games and darkness shortened games. Any team completing a game without utilizing the minimum 9 year old pitching will forfeit that game.
13. A teammate or coach must protect a pitcher when he is warming up along the sideline not protected by a fence.
14. Pitchers are allowed five warm up pitches between innings. A pitcher brought in to replace an injured pitcher is entitled to as many warm up pitches as needed.

Rules for Call-Ups

1. All call-ups must be registered players in the Association, and must come from the older age group (8-yr olds) from the prior league, as recommended by that league's Commissioner.
2. Call-Ups must bat last, unless a player shows up late and is added below the call-up.
3. Call-ups can play one (1) defensive inning in the infield, and all other innings in the outfield. Infield play is at the discretion of the coach.
4. A call-up may NEVER pitch.
5. If a rostered player arrives late, the call-up will finish playing the game.

Rules for Appeals

1. Managers are the only team representatives allowed to request clarification of an umpire's call or ruling.
2. If a head coach wishes to appeal a call of an umpire, the head coach must first call and receive "time out" prior to the next pitch being thrown. He will then request a conversation with the opposing team's head coach as to the appeal he wishes to make. The umpires will then be brought into the conversation and briefed as to the appeal that the head coaches would like to be considered. Once presented, it is then up to the two umpires to discuss the matter, and uphold or change the original call. **Only the head coach from each team can appeal through the above process.**

Other Miscellaneous Guidelines

1. The home team is responsible for preparing the field before the game.
2. The home team coach is responsible for paying the umpires.
3. The visiting team is responsible for selling 50/50 tickets.
4. The visiting team can take the field for pre-game warm-ups 30-minutes prior to the beginning of the game. The home team will take the field 1 hour prior to the start of the game until that time.
5. All managers should help maintain the fields to provide a safe playing environment for the kids.
6. Both teams must clean up the area of the ball field after each game or practice.

7. Plate-umpires must be at least 13 years old, and Field-umpires must be at least 12 years old. Both should have appropriate training, and understanding of baseball rules.
8. The Little League Rule Book will be in effect for all baseball rules, except where modified by these rules.

V. BRONCO RULES (11 and 12)

Objective

The objective of this league is to promote a greater understanding of baseball to all boys and girls who participate. Coaches should remember that they are role models to the children they coach and their behavior should show respect to all players, coaches, umpires and parents. All players should be encouraged to develop to their full potential, while learning teamwork and sportsmanship.

Sportsmanship:

It is the goal of the organizations participating in this league to mentor the players and teach good sportsmanship.

1. There is a ZERO TOLERANCE policy towards unsportsmanlike conduct in effect for ALL Players, Coaches and Fans. This means there are NO WARNINGS.
2. The ejection of a player will be for the remainder of the game. If the ejection occurs in the 7th inning or later, the ejection will carry over to the next playable game. The player is allowed to sit on the bench for the remainder of the ejection if they can control their behavior. If the ejection is a coach or parent, they must leave the premises.
3. The umpire or the player's head coach will eject a player for unsportsmanlike behavior. The player's head coach should keep in mind the league's goal of teaching sportsmanship and carry out the ejection.
4. The Head Coach is responsible for and will be expected to control players and coaches. Only the Head Coach may ask for an interpretation of an umpires ruling and is must be done so in a civil manner. Judgment calls by the umpire are not subject to dispute. There are no protests. All rulings will be settled on the field. The decision of the umpire is final.
5. After the game, the bench areas should be totally cleaned and garbage disposed of properly

Games:

1. Games will consist of seven (7) innings. A game is official after five (5) innings are completed, 4-1/2 innings if the home team is leading.
2. There will be no chanting directed towards the opposing team while on the field or at bat.
3. Mercy rule is in effect 10 runs after five (5) innings, 4-1/2 innings if the home team is leading. Also, "Pitching" for 11's (see rule # 8) must be satisfied.
4. In the event of a tie after seven (7) innings, one additional inning may be played to break that tie. The game will end in a tie if after 8 innings there is no winner.
5. The infield fly rule is in effect for all games.

6. The umpire should inform the both teams before the start of the inning, if the game will be called due to darkness or weather. In the event an inning cannot be completed due to darkness or weather, the score will revert back to the last completed inning.
7. In the event that a game, that is not yet an “official game”, is suspended for any reason, the game should be completed at earliest possible date. The umpire in charge of the game should sign and date the official (home team) scorebook. Both teams should document the outs, base runners, pitchers and pitch count on the book before signing. The game will be resumed exactly where it was suspended. Substitutions can be made for missing players, but all effort should be made to resume the game exactly as possible.
8. There is a 6 run limit per inning. After the 6th run crosses the plate, the inning is over, with (2) exceptions 1) If there is an over the fence homerun all runs will be counted 2) The last inning there is no run limit In the event the game will be called for darkness, the umpire must notify the away team prior to their at bat that this will be the last inning..
9. Protests or appeals will not be allowed as there is only one umpire. The decision of the umpire is final. Coaches should show respect for the umpire and remember they are examples to the children they coach.

Players:

Players can move in and out of the field, playing any position at any time. An exception is the pitcher, whose rules can be found under the pitcher heading.

1. All players must be registered in their respective leagues.
2. All uniformed players must have at least one (1) at bat and play 6 outs in the field per game (game must exceed 4-1/2 innings).
3. Substitute (call up) players may be brought up from the next lower level if a team is short and falls below (9) players. A substitute player cannot play ahead of a normal roster player and they must play outfield only. (See Policy Manual Section on Call Ups)
4. If a player shows up late (after the first pitch), he/she must be placed at the end of the batting order. This applies even when the player is on the home team and has yet to bat. If a call up has been used, they should continue to bat, but may be substituted on the field. Please use good judgment, and allow the call up fair time on the field.
5. A player, who was ejected from a game, may not be added to the line up for the continuation of that game.
6. Catchers must wear all protective gear - mask, chest protector, throat guard, leg guards, etc - All catchers must wear a cup at all times when catching
7. Players must have a game shirt on to be able to play in that game.

8. Fake a tag out at any time is not permitted. A warning will be given for the first offense. The second offense will grant the runner the next base, and any runner at the next base.
9. Only players, coaches and scorekeepers are allowed to be in the dugout.

Batters/Base Runners:

1. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out.
2. All batters must wear a helmet. A protective face shield or mask is recommended, but not mandatory.
3. A batter may not swing during an attempted steal of home plate. If a batter swings, both the batter and base runner will be called out. Bunting is allowed during a steal of home, but batter must not interfere with the catcher making a play at home.
4. A team will be given one (1) warning for throwing a bat (inadvertently letting the bat slip out of his/her hand while swinging the bat). On the second offense of that team, the batter will be called out.
5. Lead-offs are allowed.
6. Runners must slide to avoid contacts at all times. It is the runner's responsibility to avoid contact, but if in the opinion of the umpire the plate or base is being blocked without the defender having possession of the ball the runner shall be awarded the base.
7. Headfirst slides are prohibited at any base, unless the base runner is returning to a base after a pick-off attempt.
8. A courtesy runner is optional for the catcher after there is two (outs) and must be the last batted out. The courtesy runner may only relieve the catcher of record.
9. A pinch runner is allowed only in the case of injury to a player and must be the last batted out.
10. When a position in the batting order is vacated by: (a) a player removed from the game by an umpire or an out will be recorded for that position in the batting order. This includes players not available to play in the conclusion of a suspended game. No out will be recorded for an injured or ill player unable to bat. In the event that an injured/ill player is able to continue the game, he/she may be entered back into the game in their original position in the batting order.
11. The batting order will be continuous --- one through the number of players who arrive for the game, players who show up after the batting line ups have been submitted, must be inserted at the end of the line up.

