

# **CAPE COD CANAL GIRLS SOFTBALL LEAGUE**

## **2015 SUPPLEMENTAL RULES AND GUIDELINES**

1. **Player Eligibility:** All players must be enrolled in Bourne, Falmouth, Mashpee, or Sandwich schools, grades K – 8 prior to the start of the season. No team shall use a player who is not registered to play in their respective town under any circumstances.
2. Each League will use ASA Junior Olympic fast pitch softball rules unless superseded by league rules. The Minor/Junior League shall adhere to ASA 10U rules and the Major/Senior League shall adhere to ASA 12U rules as outlined in the most current ASA rulebook. The pitcher's plate will be located 40' from the pointed end of home plate for the Major/Senior League and 35' from the pointed end of home plate for the Minor/Junior League. The standard pitcher's plate distance on all fields is 43'. The umpire will designate, unless otherwise marked, a spot 3' in front of the standard pitching rubber (representing 40' from home plate) for the Major/Senior League pitchers to use during the game. A temporary pitcher's plate, if available, should be installed at this location. The umpire will designate, unless otherwise marked, a spot 8' in front of the standard pitching rubber (representing 35' from home plate) for the Minor/Junior League pitchers to use during the game. A temporary pitcher's plate, if available, should be installed at this location. The distances used are the designated ASA distances for girls fast pitch G12U and G10U divisions.
3. **Team Eligibility:** A recreational team must be associated with a recognized town or community organized league; where participation is open to any interested youth; where tryouts or demonstration of skills is not required for participation; where some type of draft, draw or other acceptable method is utilized to ensure distribution of talent among the league teams to be eligible to participate.
4. All players, managers, coaches, and team parents entering the field of play or dugouts for any practices, games or related activities shall be individually registered with ASA. All managers, coaches, and team parents entering the field of play or dugouts for any practices, games or related activities must have completed and passed a CORI check. Please be sure to follow your Town's Policy regarding CORI if applicable. In the event that your town does not require a CORI check for the use of town or school athletic fields, ASA's background check must have been completed and passed online through RegisterASA.com. Please note that you must be in full compliance with your town's regulations and guidelines governing the use of town or school athletic fields. Violation of any of the above may result in a team and/or individual suspension or other disciplinary action.
5. Each team will be allowed to field ten (10) players including four outfielders on defense with every player present hitting in the lineup. The outfield positions will include a Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder. A Roaming Outfielder is not permitted. Outfielders must be positioned on the outfield grass. If a team only has nine players to start a game, then they will play with three outfielders. If a team only has eight players to start a game, then the team will use only two outfielders. Players arriving after the official start of the game will be inserted at the end of the lineup that was submitted to the head umpire and opposing coach at the start of play.
6. A team must have eight (8) players to start a game and continue a game. No out shall be assessed for the missing ninth batting position. A 15-minute grace period will be allotted for the scheduled starting time before a forfeit is declared. If there are not enough players from a given team to start a game (8), then the game must be forfeited by that team with a loss posted for the forfeiting team with an 8-0 score. If a game is forfeited, an exchange of players should be made so that the two teams may go ahead and play an official league sanctioned scrimmage to be officiated. Once paid the umpire will stay and officiate. Any team committing an unexcused forfeit will be responsible for the umpire fee for that game. The payment shall be made to the home team directly and the home team shall forward such payment on to the umpires. It shall be the responsibility of the home team to collect such fees from the forfeiting team. If the forfeiting team is the home team, they will pay the appropriate fees to the umpires immediately. Teams shall not be allowed to use players from other teams in order to avoid a forfeit, subject to the following:

In the Major/Senior League, if a team does not have enough players to play a game, that team may "call-up" registered players from the Minor/Junior League in order to fill out the roster. The call-up system is intended to allow teams to avoid forfeits, not to improve their roster; therefore the following rules apply to call-ups:

