**KINGSBURG GIRLS SOFTBALL LEAGUE**

**2020 ANNUAL OPERATION RULES**

1.01 PROCEDURES

Annual operation rules are the existing league rules and USA Softball (USAS) playing rules. Rules can be changed by a 2/3 vote of the Board.

1.02 DIVISIONS

The League will consist of up to five (5) divisions, based on sign-ups:

6 & under

8 & under

10 & under

12 & under

14 & under

Age as of January 1 of the current year will determine the division in which a player will play. A player must play within her age classification in league or tournament play for the current season. A player is only able to play up (one) 1 age division if such player is at the top of her current age division.

**Example:** 8 years old in the 8 & under may play up in the 10 & under. If a player is 7, she must stay in the 8 & under division.

If a player wishes to move up a division, a written request must be submitted to the Board for approval. A player may not move down a division unless by Board approval.

**Note All-Stars must have a two week written request prior to tryouts.**

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1.03 TRY-OUTS

To be announced if and when by Board approval. Try-outs may be held as needed to decide proper age group of players.

1.04 DRAFT

The draft will be conducted ASAP following the registration and/or try-outs. Times and locations are to be announced.

There may be a blind draft drawing or coaches may draw for draft position. (Determined by the Board)

Stacking a team is not allowed. Stacking a team is defined as, but not limited to a parent/coach who has a daughter that pitched and/or played on a summer and/or All Star travel ball team, that pairs up with another coach who has a daughter that pitched and/or played on a summer and/or All Star travel ball team. This would also include not allowing a sponsor with a daughter who pitched and/or played on a summer and/or All Star travel ball team to be paired up with a coach or assistant coach with a daughter who played on a summer and/or All Star travel ball team prior to the draft.

Travel ball players and/or pitchers will be placed on separate teams to provide an equal level of talent on all teams. Travel ball pitchers will not be on the same team without board approval and until there is at least one travel ball pitcher on each team.

Place coach’s daughter’s in the first and second round, sponsors children in the third round. Maximum of three girls may be placed on any team prior to player draw/draft.

There will be only two coach’s daughters on a team. Once a player is drafted as a coach’s daughter, she will always be counted as such as long as they are on the same team, even if the parent is no longer a coach. Coaches must be active in practice and games.

KGSL board will have final decision on coach, assistant coach, sponsor player placements.

The best attempt to cap the team to (12) TWELVE players per team will be made.

Sisters will be placed on the same team upon request.

The League Commissioner will place late registrations on the next team or where a vacancy occurs.

Player trades will be allowed for 10 min after completion of draft. Trade must be for players of the same age.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1.05 EQUIPMENT AND UNIFORMS

Equipment and uniforms will be issued to and signed for by the team coaches or rep. only. Equipment will be issued on draft night **or** at coaches meeting. Players are responsible for their own pants, team pants must all be the same color. All equipment will be marked. Equipment must be returned on final day of recreation season. Travel teams will be issued equipment after end of league; this equipment must be returned immediately after travel season ends.

All teams will have medical releases signed by parent or guardian. Coach binders will be checked for completion of medical release and waiver forms prior to start of first game. No game will be played without the releases. Any player without a release will not play. Any team without their medical releases will take an automatic forfeit.

Hats or visors may be worn by players, but no plastic visors. Players must be in complete uniform as provided for their division of play. Uniforms must be worn as designed, shirts tucked in, sleeves not permanently altered.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1.06 KGSL GAME RULES

For insurance reasons all coaches are members of the official team roster and only those persons with league provided badge will be allowed on field or in the dug-out. **Badges must be worn on lanyard around the neck at all times to be allowed on the field or dugout.** Failure to comply with this rule will result in a forfeit, by Board decision.

Line-ups must be prepared prior to the start of the game, with copies going to the official scorekeeper and the opposing team. No designated player allowed.

Changes in the line-up must be made through the umpire and scorekeepers.

Third base dugout team is responsible for preparation of the field before the game, unless there is a designated field preparation person. This includes watering and raking.

The home team scorebook is “Official”.

Ten minutes shall be given by the plate umpire to field a team of no less than 8 players. If a team is not ready to start play at the designated time, they will forfeit the game.

Infield practice will be limited to five minutes. There will be no batting practice prior to the start of the game on the field.