Pitchers:

1. Pitcher may not pitch more than three (3) innings per game or (85) pitches per day. When a pitcher pitches 0-20 pitches, (0) days rest is required between outings. 21-40 pitches require (1) day rest. 41 – 85 pitches requires (2) days rest.
2. One (1) pitch constitutes one (1) inning.
3. Balks will not be called. All balks will be “warnings” and an immediate “dead ball” without runner advancement.
4. Pitchers that hit two (2) batters in an inning or three (3) batters in a game must be removed.
5. The manager may make one (1) trip to the mound per inning. On the second trip, the pitcher must be removed. (Trips due to injury do not apply)
6. If a pitcher is pulled from the game, he/she may not come in and pitch again in that game.
7. Pitchers are not permitted to wear wrist bands, jewelry, batting gloves, white fielding gloves or a white long sleeve shirt below the elbow
8. 11 yr old pitchers must be used for a minimum of two (2) innings in every Bronco game. An inning consists of (3) outs or (6) runs and a change of sides. There is no limit to the number of pitchers that can be used in one inning, or the number of batters any pitcher can face. This rule applies to rain shortened games and 10 run rule games. Any team completing a game without fulfilling this requirement forfeits that game. This rule is being placed to allow development of younger pitchers, therefore the (6) outs are not collective over the entire game and are to be used on a complete inning basis.

Example of not allowed: An 11 year old pitches two outs in the first inning, another 11 year old pitches one out in the second inning, another 11 year old pitches 1 out in the third inning, and an another 11 year old pitches two outs in the fourth inning.

Team:

1. A team must have eight (8) players to start a game, and must finish a game at least with eight (8) players.
2. Home team may use the infield one hour before the start of the game. Visiting team gets the infield thirty minutes prior to the game. One batting cages should be alternated with the above field use. The cages must be shared with other ZHAA leagues.
3. A team shall have no more than four (4) coaches on the field or in the dugout at any time. Only 2 of those coaches can be outside the dugout, in the area between the backstop and dugout.

4. A continuous line-up will be used with free substitutions. (Exception: Once a player has pitched and has been removed from that position, he/she cannot re-enter as a pitcher)

Playing Field/Equipment/Other:

1. Bases on the field are to be set at 70 ft. Pitchers mound is to be 48 ft.
2. No metal spikes and no metallic jewelry are allowed.
3. Players playing the catchers position must wear a protective cup.
4. No Big Barrel bats are allowed. Bats must be 2 ¼ inches in diameter.
5. Home team is decided by the schedule
6. Only the Head Coach may appeal a runner missing a base, leaving early on a fly ball tag up, or any other interpretation on the field. The appeal must be made immediately after the umpire has stopped play, and before the next play begins.
7. Timeouts must be granted and called official by the umpire. The coaches should not move onto the field until the umpire has officially called time.
8. In the event of inclement weather, the home team Head Coach is responsible to cancel the game. The home team must send a representative to the field for inspection. If the game cannot be played, the Home team Head coach should contact the opposing team Head Coach, the Commissioner, as well as the umpire, if directed by the Commissioner. Rainouts should be re-scheduled within two weeks. The Commissioner is-will provide available dates to make up the game.
9. The Home team will supply one new baseball, and one used, but in good condition baseball. Baseballs must be per the league specifications.
10. The home team is responsible for preparing the field for play and should be completed 10 minutes prior to the start of the game.
11. Home team is responsible for opening and closing of the field, including all equipment and locking of storage facility.
12. Head coaches and co-coaches must have their clearances submitted to the commissioner prior to the first game.

Overthrows:

1. The ball is in play until the umpire makes a call that it is out of play.
2. It is the umpire that will make the call on where runners are placed if the ball goes out of play.

VI. Pony League (13 & 14 year olds)

OBJECTIVE:

The objective of this league is to assist each player in achieving his/her fullest potential in the game of baseball. Number of teams and players will be decided by the number of players who sign up. Teams in Pony league play in outside leagues, Currently North Suburban Baseball League. ZHAA teams compete with other Association Pony teams. Rules of play are defined by the league that ZHAA is competing. Talent level of teams ZHAA competes with range from very strong (A teams) to weak and varies from year to year. The Pony League rules will be developed by the commissioner and presented to the BOD for approval.

VII. Colt League (15 & 16 year olds)

OBJECTIVE:

The objective of this league is to assist each player in achieving his/her fullest potential in the game of baseball. Number of teams and players will be decided by the number of players who sign up. Teams in this league play in outside leagues, currently the Butler County Colt Baseball. ZHAA teams compete with other Association Colt teams. Rules of play are defined by the league that ZHAA is competing. Talent level of teams ZHAA competes with range from very strong (A teams) to weak.

VIII. Player Call-Ups Regular Season Play

In an instance where a team cannot field nine (9) of its own players, the manager may use call-ups from the preceding league. When using call-ups, the following provisions will dictate the process.

- Players to be “called up” must be of the older age group of the particular league
- The call-up must bat last in the batting order
- The call-up player can play any position on the field for one inning with the inning being played at the coach's discretion. After playing the desired position(s) for one inning, the call up player must be placed in the outfield.
- Under no circumstances will a call up player be permitted to pitch.
- No player from the team's roster can be excluded from playing to use a player called up.
- Once the game has started, if a rostered player arrives late for the game and there are no openings in the lineup (9 players, 10 for Pee Wee and Minor) the call-up player must play a minimum of three complete innings before the rostered player can enter the game. Arrival means the rostered player must be in the dugout before the first pitch of the game or the scheduled start time, whichever comes first. If there is an instance where the rostered player arrives late and there is an open position in the lineup, the rostered player may enter the game. Start time will be determined by a satellite system (cell phone) to ensure accuracy.

IX. CANCELING or RESCHEDULING GAMES

The home team manager or Commissioner have jurisdiction pertaining to cancellations or postponements for Softball or Baseball games. (Intra-league play)

Cancellations or postponements will be considered for valid reasons. Valid reasons include:

- a) Inclement weather
- b) Unplayable field conditions
- c) School functions

A representative from the home team must visit the field to determine whether the field is unplayable.

The involved managers will determine a day and time to schedule the game within seven (7) calendar days. They will work in coordination with the League Commissioner.

If the two managers cannot come to an agreement on a rescheduled game, the Commissioner will coordinate the process of rescheduling cancelled games. The League Commissioner has the power to change dates of rescheduled games.

All efforts should be made to make up all cancelled games.

