

The following are specific "house rules" for managers, coaches and players of the Guilderland Girls Softball League (GGSL). The GGSL is an ASA associated Girls Softball League. Any procedure, policy or ruling not directly addressed in these "house rules" for Recreational League Play will be governed by the most recent version of the ASA Code.

Rule # 1 Batting:

- Every girl must bat, whether a starter or substitute player.
- Continuous: Specifically, every girl present at the start of the game (whether a starter or substitute) must be listed in a batting lineup. The entire batting lineup must be followed in a consecutive order with each girl batting once before the leadoff batter (on her team) comes to bat for the second time.
- Batting out of turn: If a player misses their at bat, the player must be added to the order when the missed at bat is noticed. The other team should be informed of the new adjusted line-up. Future at bats will follow the adjusted line-up. It is suggested that you have a batting lineup posted in the dugout and a bench coach keeping the girls in order.
- Coaches must pitch underhand, without windmill motion. Batters will be given up to five pitches by the coach to hit the ball into play. A ball is in play when it is hit outside an 8 foot arc that will be drawn in front of home plate. If the batter has not hit the ball into play after five pitches, then a batting tee will be used until the batter hits a ball into play. There are NO strikeouts.

Rule # 2 No Automatic Outs:

- In our recreational league there are no automatic outs. If a player needs to leave a game due to injury or another commitment, her place in the batting order will be skipped without penalty of an automatic out.
- If a player is hurt during a turn at bat and is unable to complete that turn, the teammate who made the last out shall complete the injured player's at bat, using the existing ball and strike count. If the injured player is unable to return to the line-up, any of her subsequent turns at bat will be skipped, without penalty of an automatic out.

Rule # 3 Late Arriving Players:

- Not Applicable

Rule # 4 Called-up Players:

- No Rookie League player may be called up to the Single A division.

Rule # 5 Player Participation Rules:

- Everyone bats & plays a defensive position.
- All girls must play at least (3) three defensive innings per game.
- If a player is a substitute one game, she must start the next game unless she is absent or a late arriving player for that game.
- If a Manager or coach is able to and does not adhere to the limitations of this Rule, the manager or coach responsible may be sanctioned pursuant to Rule #26.
- *Managers need to comply with these provisions whenever possible. However, the League recognizes that it may not always be possible.

Rule # 6 Fourth Outfielder:

Must be used in the following manner:

- Four across format i.e.: LF. LC. RC.RF.
- Outfielders must NOT play on the dirt. *Outfielders must be positioned at least ten (10) feet behind the dirt when the ball is not in play.*
- The intent of this rule is to get another player in the game, and not to create an advantage for the defensive team.

Rule # 7 Minimum Team Players:

- GGSL encourages teams to play with ten (10) players. However, the game will be played with whoever shows up.

Rule # 8 Pitching Guidelines:

- A coach must pitch underhand, without windmill motion. Batters will be given up to five pitches by the coach to hit the ball into play. A ball is in play when it is hit outside an 8 foot arc that will be drawn in front of home plate. If the batter has not hit the ball into play after five pitches, then a batting tee will be used until the batter hits a ball into play. There are NO strikeouts.
- The player fielding the pitching position is required to wear a batting helmet with a face guard or a pitching mask (applies all season) (See Rule # 31 regarding safety and masks for first and third base players).

Rule # 9 Injuries to Players:

- Please do not ask an injured player to continue to play for the good of the team. Your only concern should be for the welfare of the player above the outcome of the game.
- Returning to the Game:
- Since GGSL uses a continuous batting order and multiple substitutions, an injured player (if okay) can return to the lineup.
- If a player incurs a minor injury, puts ice on it between innings while in the dugout, is still able to play the defensive field and takes her regular turn at bat, then that player may stay in the lineup.
- Managers should plan ahead and use called-up players to field a team of at least 10 players.

Rule # 10 Bunting:

- Not allowed.

Rule # 11 Dropped Third Strike:

- Not applicable

Rule # 12 Official Game:

- A game may be called due to weather or darkness by the Duty Officer.

Rule #13 Mercy Rule:

- Not Applicable

Rule # 14 Run Limits

- 3 runs max per inning

Rule # 15 Game Time Limit

- Time Limit is one hour and 15 minutes and will be conducted pursuant to guidelines issued by the GGSL.