The start time of the game shall be preceded by the coaches meeting with the umpire at this time exchange of the line-up cards then a coin toss will decide home team. Upon completion of said meeting, the home plate umpire will announce that it is game time. The home plate umpire will start a stop watch which will start the official start time of the game.

During the game each team will have 1 minute to be ready to play for each inning, and pitchers may have 5 warm up pitches per inning. If the catcher is not ready in proper equipment, a coach must catch for the pitcher to get her 5 warm up pitches. If the batter is not ready when the umpire calls batter up, the umpires will call a strike every 10 seconds, until the batter is in the batter’s box or out. If the outfield is not ready, a ball will be called every 10 seconds until fielders are ready or the batter is walked.

**At no time will anyone except the official scorekeeper by allowed directly behind the backstop.**

All batters, on deck batters, base runners, and players coaching (any offensive player on the field) will wear a batting helmet. Failure to do so will cause the player to be called out and possible ejection from the game.

Any person under the age of 18 warming up a pitcher must wear a mask.

A player should slide to avoid a collision; umpire judgment if player is to be called out. There is not a "slide or you are out rule."

First base shall be double white/orange safety base.

Equipment used in any league game must conform to the standard for softball. On a weekly basis:

Every player on each team will be played a minimum of two innings per game.

Coaches must substitute at the beginning of the third inning. The only exceptions are if time is called before four innings or when a player has been benched by a coach for disciplinary reasons. If a player does not play two innings in the first game, she must start the following game and play at least the first two innings. If a player is benched, the opposing coach and umpire must be notified. The commissioner must be notified if a player is benched more than once. Failure to comply will result in a forfeiture of a game. The Official Scorebook can be randomly checked by the Board.

The two inning play rule may be waived if a player is injured and cannot complete the innings. The coach must notify the opposing coach, umpire, and scorekeeper; however this will not be considered as an out in the batting lineup. Once an injured player is benched she may not re-enter that game.

Run Ahead Rule – The USAS Run Rule will apply. 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings, game will come to an end if the home team is ahead.

League games tied at the end of seven innings will continue until time runs out or until the tie is broken and the inning is complete. If the time limit runs out and the game is tied, it will be recorded as a tie and will not be replayed unless it affects the official standing.

No profanity will be allowed by any person in or around the playing field. If in the opinion of the umpire there is any unnecessary verbal abuse being extended by any person associated with a team towards anyone or to the other team, the umpire may stop the game and declare a forfeit.

KGSL umpires and board members will have sole discretion in determining the level of inappropriate conduct. Appropriate conduct includes, but is not limited to: good sportsmanship, ethical conduct, adherence to the published rules of USAS and KGSL, and respect for all players, coaches, parents, umpires, and spectators.

Any activity contrary to the appropriate conduct identified above will serve as grounds for granting a warning. Once an individual receives a warning any future action of inappropriate behavior will result in removal. An umpire or board member may issue removal immediately prior to a warning if warranted by the individual’s behavior. Upon receipt of a removal, the individual may not attend practices, games, or team activities until personally meeting with The KGSL Board of Directors. The Board maintains sole discretion in allowing OR disallowing the recipient of a removal to attend future KGSL activities.

Refer to KGSL by-laws for more information, article 111 Section 3.01.

ALL TEAMS are responsible for cleaning up after their team at the end of EACH GAME.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1.07 ADDITIONAL RULES

**6 AND UNDER**

1. The following field dimensions will be used for league games: Pitching distance…..25 feet

Base distance………45 feet

10” Incrediball will be used

2. Practices and game sessions are limited to 2 sessions per week. When the season starts, 2 practices and 2 games per week. Practice times may not exceed 1 ½ hours.

3. No pre-game practices or warm-ups will be allowed on the infield.

4. You may practice 30 minutes prior to the scheduled game.

5. Sliding is allowed but not mandatory.

6. No walks will be issued. The batter will receive two (2) underhand pitches from the opposing pitcher. If after two pitches, the ball **has not been** put into play, the offensive coach will offer the batter two (2) additional pitches from the pitching mound. If after these subsequent pitches the ball has not been put into play, the batter will hit off the tee. **Should interference be caused by the offensive coach, the ball shall remain live and the batter will not be out.** The offensive coach will be allowed to communicate with players but must stay in the pitcher’s circle and not interfere with the ongoing play.

7. All players will bat once each inning. After three outs in the inning the bases will be cleared, the lineup will continue with a new set of outs, until all batters have hit in the inning.