X. Duties And Responsibilities

League Commissioners

1. Nominate the list of managers and coaches to the BOD for their league, with recommendations for approval/disapproval. This may require interviews for coaches who are new to ZHAA, as well as obtainment of references.
2. Finalize the list of games for the league. Make any changes required for special circumstances, and ensure the finalized schedule is distributed to all coaches before the start of the season.
3. Ensure proper equipment (bases, chalk, liner, plates etc) is pre-positioned at the fields to be used by the league. The commissioner is also responsible to communicate any special field needs at the board meetings.
4. Arrange for equipment bags to be distributed to individual coaches. Have managers sign hand-receipts for the equipment and ensure all items are returned to the association's storage area within one week after the last game is completed.
5. Pick up the leagues uniforms and distribute to the managers. Also pick up team pictures and distribute to the managers as soon as possible.
6. Have the team managers contact their team's sponsor before the season begins to deliver a schedule and thank them for their support.
7. Hold a managers/coaches' meeting prior to the beginning of the season to cover all the local rules and distribute equipment, uniforms, and schedules. This is also the time to review coaching expectations, the "Code Of Conduct", and expectations of behavior

- during practices and games, and issue a stern warning regarding misbehavior or arguments with umpires, other coaches, or parents.
8. Distribute the practice fields and times assigned to the league, equitable to all teams (probably at a coaches meeting). Once the season begins, the commissioner (along with the managers) is responsible to ensure make-up games are scheduled and umpires coordinated.
 9. Coordinate the player selection process and ensure the number of players per team and overall talent level is evenly balanced during the draft process.
 10. Arbitrate any player team-assignment problems in a fair and equitable manner to ensure a balanced league. Parental complaints should be handled by the commissioner if possible, and brought to the BOD's attention in an expeditious manner if necessary.
 - a. Attend league games other than his own during the season to ensure league policies and procedures are followed, and to evaluate “coaching climate” and parental satisfaction with the league.
 - b. Maintain won-loss records of the teams in the league, and coordinate post-season playoffs required to determine league champion.
 - c. League commissioners nominate the All-Star Manager and Coach(es) to the BOD, and oversee the selection of the All-Star players by these coaches.

Managers and Coaches

1. Attend all meetings called by the league commissioner and respond to his requests for information or assistance as soon as possible.
2. Read and study the rules and regulations including local rules, league expectations for your league, and the “Code of Conduct”. Make sure any questions are answered before they become problems.
3. Attend all try-out sessions and selection process for your league.
4. Contact players on your team within 48 hours by telephone once teams are determined.
5. Try to conduct at least two practices per week starting in April until the season begins. It is encouraged to schedule at least one practice per week during the season.
6. Contact your team’s sponsor either telephone or in person to give them a schedule and roster, thank them for their support, and invite them to attend league games.
7. Ensure all players are aware of the ZHAA “Code of Conduct” and that they follow these guidelines during practices and games.
8. After all practices and games make sure the trash is picked up around the field, the equipment is properly stored in the bins, the bins are locked, and the field is groomed to fill holes.

XI. Draft Procedures

It is the philosophy of the ZHAA to provide instructional, recreational baseball programs to their participants during the regular season. To do so effectively, there must be balance among the teams in each division of the league. The divisions will run at their best when the available talent is spread evenly across each team and competitive balance is created.

Leagues Affected

All leagues that monitor standings within the league shall adhere to draft methodology. This excludes the T-Ball.

Tryouts

1. Each eligible player will be given the opportunity to participate in tryout competition with other players of the same league age. These tryouts are conducted so that each player may demonstrate his/her ability prior to selection by draft to a team. Even if a player believes he/she will be automatically assigned to a team, such as coaches' sons, they are expected to participate.
2. Prior to tryouts, the league commissioner will provide each team coach with a copy of a roster showing name, league age, address, and other pertinent information of each participant. Siblings and other coaches' sons will be identified on the roster.
3. Coaches or their designate shall attend all tryout sessions and evaluate candidates' performance for their own reference. Coaches may agree to share this information with each other if it is made available to all coaches.
4. An existing player (players that have played in the league in prior years) failing to attend tryouts shall be rated by the coaches and assimilated in the draft process. New registrants will be evenly distributed across all teams in the appropriate league at the end of the draft list for his/her particular age group.

Draft Procedures

1. Every player registered prior to the deadline **MUST** be placed on a team. Late registrations are not guaranteed to be placed on a team, based on the number and size of teams, but the BOD will attempt to allow for some "late additions" based on historical data. The Commissioner must keep accurate rosters and maintain the "draft sequence" when assigning "late adds" to teams.
2. Each league Commissioner will be present for all drafts and will monitor the draft process to ensure all eligible players are assigned to a team and the process results in even talent distribution. Only the team managers will be present at the draft unless the league Commissioner decides otherwise.

3. Contingent on the distribution of player talent, all players will be ranked and placed in different group levels by age. The rankings will go as follows:
 - a. Excellent- Can impact a game or a quality pitcher. Past All Star players will receive this rating.
 - b. Above Average- Solid skills, quality player
 - c. Average- Knows fundamentals, good player
 - d. Improving- Needs continued growth, takes instruction
 - e. Beginner- Needs help in all areas, or cannot take instruction to improve.
 - f. New Player- No rating info
4. The team order for player selection will be determined by a "lottery" type procedure.
5. The selection process will go as follows: Team #1,2,3,4,5,6,6,5,4,3,2,1,1,2,3 etc.....
6. All the players of the oldest age group must be picked first. When no other players are left in that group, the younger age group will follow until all players in each group are selected.
7. Managers must pick their child based upon the rating agreed by all the coaches. The same applies to siblings: they will be selected with the manager's first pick in that rating group.
8. Children of Assistant Coaches should be the first pick based upon their rating. Should the children of the Manager and Assistant Coaches have the same rating, the pick is deferred to the second pick following selection of the other teams.
9. When situations create difficulties during the draft process and achieving the league objectives, the Commissioner will make the necessary adjustments during the drafting process.
10. No trades will be allowed after the managers leave the draft room. Rosters must be submitted immediately to the Commissioners.
11. After the draft is over, the next player to sign up goes to the next team on the list, regardless of rating.
12. All players must be called by their managers within 48 hours of the draft completion..

XII. CODE OF CONDUCT

Foreword

In order to advance the principals of sportsmanship and fair play and to promote mutual respect among players, coaches, umpires and spectators, the Zelianople-Harmony Athletic Association has established a "Code of Conduct".

The Code of Conduct shall govern the actions of players, coaches and spectators. The Code is intended to provide behavioral guidance and establish clear expectations for all involved. The Code was not conceived to address every possible behavioral circumstance; however, it shall serve as the Organization's standard for behavioral evaluation.

It shall be the obligation of all program participants, spectators and volunteers, to comply with the terms and provisions of the Code of Conduct. Any person violating the Code shall be subject to administrative action, up to and including termination of his/her privilege to participate in, or attend, any or all ZHAA sponsored activities.

Code of Conduct

Coaches

Coaches shall remain unconditionally supportive of the Organization's commitment to the ideals of good sportsmanship, team play, honesty, loyalty, courage and respect for authority. Likewise, coaches shall remain sensitive to the physical and emotional well being of the players on his/her team. In order to adhere to these doctrines, the coaches agree as follows:

- Coaches will be positive role models.
- Coaches will display and instill in their players the principles of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interests of the players.
- Coaches will do their best to provide the players a positive experience.
- Coaches will ensure that winning and/or losing teams do so in a manner, which exhibits respect and good sportsmanship.
- Coaches will treat all players, parents, spectators, opposing coaches, umpires and league officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will not ridicule, display anger, intimidate or demean players, other coaches, or umpires.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.
- Coaches will not use abusive language, indecent gestures, swear or participate in negative cheering.
- Coaches will comply with the decisions of league officials and observe all rules, policies and procedures as established or endorsed by the ZHAA.