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- No team with 10 or more of its regular players in attendance and able to play shall be allowed to use Minor/Junior League players, meaning that no Major League player shall be benched in favor of a Minor/Junior Leaguer.
  - When Minor/Junior League players are used, they shall be placed at the bottom of the batting order and must play a defensive position other than pitcher.
7. Each player must play a minimum of two (2) innings of a game. The only exceptions allowed are for injury, illness, or discipline. Disciplined players must be noted on the lineup card given to the umpire prior to the start of the game.
  8. Free substitution is allowed subject to Rule #5.
  9. Each league will use a continuous batting order that will include all players on the team roster present for the game batting in order. Each player would be required to bat in her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided she meets the requirements of mandatory play. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over her when her time at bat comes up without penalty. If the injured, ill or absent player returns she is merely inserted into their original spot in the batting order and the game continues.
  10. Major/Senior League games will be seven (7) innings with four (4) completed innings required for an official game. Minor/Junior League games will be six (6) innings with four (4) completed innings required for an official game.
  11. Each half inning will consist of a maximum of 9 batters up until the game is deemed official Or each half inning will end after five (5) runs have scored up until the game is deemed official Or three (3) outs whichever comes first. If the ninth (9) batter receives a base on balls and the catcher mishandles ball four, batter is allowed only first (1<sup>st</sup>) base, runners can advance only one base and the ball then becomes dead. The same applies if batter is hit by pitched ball and if the runner would have been forced to run on a ground ball. If the ninth (9<sup>th</sup>) batter in an inning when the maximum number of hitters is used reaches first on a hit, the play will continue until the umpire declares the play over. All runners advance at their own risk until the play is declared over. **Once a game is official, there shall be no per inning scoring limitation.** A twelve (12) run mercy rule will be in effect once the game is deemed official.
  12. All Regular Season Games will be limited to One Hour and Forty Five minutes. Weekday games will start at 6:00PM. No new inning will start after 7:45PM during the regular season. In the playoffs there will be no time limit, games shall be played until completed or until the umpire deems conditions to be unsafe. Minor/Junior games will be played on Monday and Wednesday nights. Major/Senior League games will be played on Tuesday and Thursday nights.
  13. If an umpire does not show up for a scheduled game, managers may agree to umpire the game themselves or an approved umpire may step in to umpire a game. It is strongly recommended that a volunteer umpire be found rather than rescheduling of the game. If no umpire is found for the game then the game is postponed and rescheduled.
  14. Once issued, uniforms must be visible when worn during play. Players will have their uniform shirts tucked in when at bat. Once uniforms have been issued, players without uniforms will not be allowed to play. During cold weather, appropriate clothing may be worn over uniforms.
  15. The home team is responsible for providing two ASA-approved game balls with the ASA stamp clearly visible and for retrieving foul balls batted out of the playing area, providing secured pitching rubber at division required distance, supplying Double First Base, prepping field prior to game to insure field is in satisfactory playing condition, and paying ASA certified umpire. Each team should provide their own medical kit. During playoffs, both teams will pay half (½) of the umpire fee and provide one ASA-approved game ball with the ASA stamp clearly visible.