8. No stealing of any base, including dropped 3rd strike.

9. No one can position themselves behind the catcher or outfielders to assist in play.

The players are the only ones allowed on the playing field, exception is the coach who is pitching who will remain in the pitchers circle for the entire half inning.

10. Only the offensive coach and assistant coach can position themselves in foul territory (coach’s box) to be able to help with instruction and give positive reinforcement during play. Defensive coaches may position themselves a minimum of three (3) feet behind the offensive coach on each side of the playing field, also to be in foul territory. At no time shall any coach touch any player during live play.

11. Runners may not over-run the runner preceding them. This will result in an out of the runner that passed her own teammate.

12. The play is dead (over) once any defensive player has thrown the ball to a base in an attempt to get the runner out or attempted a tag out play, the outfielder has thrown the ball into the infield or a defensive player has control of the ball in the pitcher’s circle, the offensive players will get the base they are running towards, but no more at the risk of being put out. If the batted ball does not exit the infield baseline, the batter may not attempt more than a single.

13. Outfielders must be six (6) feet back from the baseline or behind the outfield line (if present).

14. Runners must tag-up on any fly ball **after** the catch is made before going to the next base. No infield fly rule.

15. The time limit for each game is 1 hour, in hopes to complete two (2) full innings. No new inning will start after 1 hour. Innings will be completed once it has started. (If the home team is ahead, it is not necessary to complete the inning.)

16. It is mandatory that coaches have all players in the dugout area when their team is up to bat. There will be no warm up batters for safety reasons. Spectators may not enter the dugout area.

17. Infield players to consist of catcher, pitcher, first base, short-stop, second base, and third base. All other players will be positioned as outfielders six (6) feet behind the base line or behind the outfield line (if present). Positioning of these fielders is up to the coaches. If a player is put out, they will come off the field and return to the dugout.

18. Scores will be kept. However, coaches must remember that the 6U division is for fundamentals vs. competitiveness.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

**8 AND UNDER**

1. The following field dimensions will be used for league games: Pitching distance…..30 feet

Base distance………60 feet

10” Blue Dot will be used

2. Practices and game sessions are limited to 2 sessions per week. When the season starts, 2 practices and 2 games per week. Practice times may not exceed 1 ½ hours.

3. No pre-game practices or warm-ups will be allowed on the infield.

4. You may practice 30 minutes prior to the scheduled game.

5. Sliding is allowed but not mandatory.

6. **Batting:**

 **A.** A maximum of 2 (two) player/pitcher walks will be allowed per half inning. No walks will be allowed with bases loaded. Batter/runner may not advance to 2nd base when walked.

 **1.** After 2 allowed player/pitcher walks have been exhausted, a coach/pitcher will enter the circle when 4 balls have been called by the umpire.

 **2.** The coach/pitcher will resume the player/pitcher strike count and will throw no more than two (2) pitches and ALL coach/pitches are considered strikes.

 **3.** If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul, pitching continues until the ball is hit and put in play or the batter is called out.

 **4.** Batter will NOT be awarded a base on a Hit by Pitch from the Coach/Pitcher.

 **B.** Bunting is allowed. Exception: No bunting off coach/pitch.

 **C.** If a batted ball hits the Coach/Pitcher the ball is dead and the batter is out. At no time shall the Coach/Pitcher obstruct the play.

 **D.** Coach/Pitcher must stay in the circle during the entire play and MAY NOT provide coaching assistance. Coaching from within the circle will result in a dead ball and the batter is out.

7. All batters are to be listed in the order they are placed. After three (3) outs the inning will end and batting line up will resume where it left off in the next inning.

8. a. 10 players may be allowed on defense in the field at any one time, four of which are outfielders. Outfielders must position themselves at least 10 feet behind the baseline.

 b. No Infield Fly Rule.

9. a. Runners may steal one base per pitch.

 b. NO stealing home.

 c. NO base stealing when coach is pitching.

10. No one can position themselves behind the catcher or outfielders to assist in play.

The players are the only ones allowed on the playing field.

11. Only the offensive coach and assistant coach can position themselves in foul territory (coach’s box) to be able to help with instruction and give positive reinforcement during play. Defensive coaches may position themselves a minimum of three (3) feet behind the offensive coach on each side of the playing field, also to be in foul territory. All other coaches must remain in the dugout. At no time shall any coach touch any player during live play.

12. Runners may not over-run the runner preceding them. This will result in an out of the runner that passed her own teammate.