- Coaches will teach the game of baseball to the best of their ability.
- Coaches will be drug and alcohol free while at any ZHAA athletic event.
- Coaches will not use any tobacco products in the dugout or on the playing field.
- Coaches will acknowledge the need to demonstrate fundamental proficiencies with respect to the game of baseball and first aid. Consequently, all coaches agree to attend any skill sessions that may be required by the Board of Directors and moreover, any first aid courses that may be mandated by the Board.

Parents and Spectators

The Parents and Spectators shall support the players, coaches, umpires and league officials. Parents and Spectators shall not "coach" or "officiate". Parents and Spectators agree as follows:

- Parents and Spectators will be positive role models.
- Parents and Spectators will display and instill in all players, the principles of good sportsmanship and team play.
- Parents and Spectators will conduct themselves in a manner that best serves the interests of the players.
- Parents and Spectators will do their best to provide the players a positive experience.
- Parents will make certain that their children show respect for all other players, coaches, officials and spectators.
- Parents and Spectators will not ridicule, taunt, humiliate or demean players, coaches, or umpires.
- Parents will inform the coach of any disability or ailment that may affect the safety of their child.
- Parents and Spectators will treat all players, coaches and umpires fairly and with respect.
- Parents and Spectators will comply with the decisions of league officials and observe all rules, policies, and procedures as established or endorsed by the ZHAA.
- Parents and Spectators will not question an umpire's call.
- Parents and Spectators will respect the opponent and avoid any confrontation with opposing players, spectators, or coaches.
- Parents and Spectators will be drug and alcohol free while at any ZHAA athletic event.

Players

Players shall...

- Display good sportsmanship and team play at all times.
- Follow the direction of the Coaching Staff.
- Respect all coaches, players, league officials, umpires and spectators.
- Make every attempt to be on time and ready to play for all games and practices.
- Wear the proper uniform and equipment in the proper manner.

Players shall not...

- Use abusive or profane language.
- Taunt or humiliate any other player.
- Question an umpire's call.
- Abuse, mistreat or mishandle any ZHAA or personal equipment or property (e.g., throwing batting helmets, bats, balls, etc.)

The BOD will have the authority to discipline any player, coach, umpire, parent/guardian or board member who has violated any of the above guidelines or whose conduct is considered detrimental to the best interests of the ZHAA. The BOD can discipline violations in one of the following actions depending on the severity of the matter:

- **Warning:** The offending person (parent/guardian for someone under 18) is advised of the nature of the offense and informed that further violations will result in a more severe penalty, or
- **Probation:** The offending person (parent/guardian for someone under 18) is given a written warning and enters a period of probation to be determined by the board of commissioners. Further violations will result in suspension or barring from further participation in the ZHAA, or
- **Suspension:** The offending person (parent/guardian for someone under 18) is suspended from participating in ZHAA activities for a length of time to be determined by the BOD, or
- **Bar:** The offending person (parent/guardian for someone under 18) is barred from future participation in ZHAA activities to the end of the baseball season at a minimum. A violator can only be reinstated by approval of the BOD

In addition to the above disciplinary options, any person ejected from a game is ineligible to return to the field for the next scheduled game of their team and any person ejected from a game twice in one season is automatically suspended from participating in any ZHAA sponsored activities until such time as they are reinstated by the BOD.

Any person subjected to disciplinary action will be informed in writing of the BOD's review of their conduct and have the right to appear before the board of commissioners to explain their conduct before disciplinary action is imposed. The BOD's decision regarding disciplinary action will be communicated within seven (7) days of the review.

No person subject to disciplinary action will be entitled to a refund of the registration fee, fund raising fee or any fee associated with a special event.

Player or volunteer name _____
(printed)
Parent/guardian or volunteer _____
(signature)
Date _____

XIII. Team Parent Guidelines

The league would not survive without the help of the parents in the league, particularly the coaches and team parents. You are a very important person not only to the children, who look to you for encouragement, but to the coaches as well to assist them and make the season a positive experience. The following are simple but yet needed guidelines for all to follow:

- I will remember that we are here for the kids.
- I will not criticize or question umpire calls.
- Most of the umpires are kids and, just like the players, are learning and will make mistakes.
- I will respect coaches' decisions and realize that they are volunteering their time and doing their best for all of our kids.
- I will remember that only 9 or 10 kids can play at one time. Every effort is made to give all kids equal time on the field.
- I will set an example of sportsmanship for my child to follow.
- I understand that the Association operates only through the volunteer efforts of our managers, coaches and directors.
- I will strive not to be a "bleacher manager".
- I will put forth every effort to volunteer my time to make the Association operate as effectively as possible.
- I will make every effort to be aware of league activities and happenings. This includes visiting the web-site for information and attending association meetings as often as possible.
- I will support and appreciate the play of all kids on the field during game play.

XIV. ALL STAR SELECTION PROCESS

I. All regular league players are eligible for the All Star selection process providing they meet the requirements outlined in section IV below. There will be no limit as to the number of players nominated from any one team.

II. The All Star selection process will consist of any of the following:

- a) The players of each team will elect three players to represent their team.
- b) If the coach so desires, he/she will nominate players from his/her team based on ability.
- c) The parent or guardian of any player may request that their child be evaluated for All Stars.

III. The date for player nomination will be in compliance with Association policies and procedures.

IV. In order to be eligible for the All Star team, a player must have attended 70% of the **scheduled** games as of May 10. Excused absences will be by Physician's excuse only. **(A scheduled game will be based on the original schedule issued by the commissioner at the beginning of the season. If a player misses a rescheduled game, this will not be considered an absence.)**

PLAYER SELECTION PROCESS

The head coaches from each league will meet to select the All Star players. If a head coach cannot attend the meeting, then a representative from the team at the head coach's discretion may attend in his or her absence. Each player will be evaluated on fielding, hitting, and general baseball knowledge/skills (base running, attitude, speed, etc.) by each coach. The players will be rated from 1 to 5 in each category with 5 being the highest and one being the lowest.

The total scores will be added together for each player and the highest and lowest scores will be removed. The players will be ranked based on the total average score and the top nine players will be selected. It will be at the All Star coach's discretion to determine the number of players selected for the team. If a "top nine" player chooses to not be on the All Star team, the player with the next highest score will be selected.

THE SCOPE/TERM

Once an All Star team is selected, this team will represent the respective age group for a period of one year. It will be up to the head coach to determine the tournament schedule.

If so desired, a second team may be assembled by petition of the Board.

PARENTAL COMMITMENT

All parents and guardians of the All Star team are expected to participate in All Star related activities (field prep, concessions, fund raising, etc.)

XV. ZHAA'S POLICY ON AGE DESIGNATION - BASEBALL:

- 1) Little League International has changed the rules that govern age designation for a given league based on birth date. The previous cut-off date was July 31 and the new, revised cut-off date is April 30.
- 2) For the player whose date of birth falls between April 30 and July 31, ZHAA will permit the parent or guardian of the player to select, at their sole discretion, the sanctioned age group that is in the best interest of the player. This is a one time opportunity only for the 2006 playing season. Thereafter, the player will be slotted in the designated age group.
- 3) New members will automatically be slotted at the age appropriate designation based on birth date.