Rule # 16 Unlimited Run Last Inning:

- Not Applicable

Rule #17 Tie Breaker:

- Not Applicable

Rule # 18 Standings:

- No standings will be kept.

Rule # 19 Leading Off Base:

- No Leading

Rule # 20 Stealing:

- No stealing of bases allowed

Rule # 21 Sliding:

- NO sliding is permitted.

Rule # 22 Runners and Advancing Base to Base:

- Local "no-tag" rule. This means that no out can be recorded by a fielder tagging a runner with the ball or the ball-in-glove. The purpose of this rule is to promote safety, avoid collisions and to encourage players to throw the ball to a teammate covering a base.
- Outs are recorded by throwing a batted ball to a teammate covering a base and getting a force-out. The runner may not advance if the fielder does not catch the ball. Only fielders designated to cover specific bases can tag the base to record an out. For example, the first baseman may tag first base; the second baseman and shortstop may tag second base; the third baseman may tag third base; and the pitcher and catcher may tag home plate.
- Outfielders must throw to a fielder covering one of the bases.
- For any ball hit in the infield or through the infield as an error, runners should advance only one base at a time (in a controlled station to station movement).

Rule # 23 Protested and Forfeited Games:

- Not Applicable

Rule # 24 Infield Fly

- Not Applicable

Rule # 25 Field Responsibility:

- It is the responsibility of both managers to clean the dugouts after the game.
- PRE GAME WARM UPS*. More often than not, two teams are using the same field to warm up. This usually results in some 20 or more players and coaches batting, throwing and catching. Providing a safe environment for all players should be every manager and coach's objective.

Rule # 26 Conduct (Managers, Coaches, and Players):

- Managers are responsible for controlling the conduct of their players in the dugout and on the field. Under no circumstances may a manager or coach address any remark to a manager, coach or player of the opposing team that may be interpreted as derogatory.
- All comments, cheering, words of encouragement, or any other form of verbal communication by your team may only be directed at another member of your team. We rely on the manager's common sense and fairness to limit the loudness of some cheering which at times is disruptive to the opposing pitcher or batter.
- The scope of the managers' responsibility also includes preventing such actions as rattling or climbing on the dugout fence, or pounding on dugouts with bats or balls.
- All violations should be reported to the league president.

Manager or Coach Sanction:

- If a Manager or Coach has demonstrated behavior detrimental to the GGSL League or has shown a blatant disregard for the GGSL Rules, the Executive Board will determine whether an immediate suspension of such Manager or Coach from participation in the GGSL is in order. All Managers or Coaches so suspended are subject to Removal from managing or coaching by majority vote of the PBGSL Board.

Rule # 27 Uniforms and Equipment:

- Helmets: Players must wear helmets with satisfactory NOCSAE-approved face cages when batting and running the bases. GGSL will provide helmets with NOCSAE-approved face cages for all players to use during games.
- Uniforms: All divisions will wear uniform shirts, provided by GGSL and must wear BLACK uniform pants (self-provided).
- Bats and all other playing equipment must meet ASA standards.
- Metal spikes are NOT permitted in any GGSL division game.

Rule # 28 Practice Sessions:

- Minimum of 1 practice per week prior to start of game schedule.

Rule # 29 Division Eligibility:

- Guilderland Girls Softball League Divisions - A player's grade level in the school year directly preceding the GGSL Recreational season determines the division in which the player is eligible to play in that season.
- Rookie League Division (classification): A player who will turn 4 years of age by December 1, 2016 through Grade 1st.

Rule # 30 Rescheduling Games:

- Prior approval of the Division Commissioner is required for rescheduling games for reasons other than rainouts.
- Rescheduling must be set at a mutually agreed upon date and time between the team managers. Team managers do not have the authority to cancel games by themselves. The manager requesting the rescheduling must make arrangements with the opposing team manager and Division Commissioner and request the League Scheduler to coordinate the Umpires, Field Reservation and Field Preparation.
- Rescheduling of all games is at the sole discretion of the league's scheduler. If a mutually agreed upon date and time cannot be arranged, the game must be played according to the original schedule or the team that no-shows will forfeit the game.

Rule # 31 SAFETY:

- All players fielding the pitching position MUST wear a pitcher's face mask or a batting helmet with a face guard.
- All First and Third base players MUST wear a fielder's face mask or a batting helmet when playing a defensive position on the field.