13. The play is dead when the pitcher has control of the ball in her circle.

Pitcher must have control of the ball, meaning ball must be in her mitt or hand, and she must be inside the pitching circle.

14. Runners must tag-up on any fly ball after the catch is made before going to the next base. No infield fly rule.

15. **Overthrows:**

         **a. On a throw to first base the following occurs**.  On any thrown ball to first base, the batter/runner may not advance past first base. All other runners may advance two bases from the base that they were at from the time of the pitch with the liability of being put out if the ball stays in live ball territory.

        **b.** **On a throw to any other base or position**.  If on a throw to any other base and the ball is not caught, all runners and batter/runner may advance two bases from the base they were at from time of the pitch with liability of being put out.

        **c.** The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play.

        **d.** Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw.  At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.

16. The time limit for each game is 1 hour and 30 minutes, in hopes to complete two (2) full innings. No new inning will start after 1 hour and 30 minutes. Inning will be completed once it has started. (If the home team is ahead, it is not necessary to complete the inning.)

17. It is MANDATORY that coaches have all players in the dugout area when their team is up to bat. Spectators MAY NOT enter the dugout area.

18. Infield players to consist of catcher, pitcher, first base, second base, short-stop, and third base. All other players will be positioned as outfielders ten (10) feet behind the base line. Positioning of these fielders is up to the coaches. If a player is put out, they will come off the field and return to the dugout.

19. Scores will be kept. However, coaches must remember that the 8U division is for fundamentals vs. competitiveness.

20. Pitchers will be limited to pitching five (5) innings in a week (any live pitch will be considered as pitching an inning) to be recorded on the official game form by the coach. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over five (5) innings will be forfeit of game.

21. There will only be 5 runs allowed per half inning.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1. The following field dimensions will be used for league games:

**10 AND UNDER**

 Pitching distance…..35 feet

 Base distance………60 feet

 Official 11” softball will be used (Yellow).

1. The “Dropped third strike” rule will be used.

3. Time limit for each game will be one and one-half hours or seven innings, or whichever comes first No new inning will be started after 1 hour 30 minutes.

 Any inning started will be completed.

4. Infield fly rule will apply. The batter will be called out if, a fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second, and third bases are occupied before two are out. Any defensive player who positions herself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. If the ball is caught, runner(s) may tag up and advance at the runner’s own risk of being put out.

5. All players to be listed and bat in the order they are placed. All players will play with open substitutions. After three outs the inning will end and the batting line will resume where it left off in the next inning.

6. Defensive team will consist of nine (9) players.

7. The 5 run rule will apply through innings 1-3 only.

5 run rule: When 5 runs are scored before three outs, the inning is over. Innings will always be completed (unless the home team is ahead). Please refer to the USAS “Run ahead Rule” on page four of the AOR.

1. 4th inning and on, maximum of 8 runs per inning.

8. Pitchers will be limited to pitching 7 innings (any live pitch will be considered as pitching an inning) recorded on the official game form by the coach. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 7 innings will be forfeit of game.

9. All other USAS rules will apply.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

**12 AND UNDER**

1. The following field dimensions will be used for league games:

 Pitching distance…..40 feet

 Base distance………60 feet

 Official 12” softball will be used (Yellow).

1. The “Dropped third strike” rule will be used.

3. Time limit for each game will be one and one-half hours or seven innings, or whichever comes first. No new inning will be started after 1 hour 30 minutes.

 Any inning started will be completed.

4. Infield fly rule will apply. The batter will be called out if, a fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second, and third bases are occupied before two are out. Any defensive player who positions herself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. If the ball is caught, runner(s) may tag up and advance at the runner’s own risk of being put out.

5. All players to be listed and bat in the order they are placed. All players will play with open substitutions. After three outs the inning will end and the batting line will resume where it left off in the next inning.

6. Defensive team will consist of nine (9) players.

7. The 5 run rule will apply through innings 1-3 only.

5 run rule: When 5 runs are scored before three outs, the inning is over. Innings will always be completed (unless the home team is ahead). Please refer to the USAS “Run ahead Rule” on page four of the AOR.

1. 4th inning and on, maximum of 8 runs per inning.

8. Pitchers will be limited to pitching 7 innings (any live pitch will be considered as pitching an inning) recorded on the official game form by the coach. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 7 innings will be forfeit of game.