XVI. CONCESSION POLICY AND PROCEDURES CONCESSIONS

The concession stand is an integral part of the ZHAA organization. The proceeds from this operation are to become a component from which financial decisions are made. Following the lead of the overall organization, this group is working to develop a sound foundation for the future. The current operations and guidelines have been developed by the committee as a foundation from which to build.

XVII SOFTBALL RULES

GREATER PITTSBURGH GIRLS SOFTBALL LEAGUE INSTRUCTIONAL SLOW PITCH PLAYING RULES www.eteamz.com/gpgsl

All rules not covered herein will revert to current ASA rules. Player's age is as of December 31st. Players cannot play down in an age bracket.

Slow Pitch 8 & Under REVISION 4B NOV 2008

SECTION 1: GAME

- A. **GAME LENGTHS:** Games are 6 innings with a recommendation to stop after approximately of 2 hours of play. Game is official after 4 full innings or 3 ½ innings if home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. **RUNS PER INNING:** When FIVE (5) runs MAXIMUM are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the final play has ended, but a maximum of only 5 runs will count. The FIVE (5) run rule DOES NOT apply in the 6th inning.
- C. **TIE GAME:** In the event of a tie game, there will be no extra innings played. The game will be recorded as a tie.
- D. **LINEUP:** A minimum of eight (8) players are required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game WILL be played. The intent is to play the game.
- E. **WEATHER /FIELD CONDITIONS:** Prior to the start of the game, all judgments regarding weather/ field conditions are the responsibility of the Home Team Manager. In no event shall a game continue if there is lightning sighted or thunder heard. If the game is stopped, both team managers shall consult regarding continuation of the game.
- F. **PLAYING FIELD:** BASES 55'—PITCHING DISTANCE 30' (SEE RULE 3B)—3' RUNNING LANE AT 1ST BASE—HASH MARKS MIDWAY BETWEEN 1ST & 2ND, 2ND & 3RD, 3^R & HOME, DOUBLE 1ST BASE IS OPTIONAL. The home team manager must advise the away team manager of the playing field ground rules. The managers are encouraged to set ground rules to optimize player safety.

SECTION 2: FIELDING

- A. **DEFENSE:** Each team may field up to twelve (12) players on defense 6 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions. A player may play no more than two (2) innings at any one position and no more than 4 innings in the infield. Coaches are encouraged to move players around. Catchers are considered infielders. Outfielders are to be positioned approximately 20' behind the infielders. Outfielders can make force outs at the bases provided they start in the correct position behind the infielders.

- B. OVERTHROWS: Overthrows at 1st, 2ND, and 3rd will result in a dead ball and runners cannot advance. RUNNERS ATTEMPTING TO ADVANCE ARE AT RISK OF BEING TAGGED OUT WHEN THEY TRY TO ADVANCE, BUT WILL BE RETURNED THE PREVIOUS BASE IF THEY ADVANCE SAFELY.
- C. INFIELD FLY RULE: The Infield Fly Rule is NOT in effect.
- D. DEFENSIVE CONFERENCES: Managers/coaches are permitted Defensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game. Managers may be on the field to help instruct, but they are to be positioned behind the outfielders or in foul territory

SECTION 3: PITCHING

- A. INNINGS PER GAME: Managers or coaches will pitch to their own team. No pitching arc is required. The Manager pitcher should attempt to offer a pitch to the player that is consistent with a 6 ft minimum 12 ft maximum arc. A defensive player will occupy the pitching position. Coaches are encouraged to adjust the height of the arc consistent with the skill level of the player, striving to get the players to hit from the full 12' arc as soon as their skill level dictates.
- B. PITCHING DISTANCE: Pitching distance: 30 ft. May be adjusted to accommodate player ability. Kid pitcher must have at least one (1) foot inside 16' diameter circle around the pitching rubber when the pitched is released she can move as soon as the pitch is thrown.
- C. DELIVERY OF A PITCH: NOT APPLICABLE

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position in the lineup.
- B. OFFENSIVE CONFERENCES: Managers/coaches are permitted Offensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out.
- D. FAILURE TO TAKE A TURN AT BAT: If a player cannot take her turn at bat, that position in the line-up will be skipped. The player can return to the line-up at any time in the same position the batting order.

- E. BALL/STRIKE COUNT: A batter will be allowed 7 pitches before being called out. An at bat cannot end on a foul ball.
- F. 3RD STRIKE RULE: Not Applicable
- G. BASE AWARDED TO RUNNERS: Hash marks in the base line will be used to determine the base runners position at the time the play is declared dead. If the runner is beyond the hash mark, the runner will be awarded the next base. If the runner is not beyond the hash mark, the runner will be returned to the base last occupied. When a ball is hit into the outfield and returned to the infield by the outfielder, play will stop when the infielder gains full control of the ball. Runners will be awarded bases predicated upon their location relative to the hash marks when play was stopped.

SECTION 5: LEADING & BASE STEALING

- A. COURTESY/RELAXED STEP: No courtesy or relaxed step is permitted---runner cannot leave the base until the ball is hit.

SECTION 6: HELMET RULE “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet will result in the player being ejected from the game. The player will be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. Any player or coach ejected from a game is also suspended from the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If, while running the bases, the helmet comes off any base runner’s head, or any base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE**

UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET
BY A BASE RUNNER.

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team provides two (2) new DeMARINI A9244B ASA .44 Poly Core 375 Compression ratio white with flat red stitch 11-inch Softballs.
- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA Stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets are required, NOCSAE approved face guards and chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing or hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: The home team manager will schedule an umpire for the game.
- B. DISPUTES/INQUIRIES: Any disputes and/or unusual situations that occur during the game are to be reported to your Association Representative. Your Association Representative is to file a report with the Instructional League 8 and under Slow Pitch Coordinator, who will advance it to the SP commissioner if necessary.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO
BE USED DURING THE GAME BY PLAYERS, COACHES OR UMPIRES.

All rules not covered herein shall revert to the current ASA rules. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 6 innings. The game is an official game and the TEN (10) run rule will be in effect after 4 full innings or 3 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: When FIVE (5) runs MAXIMUM are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the final play has ended, but a maximum of only five runs will count. The FIVE (5) run rule DOES NOT apply in the 6th inning or any inning played under the INTERNATIONAL TIE BREAKER RULE.
- C. TIE GAME: If tied after 6 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players are required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game WILL be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players and a loss for the team that was short. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game start or continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires shall consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 60'—PITCHING DISTANCE 35' or 40' (SEE RULE 3B)—3' RUNNING LANE AT 1ST BASE—DOUBLE 1ST BASE IS OPTIONAL-- The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to ELEVEN (11) players on defense 5 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.
- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule is NOT in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive Conference per inning. If a manager/coach exercises a 2nd Defensive Conference in the same inning, the pitcher will be removed will not be eligible to pitch for the remainder of the game.

SECTION 3: PITCHING.

- A. INNINGS PER GAME: There are no restrictions on the number of innings per game a pitcher can pitch.
- B. PITCHING DISTANCE: Official ASA pitching distance is 40’, but GPGSL permits a pitching distance of 35’ to accommodate skill levels.
- C. DELIVERY OF A PITCH: The pitcher is not permitted to alter their pitching delivery by moving back and forth from pitching distances while pitching to the same batter. Whatever pitching distance is used for the 1st pitch, will be used for all pitches to that batter.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position in the lineup.
- B. OFFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Offensive Conference per inning. If a manager/coach exercises 2nd Offensive Conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for an injured base runner at any time regardless of the number of outs. The substitute runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, “FOR WHATEVER REASON”, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.