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16. There will be no passing the ball in the infield after a put out. The pitcher will be allowed five (5) warm-up pitches at the start of the game. Between innings, the pitcher will be allowed three (3) warm-up pitches or one (1) minute whichever comes first.
17. No smoking is allowed on the playing field or in the bench areas. Alcoholic beverages are strictly prohibited at any field.
18. Safety is the top priority. If an umpire deems it necessary, a game may be "called" due to ANY unsafe condition. An umpire may call timeout whenever deemed necessary. Metal cleats, street shoes and dangling jewelry may not be worn or carried.
19. The only members of the offensive team allowed on the field during play are the batter, base runners, base coaches, and the on-deck batter. All other team members and coaches must remain in the bench area and are not allowed behind the backstop. No coaches from either team will be allowed on the field unless they are coaching first or third base.
20. No more than three (3) individuals will be permitted on a team's bench during games. For example: any combination of head coach, assistant coaches, and/or trainer -- a total of three. These three people will be in addition to the regular players.
21. Protective Gear: All offensive players on the field, including any on-deck batter, base runners, and players acting as coaches in the coach's box, must properly wear double ear flap ASA approved batting helmets. All helmets must be equipped with a chin strap. All helmets shall be equipped with a securely fastened ASA approved face mask/guard. Catchers must wear approved catcher's helmet (with face mask and throat guard), chest protectors and shin pads. All pitchers are required to wear a protective face mask or face guard while occupying the pitching position, whether physically pitching or not. There will be no exceptions.
22. After the first obvious throwing of the bat, each team will be warned. Each subsequent throwing will result in the batter being called out at the umpire's discretion.
23. At the Minor/Junior league level and at the Major/Senior league level, batters are allowed to attempt to reach first base if a third strike is dropped by the catcher.
24. Infield fly rule will be in effect in both the Minor/Junior League and the Major/Senior League.
25. If a pitcher hits three batters with a pitched ball during an inning, the pitcher must be removed from the pitching position and replaced with another pitcher for the remaining batters of that inning. The pitcher may return to the pitching position the next inning noting that the same rule will continue to apply.
26. MAJOR/SENIOR LEAGUE: Stealing, bunting, or advancing on passed balls is allowed in the Major/Senior League. A foul ball on a bunt attempt with two strikes on the batter will result in a strikeout. Runners may steal any base, leaving their current base when the ball is released by the pitcher. Any runner leaving base before the ball leaves the pitchers hand will be called out.
27. MINOR/JUNIOR LEAGUE: Bunting is allowed in the Minor/Junior League. A foul ball on a bunt attempt with two strikes on the batter will result in a strikeout. Runners may steal second, third, and home base, leaving their current base when the ball is released by the pitcher. Runners stealing a base may not advance on any overthrow by the catcher while attempting to catch the runner stealing. Runners may not take a lead off base until the ball is released by the pitcher. Runners leaving base before the ball is released by the pitcher will be required to go back to their original base.
28. In the Minor/Junior League the Look Back Rule is not in effect. Play is stopped when the pitcher has control of the ball inside the pitcher's circle; the ball is dead. At that point, any runner more than halfway to the next base may continue on to that base, but any runner who is not halfway may not advance and must return to the base previously occupied. The umpire will call time when a play is

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over. The umpire's judgment on whether a runner can advance or not is final and will not be questioned. If the catcher throws the ball back to the pitcher and it is overthrown or mishandled by the pitcher and ends up outside of the circle, the ball is live and any runner not forced to advance may nevertheless attempt to advance at her own risk.

29. The Major/Senior League shall adhere to the Look Back Rule as described by ASA.
30. **EJECTION RULE** - Any player, coach, or spectator ejected from a league game will draw an automatic one game suspension from the next scheduled game played by their team. A second ejection during the season will draw an indefinite suspension from the league until a hearing can be held by the League Board. The decision by the League Board is FINAL.
31. Reporting Your Game Scores: The Winning Team will email scores to their League Coordinator/Commissioner within 24 hours following the game. Use the subject line to communicate the required information; The Day and Date, Game #, Division, Team names, and Scores in the following format: Wed, 5/15/14, Game #12, Minors, Black Dragons W10 vs. Little Paw Sox L3.
32. All coaches should contact their League Coordinator/Commissioner with any performance issues and/or grievances with umpires and any issues related to missing umpires. The League Coordinator/Commissioner will discuss the issues with the **Umpire Assigner/Coordinator (Dave Hawley)** and copy each League President, League Coordinator/Commissioner and appropriate coaches with the resolution. All coaches should contact the **Umpire Assigner/Coordinator (Dave Hawley at 508-981-3662 and/or dhawley@plymouthrockind.com)** regarding umpiring for game cancellations and missing umpires on game days, etc.
33. Final standings will be determined by each team's Win/Loss/Tie record.