9. All other USAS rules will apply.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1. **AND UNDER**

1. The following field dimensions will be used for league games:

 Pitching distance…..43 feet

 Base distance………60 feet

 Official 12” softball will be used (Yellow).

2. Time limit will be one and one-half hours **or** seven (7) innings. If an inning starts and time is up, the inning will be played until finished. (If there are only two teams in the league, time limit will be two (2) hours **or** seven (7) innings).

3. Defensive team will consist of nine (9) players.

4. All USAS rules will be used.

***EXCEPTIONS BY BOARD APPROVAL ONLY***

1.08 STANDINGS

League standings for all ages will be as follows: Win 2 points

Tie 1 point

Loss 0 point

Total points determine team standings.

5 weeks of league play will determine SEED position in Championship Tournament play. If there is a tie in the standings the tiebreaker procedure is as follows:

1 – Runs against (RA)

2 – Runs for (RF)

3 – Head to Head

4 – Coin Toss

1.09 RAINOUTS

When it has been determined that a game or games will be cancelled due to weather, coaches will be notified ASAP, so that they can call players. KGSL board will make every effort to reschedule rainout games but this may not always be possible based on field availability or umpire schedules. (Games that will not affect standings may or may not be played.) Refer to USAS rules.

1.10 MAKE-UP GAMES

School sponsored events are the only reason that may reduce the number of players so that a make-up game is requested. A written request must be turned in to the League Commissioner seven (7) days prior to the scheduled game. The request shall include the function and list the names of the players not able to attend due to that function. Determination to reschedule is up to the Board.

1.11 AUTOMATIC FORFEIT

Coaches, Managers, or any team official cannot agree to reschedule a game without the authority of the League Commissioner. If done without League Commissioners approval both teams will take a forfeit.

1.12 GAME CANCELLATION

Game called by a league official due to inclement weather may be rescheduled (see section 1.09. The league will contact the coaches ASAP before game time so that they can contact their players.

1.13 PROTESTS

Protests will be submitted to a league official. The protesting coach must put the protest in writing stating the rule protested and submit it and a $20 protest fee to the umpire. The umpire will then submit both to the league commissioner within 24 hours of the game completion. The fee will be returned to the coach, if the protest is upheld. All decisions will be made by the Board, before the next scheduled game. One rule per game may be protested. Judgment calls may not be protested. Refer to current rulebook.

1.14 TOURNAMENT TEAMS

The league will support and promote tournament teams; base on coaches, players, and money available.

All KGSL travel teams will have the name “Kingsburg POSSE”.

**P.O.S.S.E.: Pursuit Of Superior Softball Excellence.**

All KGSL POSSE team uniform colors may consist of yellow/gold, black, white, green or gray/charcoal. Uniforms shall be approved by the board.

Try-outs will be held during regular season. To be determined by the KGSL Board.

Coaches will be volunteers approved by the League Board.

Try-outs will be open to all players qualified by age and USAS rules.

If a player wishes to move up a division, a written request must be submitted two weeks prior to tryouts to the Board for approval. Age group coach must also be notified. Description of try-out procedures: Head coach and assistants for that particular travel team age group, as well as other coaches from that age in rec. league shall score try-out participants on various drills for skill levels in a number of areas (at Head coach’s discretion). A Board approved scoring sheet to be used in conjunction with attitude, prior attendance during league, knowledge of conflict, etc. in determining final team. Head coach shall determine the number of players to be on the team.

1.14 TOURNAMENT TEAMS (Continued)

Players selected for the teams will continue to play for their league team. At no time will a tournament team have an organized practice before recreation season is complete.

Before a player may try-out for the teams, the player and parent must sign an “agreement to participate”.

1.15 BACKGROUND CHECK

Any and all people, who are volunteering their time on a regular basis during the season with the players, must fill out an application, sign it, and turn it in to the Board directly, or to the Board via their coach. We may at any time do a background check. This is to protect everyone involved in KGSL. Three (3) coaches per team will have background checks paid by KGSL for 6 & under and 8 & under. Two (2) background checks paid by KGSL for 10 & under and 12/14 & under.

1.16 UNPAID ACCOUNTS

If any previous accounts are not completely paid, “zeroed out”, prior to the first of the year, members of that family shall not register any children until the account is paid in full.

1.17 OPENING DAY SCHEDULE

ALL age divisions - 75 Minutes. Play will end when game time expires

(NO EXCEPTIONS)