E. BALL/STRIKE COUNT: Not Applicable

F. 3RD STRIKE RULE: Not Applicable

G. BASE AWARDED TO RUNNERS: Not Applicable

SECTION 5: LEADING & BASE STEALING

A. Courtesy/Relaxed Step (Slow Pitch Only): North Hills – Straight ASA Sough Hills Runners Cannot leave the base until the ball is hit.

SECTION 6: HELMET RULE: “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASE RUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. . Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If, while running the bases, and the helmet comes off any base runner’s head, or any base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide two(2) new GPGSL approved DeMARINI A9244B ASA .44 Poly Core 375 Compression Ratio White With Flat Red Stitch 11-inch Softballs.

- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets are required, NOCSAE approved face guards and chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing or hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: Any disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 10 Under Slow Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES.

All rules not covered herein shall revert to the current ASA rules. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings. The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: Not Applicable
- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players are required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game WILL be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game start or continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires shall consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- a. PLAYING FIELD: BASES 60'—PITCHING DISTANCE 40' or 46' (SEE RULE 3B)—3' RUNNING LANE AT 1ST BASE—DOUBLE 1ST BASE IS OPTIONAL-- The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to ten (10) players on defense 4 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.

B. OVERTHROWS: NOT APPLICABLE

C. INFIELD FLY RULE: The Infield Fly Rule IS in effect.

D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive Conference per inning. If a manager/coach exercises a 2nd Defensive Conference in the same inning, the pitcher will be removed will not be eligible to pitch for the remainder of the game.

SECTION 3: PITCHING.

A. INNINGS PER GAME: There are no restrictions on the number of innings per game a pitcher can pitch.

B. PITCHING DISTANCE: Official ASA pitching distance is 46’, but GPGSL permits a pitching distance of 40’ to accommodate skill levels.

C. DELIVERY OF A PITCH: The pitcher is not permitted to alter their pitching delivery by moving back and forth from pitching distances while pitching to the same batter. Whatever pitching distance is used for the 1st pitch, will be used for all pitches to that batter.

SECTION 4: BATTER / BASE RUNNER

A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position in the lineup.

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C. COURTESY RUNNER: The manager is permitted to substitute a base runner for an injured base runner at any time regardless of the number of outs. The substitute runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.

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E. BALL/STRIKE COUNT: Not Applicable

F. 3RD STRIKE RULE: Not Applicable

G. BASE AWARDED TO RUNNERS: Not Applicable

SECTION 5: LEADING & BASE STEALING

- A. Courtesy/relaxed step (slow pitch only): North Hills-
Straight ASA South Hills Runners cannot leave the base until the ball is hit.

SECTION 6: HELMET RULE: “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASE RUNNER : Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
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SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide two(2) new GPGSL approved DeMARINI A9244B ASA .44 Poly Core 375 Compression ratio white with flat red stitch 11-inch Softballs.

- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets are required, NO CSAE approved face guards and chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
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- B. DISPUTES AND INQUIRIES: Any disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 12 Under Slow Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME. BY PLAYERS, COACHES, OR UMPIRES

All rules not covered herein shall revert to the current ASA rules. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings. The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: Not Applicable
- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players are required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game WILL be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game start or continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires shall consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 65'—PITCHING DISTANCE 46' or 50' (SEE RULE 3B)—3' RUNNING LANE AT 1ST BASE—DOUBLE 1ST BASE IS OPTIONAL-- The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to ten (10) players on defense 4 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.
- B. OVERTHROWS: NOT APPLICABLE

- C. INFIELD FLY RULE: The Infield Fly Rule IS in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive Conference per inning. If a manager/coach exercises a 2nd Defensive Conference in the same inning, the pitcher will be removed will not be eligible to pitch for the remainder of the game.

SECTION 3: PITCHING.

- A. INNINGS PER GAME: There are no restrictions on the number of innings per game a pitcher can pitch.
- B. PITCHING DISTANCE: Official ASA pitching distance is 50’, but GPGSL permits a pitching distance of 46’ to accommodate skill levels and to accommodate situations when a field has a 46’ pitching mound. Pitchers have the option of pitching from either distance.
- C. DELIVERY OF A PITCH: The pitcher is not permitted to alter their pitching delivery by moving back and forth from pitching distances while pitching to the same batter. Whatever pitching distance is used for the 1st pitch, will be used for all pitches to that batter.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game as started can be inserted in the last position in the lineup.
- B. OFFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Offensive Conference per inning. If a manager/coach exercises 2nd Offensive Conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for an injured base runner at any time regardless of the number of outs. The substitute runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, “FOR WHATEVER REASON”, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. BALL/STRIKE COUNT: Not Applicable
- F. 3RD STRIKE RULE: Not Applicable

G. BASE AWARDED TO RUNNERS: Not Applicable

SECTION 5: LEADING & BASE STEALING

- A. Courtesy/relaxed step (slow pitch only): North Hills – straight ASA South Hills – Runners cannot leave the base until the ball is hit.

SECTION 6: HELMET RULE: “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASE RUNNER : Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If, while running the bases, and the helmet comes off any base runner’s head, or any base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER..**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide two(2) new GPGSL approved DeMARINI A9244B ASA .44 Poly Core 375 Compression Ratio White with flat red stitch 11-inch Softballs.
- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped

2000 and 2004 bats are legal.

- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets are required, NO CSAE approved face guards and chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing or had/visor. The only exception is medic alert bracelets and we urge that they be removed during the game also. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: Any disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 14 Under Slow Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete the game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME. BY PLAYERS, COACHES, OR UMPIRES.

Slow Pitch 18 & Under Revision 4B NOV 2008

All rules not covered herein shall revert to the current ASA rules. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings. The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: Not Applicable

- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players are required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game WILL be played. The intent is to play the game. The game would be officially scored as a “GAME PLAYED FORFEIT WIN” for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game start or continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires shall consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 65’—PITCHING DISTANCE 46’ or 50’ (SEE RULE 3B)—3’ RUNNING LANE AT 1ST BASE—DOUBLE 1ST BASE IS OPTIONAL-- The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to ten (10) players on defense 4 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.
- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule IS in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive Conference per inning. If a manager/coach exercises a 2nd Defensive Conference in the same inning, the pitcher will be removed will not be eligible to pitch for the remainder of the game.

SECTION 3: PITCHING.

- A. INNINGS PER GAME: There are no restrictions on the number of innings per

game a pitcher can pitch.

- B. PITCHING DISTANCE: Official ASA pitching distance is 50', but GPGSL permits a pitching distance of 46' to accommodate skill levels and to accommodate situations when a field has a 46' pitching mound. Pitchers have the option of pitching from either distance.
- C. DELIVERY OF A PITCH: The pitcher is not permitted to alter their pitching delivery by moving back and forth from pitching distances while pitching to the same batter. Whatever pitching distance is used for the 1st pitch, will be used for all pitches to that batter.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position in the lineup.
- B. OFFENSIVE CONFERENCES: "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Offensive Conference per inning. If a manager/coach exercises 2nd Offensive Conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for an injured base runner at any time regardless of the number of outs. The substitute runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, "FOR WHATEVER REASON", an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. BALL/STRIKE COUNT: Not Applicable
- F. 3RD STRIKE RULE: Not Applicable
- G. BASE AWARDED TO RUNNERS: Not Applicable

SECTION 5: LEADING & BASE STEALING

- A. Courtesy/relaxed step (slow pitch only): North Hills – straight ASA South Hills – runners cannot leave the base until the ball is hit.

