

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 you have a batting lineup posted in the dugout and a bench coach to keep girls in order.

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:

- Games start when the first pitch is thrown. Any player arriving after the game has started is considered to be a late arriving player. Late players will automatically be placed at the bottom of the batting order. If the late player arrives after the leadoff batter (on her team) comes to the plate for her second at bat, the team manager shall decide whether it is too late to insert the player in the line-up. This Rule does not apply to a player arriving late due to a school activity. However, a player arriving late due to a school activity must be placed at the bottom of the batting order.

Rule # 4 Borrowed Players:

- Plan ahead; try to have 10 girls at each game. While the game will be played with whoever shows up, it is the league's preference to have ten players on the field. A team of ten provides a competitive environment.
- Borrowed players' rules:
- Must be GGSL players, but not taken from their own game at that time.
- Must be placed last in batting line up after your regular roster of players (Except that late arriving players must be placed last in the batting order after the borrowed players, if any).
- Must play three defensive innings.
- May not be used in the pitcher or catcher positions.
- The number of borrowed players may not exceed the number of permanent players.
- Should you unexpectedly end up with more than 10 players after borrowing a player, then the borrowed players must be asked if they still want to play. If a borrowed player wants to play, they must play in accordance with this rule. The League recognizes the effort that both the borrowed player and parents made to travel to the park on your behalf.
- No Rookie League player may be called up to the Single A division. Single A teams may borrow other Single A players to field a team.

Rule # 5 Player Participation Rules:

- Everyone bats and 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.
- Players are limited to 2 innings at each defensive position. They must rotate and learn different positions. This includes the pitchers as well.
- Each player must play at least one inning in the infield and one inning in the outfield.
- 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:

Month of May- First Half of Season:

- Only Managers/Coaches/Parents can pitch to girls.
- The adult pitcher does not have to stand on the pitching rubber - they can stand anywhere in the pitcher's circle.
- No walks allowed.
- Girls get no more than 7 pitches to hit unless 7th pitch is hit foul.
- There are no strikeouts. After 7th pitch, the batter is out.
- Any player fielding the pitching position must wear a batting helmet with a face guard or a pitcher's face mask (See Rule # 31).

Month of June- Second Half of Season:

- Only Managers/Coaches/Parents or opposing players can pitch to girls.
- Girls are only allowed to pitch in the first two innings.
- No girl can pitch more than one inning in a game.
- Girls may throw up to 4 pitches to a batter. If the ball has not been hit into play or the batter has not struck out, an adult will be brought in to pitch.
- Innings will be tracked in full inning increments. 1 pitch = 1 inning.
- Managers will determine if a girl is capable of pitching (guideline - to be capable of pitching, a girl should be able to reach home plate in the air from within the pitcher's circle with at least 50% of her pitches).
- A girl who fails to reach home plate on 7 consecutive pitches must be removed from the pitching position.
- Any player pitching or fielding the pitching position must wear a batting helmet or a pitcher's face mask (See Rule #31).
- No walks allowed.
- When the adult pitches, the previous strike count does NOT continue.
- Girls get no more than 5 pitches from the adult to hit unless 5th pitch is hit foul.
- Girls are out on 3 swinging strikes if happens before the 5th pitch. After the 5th pitch, the batter is out.

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 borrowed players to field a team of at least 10 players.

Rule # 10 Bunting:

- Not allowed.

Rule # 11 Dropped Third Strike:

- A batter who strikes out cannot run to 1st base when the catcher fails to catch the third strike before the ball touches the ground.

Rule # 12 Official Game:

- A game shall consist of six (6) innings, unless it reaches the time limit or is suspended for darkness or weather.
- 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 Limits

- Time Limit is one hour and 45 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:

- For any ball hit in the infield or through the infield as an error, runners can advance only one base at a time (in a controlled station to station movement).
- A batter who hits a ball to the outfield grass on the fly without the ball being touched by a fielder may advance a maximum of 2 bases at the risk of being put out. This does not apply to attempted catches that are dropped. Runners may not advance farther as a result of a fielding or throwing error during the return of the ball or during a play on a base runner. Any existing base runner may advance a maximum of two bases on this hit, at the risk of being put out.

Rule # 23 Protested and Forfeited Games:

- Not Applicable

Rule # 24 Infield Fly

- Not Applicable

Rule # 25 Field Responsibility:

- Both teams are responsible for having a parent in the Concession stand 30 minutes prior to the start of the game and continuing throughout the game until 30 minutes after the game ends (for cleanup and restocking) and dismissal by the Concession Stand Supervisor.
- 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 GGSL 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: Uniform shirts provided by GGSL. All players 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.
- Single A Division (classification): A player in Grades 2-3;
 - a) Players of younger grade classification may play in older grade divisions upon request and Executive Board approval.
 - b) Players of younger grade classification may be utilized as called up players to an older grade division. Please refer to Rule 4 for additional information.

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