Points shall be awarded for each completed scheduled game on the following basis: WIN = 2 points. TIE = 1 point. LOSS = 0 points.

In case of a tie in the final league standings, positions will be decided as follows:

- a. Head to head record between the two teams affected.
  - b. If still tied, team having the least total runs against them.
  - c. If still tied, team having the most total runs scored.
  - d. If still tied, Coin toss.
34. **Rainouts and Unofficial games:** Rainouts and unofficial games will be made up or completed at a location and time to be determined by the coaches involved. Weather or field conditions may require cancellation of the game on the scheduled day. If this happens, the home team must notify via phone call both the visiting team and the **Umpire Assigner/Coordinator Dave Hawley at 508-981-3662 at least one (1) hour before the scheduled game.** If the home team does not give that notice prior to 5:00PM, teams must appear at their game location and the field supervisor and/or umpire coordinator will make the final decision. The game is on unless the umpire(s) rules otherwise at the field. Do NOT use the fields during or after heavy rain, or when wet or muddy. When any of the above reasons require that a game be canceled or postponed, the game shall be rescheduled.

After a game has started, the weather and field conditions will be judged by the umpire(s). If a game is halted due to rain or other adverse conditions, teams must not leave the park for 15 minutes. The umpire(s) will make a definite decision whether the game will be continued or canceled. If the umpire(s) decide to continue the game and either of the teams have left or are not ready to play at the end of the 15-minute period, the team at fault will forfeit. Games are not usually canceled for drizzle, cool weather, or wind. At the first sound of thunder or the first sign of lightning, all coaches, players, umpires and spectators are to withdraw from the field and seek proper shelter.

Non-Weather Related Cancellations That Require Rescheduling: These games should be extremely limited and rescheduled within 48 hours of the cancellation or a forfeit is possible for the team which

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cancelled. Teams should make every effort to avoid canceling a game for reasons other than weather. If a team must do so, the manager of that team must call the manager of the other team at least 48 hours in advance. If a school event (awards ceremony, etc) or a community event conflicts with a scheduled game, the head coach must notify the League coordinator(s)/ Commissioner(s) at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. The League may deem cancellations for non-emergency reasons a forfeit. Once school is out, no games will be rescheduled due to a school conflict or any other reason other than rain/bad weather.

**Make Up Games/Rescheduled Games:** Due to the heavy demand for diamond space, make up games may be rescheduled on any day of the week including Saturdays and Sundays at a location and time to be determined by the coaches involved with prior approval from their League Coordinator/Commissioner. Teams are encouraged to play on weekends whenever possible. Games, which are rescheduled, will have field priority over previously scheduled team practices. Rescheduled games will not be scheduled to accommodate the availability of players and coaches. The rescheduling of games must be accomplished or verified by email, initiated by the team requesting that the game be rescheduled. To reschedule a game that has been canceled or postponed, coaches should contact their Field Coordinator first for field availability. Both Coaches need to work together, with the Field Coordinator, to agree on a possible date/time for the reschedule AND an alternate date/time. When a reschedule date/time AND an alternate date/time has been agreed upon by both coaches and has been approved by the field coordinator forward that information via email to their League Coordinator/Commissioner. Please cut and paste the original game information (Date, Game#, Venue, Time, Field #, Home and Away Team) in your e-mail request. The League Coordinator/Commissioner will then contact the **Umpire Assigner/Coordinator (Dave Hawley at 508-981-3662 and/or dhawley@plymouthrockind.com)** regarding assigning an umpire. Do not call the umpire originally scheduled to umpire the canceled game. An e-mail confirming the reschedule will be sent to the following individuals: League Coordinator/Commissioner AND the coach requesting the reschedule. It is the responsibility of the rescheduling coach to make sure that the game change has been successfully updated and that the opposing coach is made aware that the game has been successfully rescheduled. Both coaches are then responsible to make their teams aware of the schedule change.