SECTION 6: HELMET RULE: "Managers must enforce this rule for the safety of the players"

- A. **BATTER/BASE RUNNER** : Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**

- B. **PLAYER OR COACH EJECTION:** Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player's batting position will be skipped for the remainder of the game. . Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.

- C. **PLAYER RECORDED OUT:** If, while running the bases, and the helmet comes off any base runner's head, or any base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**

- D. **STOPPING OF PLAY:** If a player's helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. **SOFTBALLS:** The home team is to provide two(2) new GPGSL approved DeMARINI A9244B ASA .44 Poly Core 375 Compression ratio white with flat red stitch 11-inch Softballs.

- B. **BATS:** Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.

- C. **CATCHERS EQUIPMENT:** Catchers must wear a helmet with a facemask and attached throat protector, chest protector and shin guards are optional.

- D. **HELMET CHIN STRAPS:** NOCSAE approved batting helmets are required, NO CSAE approved face guards and chin straps are optional but recommended

- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. Jewelry: No visible jewelry is permitted either on the player's body or clothing or hat/visor. The only exception is medic alert bracelets and we urge that they be removed during the game also. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: Any disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 18 Under Slow Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES.

Fast Pitch 10 & Under REVISION 4B NOV 2008

All rules not covered herein shall revert to the current ASA Rules for games officiated by ASA Umpires, and current NSA Rules for games Officiated by NSA Umpires. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 6 innings (RECOMMEND THAT A 2 HR TIME LIMIT BE APPLIED WHEN APPROPRIATE). The game is an official game and the TEN (10) run rule will be in effect after 4 full innings or 3 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: When FIVE (5) runs MAXIMUM are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the final play has ended, but a MAXIMUM of only five runs will count. The FIVE (5) run rule DOES NOT apply in the 6th inning or in any innings played under the INTERNATIONAL TIE BREAKER RULE.

- C. TIE GAME: If tied after 6 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game may be played. The intent is to play the game. The game would be officially scored as a “GAME PLAYED FORFEIT WIN” for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires will consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 60’, PITCHING DISTANCE 35’ (SEE RULE 3B), 3’ RUNNING LANE at 1st base, DOUBLE 1st base is optional. The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to ten (10) players on defense 4 will be outfielders. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions. Pitcher substitution, refer to Section 3.
- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule is NOT in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2nd defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the game.

SECTION 3: PITCHING

- A. INNINGS PER GAME: A pitcher is permitted to pitch no more than 3 innings per game (consecutive or staggered). One (1) pitch to a batter will constitute a full inning pitched. If a manager removes a pitcher during an inning, that pitcher” CANNOT RETURN “ during that same inning, but can return in another inning as long as the pitcher does not exceed 3 innings pitched per game. THE INNING LIMIT IS NOT IN EFFECT DURING THE PLAYOFFS. COACH PITCH AND MACHINE PITCH ARE PERMITTED PROVIDED BOTH COACHES AGREE
- B. PITCHING DISTANCE: The pitching distance is 35’. An eight (8’) foot radius circle will be drawn from the center of the pitcher’s rubber.
- C. DELIVERY OF A PITCH: A pitcher can start her delivery with either one (1) or two (2) feet on the rubber.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position on the lineup.
- B. OFFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2nd Offensive conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for the catcher or an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, “FOR WHATEVER REASON”, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. 3RD STRIKE. The dropped 3rd strike rule does NOT apply. The batter is out on a dropped 3rd strike, but the ball remains live.
- F. BASE AWARDED TO RUNNER: Not Applicable

SECTION 5: BASE STEALING AND LEADING.

- A. BASE RUNNERS 1st or 2nd BASE: A base runners cannot leave any base for any reason until the pitched ball passes home plate. Base runners starting at first (1st) or second (2nd) base are permitted to steal one (1) base per pitched ball, and are liable to be put out. Base runners cannot advance on a steal beyond 3rd base.

- B. BASE RUNNERS 3RD BASE: A runner on 3rd base is permitted to steal home, with liability to be put out, only if there is a pick-off attempt made on any runner at an occupied base. Base runners at 3rd cannot steal home on a pitched ball or an attempt to throw out a runner stealing 2nd.
- C. BASE AWARDED TO RUNNERS: A stealing runner, attempting to advance more than one base, can be put out while between bases. After play is declared dead, a runner who safely advanced more than one base will be returned to the correct base without liability to be put out.

SECTION 6: HELMET RULE. “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. Any player or coach ejected from a game is also suspended from the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If while running the bases, the helmet comes off any base runner’s head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide TWO (2) NEW GPGSL approved WILSON A9260BASA .47 Cork Core 375 Compression ratio optic yellow with raised red stitch 11-inch Fast Pitch Softballs for each home game,
- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing or hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: All disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 10 Under Fast Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES .

All rules not covered herein shall revert to the current ASA Rules for games officiated by an ASA Umpires, and current NSA for games officiated by an NSA Umpires. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings (RECOMMEND THAT A 2 HR TIME LIMIT BE APPLIED WHEN APPROPRIATE). The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: When SIX (6) runs are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the umpire has stopped play. All runs resulting from that play will be recorded. The SIX (6) run rule DOES NOT apply in the 7th inning or in any innings played under the INTERNATIONAL TIE BREAKER RULE.
- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game may be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires will consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 60', PITCHING DISTANCE 40' (SEE RULE 3B), 3' RUNNING LANE at 1st base, DOUBLE 1st base is optional. The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team will field NINE (9) players on defense. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.
- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule is in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2nd defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the game.

SECTION 3: PITCHING

- A. INNINGS PER GAME: There is no restriction on the number of innings a pitcher can pitch.
- B. PITCHING DISTANCE: The pitching distance is 40’. An eight (8’) foot radius circle will be drawn from the center of the pitcher’s rubber.
- C. DELIVERY OF A PITCH: A pitcher can start her delivery with either one (1) or two (2) feet on the rubber.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position on the lineup.
- B. OFFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2nd Offensive conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for the catcher or an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, “FOR WHATEVER REASON”, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. . If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.

- E. 3RD STRIKE. The 3rd strike rule DOES apply.
- F. BASE AWARDED TO RUNNER: Not Applicable

SECTION 5: BASE STEALING.

- A. BASE RUNNERS 1st or 2nd BASE: There are no restrictions on base stealing.
- B. BASE RUNNERS 3RD BASE: NOT APPLICABLE
- C. BASE AWARDED TO RUNNERS: NOT APPLICABLE

SECTION 6: HELMET RULE. “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If while running the bases, the helmet comes off any base runner’s head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide TWO (2) NEW GPGSL approved WILSON A9060BASA .47 CORK CORE 375 COMPRESSION RATIO OPTIC

YELLOW WITH RAISED RED STITCH 12-inch Fast Pitch Softballs for each home game

- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, ASA stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Consists of a helmet with a facemask and attached or built in throat protector, chest protector, and shin guards.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended.
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: All disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 12 Under Fast Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES.

All rules not covered herein shall revert to the current ASA Rules for games officiated by ASA Umpires, and current NSA for games officiated by NSA Umpires. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings. The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.
- B. RUNS PER INNING: NOT APPLICABLE
- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game may be played. The intent is to play the game. The game would be officially scored as a "GAME PLAYED FORFEIT WIN" for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires will consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 60', PITCHING DISTANCE 40' (SEE RULE 3B), 3' RUNNING LANE at 1st base, DOUBLE 1st base is optional. The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team will field NINE (9) players on defense. No player can sit on the bench for two (2) consecutive innings. Free substitution is applicable to all defensive positions.

- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule is in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2nd defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the game.

SECTION 3: PITCHING

- A. INNINGS PER GAME: There is no restriction on the number of innings a pitcher can pitch.
- B. PITCHING DISTANCE: The pitching distance is 40'. An eight (8') foot radius circle will be drawn from the center of the pitcher's rubber.
- C. DELIVERY OF A PITCH: A pitcher can start her delivery with either one (1) or two (2) feet on the rubber.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position on the lineup.
- B. OFFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2nd Offensive conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for the catcher or an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, “FOR WHATEVER REASON”, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. . If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. 3RD STRIKE. The 3rd strike rule DOES apply.
- F. BASE AWARDED TO RUNNER: Not Applicable

SECTION 5: BASE STEALING.

- A. BASE RUNNERS 1st or 2nd BASE: There are no restrictions on base stealing.
- B. BASE RUNNERS 3RD BASE: NOT APPLICABLE
- C. BASE AWARDED TO RUNNERS: NOT APPLICABLE

SECTION 6: HELMET RULE. “Managers must enforce this rule for the safety of the players”

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. . Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If while running the bases, the helmet comes off any base runner’s head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide TWO (2) NEW GPGSL approved WILSON A9060BASA .47 Cork Core 375 Compression ratio optic yellow with raised red stitch 12-inch Fast Pitch Softballs for each home game.
- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings& bat warmers

are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.

- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: TWO (2) umpires will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: All disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 15 Under Fast Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES.

Fast Pitch 18 & Under REVISION 4B NOV 2008

All rules not covered herein shall revert to the current ASA Rules for games officiated by ASA Umpires, and NSA Rules for Games officiated by NSA Umpires. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. GAME LENGTHS: Games are 7 innings. The game is an official game and the ten (10) run rule will be in effect after 5 full innings or 4 ½ if the home team is leading, an unofficial game is replayed entirely. If the last completed inning of play ended with a tie score, the game will be recorded as a tie.

- B. RUNS PER INNING: NOT APPLICABLE
- C. TIE GAME: If tied after 7 complete innings, the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. LINEUP: A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game, the teams will share players and the game may be played. The intent is to play the game. The game would be officially scored as a “GAME PLAYED FORFEIT WIN” for the team who supplied the players. Call UP players from the same organization are legal players, call OVER players from other teams at the same age level are not legal players. If neither team has a minimum of eight (8) players, and no official game can be played, but a game is played, both teams will be awarded one (1) game point for a GAME PLAYED FORFEIT. The home team manager will be responsible to pay a full umpire fee for a GAME PLAYED FORFEIT or if the umpires were not properly advised of a cancellation.
- E. WEATHER /FIELD CONDITIONS: Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the Home Team Manager. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both team managers and the umpires will consult regarding continuation of the game. The umpires will have the final decision regarding continuation of play.
- F. PLAYING FIELD: BASES 60’, PITCHING DISTANCE 40’ (SEE RULE 3B), 3’ RUNNING LANE at 1st base, DOUBLE 1st base is optional. The home team manager must consult with the umpire regarding ground rules. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. DEFENSE: Each team will field NINE (9) players on defense. The current rules of play for ASA (North Division) or NSA (South Division) will apply for reentry or substitution of players.
- B. OVERTHROWS: NOT APPLICABLE
- C. INFIELD FLY RULE: The Infield Fly Rule is in effect.
- D. DEFENSIVE CONFERENCES: “The umpire shall advise both team managers prior to the start of the game”. Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2nd defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the game.

SECTION 3: PITCHING

- A. INNINGS PER GAME: There is no restriction on the number of innings a pitcher can pitch.
- B. PITCHING DISTANCE: The pitching distance is 40'. An eight (8') foot radius circle will be drawn from the center of the pitcher's rubber.
- C. DELIVERY OF A PITCH: A pitcher can start her delivery with either one (1) or two (2) feet on the rubber.

SECTION 4: BATTER / BASE RUNNER

- A. LINEUP: The current rules of play for ASA (North Division) or NSA (South Division) will apply for reentry or substitution of players. An EP and a DH will be permitted for both the North and South Divisions. A continuous batting order is permitted and encouraged.
- B. OFFENSIVE CONFERENCES: "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2nd Offensive conference in the same inning, the batter will be declared out.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for the catcher or an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out. Pitchers and catchers will run for themselves.
- D. FAILURE TO TAKE A TURN AT BAT: If a player does not take her turn at bat, "FOR WHATEVER REASON", an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close. . If a player must leave early and the opposing coach is notified prior to the start of the game, no out will be recorded.
- E. 3RD STRIKE. The 3rd strike rule DOES apply.
- F. BASE AWARDED TO RUNNER: Not Applicable

SECTION 5: BASE STEALING.

A.BASE RUNNERS 1st or 2nd BASE: There are no restrictions on base stealing.

B.BASE RUNNERS 3RD BASE: NOT APPLICABLE

C.BASE AWARDED TO RUNNERS: NOT APPLICABLE

SECTION 6: HELMET RULE. "Managers must enforce this rule for the safety of the players"

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. **IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.**
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player's batting position will be skipped for the remainder of the game. . Any player or coach ejected from a game is also suspended for the next played game, a 2nd ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If while running the bases, the helmet comes off any base runner's head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. **THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASE RUNNER.**
- D. STOPPING OF PLAY: If a player's helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. **NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.**

SECTION 7: EQUIPMENT

- A. SOFTBALLS: The home team is to provide TWO (2) NEW GPGSL approved WILSON A9260BASA .47 Cork Core 375 Compression ratio optic yellow with raised red stitch 12-inch Fast Pitch Softballs for each home game.
- B. BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bats rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA stamped 2000 and 2004 bats are legal.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended.

- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: No visible jewelry is permitted either on the player's body or clothing or hat/visor. The only exception is medic alert bracelets and we urge that they be removed also during the game. Taping over piercings is not permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: TWO (2) umpires will be assigned to a game. In the event an umpire is not available, the home team manager is responsible to appoint an adult to act as an umpire.
- B. DISPUTES AND INQUIRIES: All disputes and/or unusual situations that occur during a game are to be reported to your Association Representative. Your Association Representative is to file a report with the 18 Under Fast Pitch Commissioner.
- C. UMPIRES AND COACHES: The umpires and coaches are adults charged with the responsibility of seeing that the girls play the game fairly and safely. You are partners in this effort, not adversaries.
- D. COACHES: Any coach that removes a team from the field and refuses to complete a game will be banned from the GPGSL.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES.