

S.G.S. Summer Fastpitch Softball 2017 Rules

General Provisions:

1. Pre-Game Contact: Each coach is **responsible** to contact the opposing coach at least seven (7) days prior to a scheduled game:
 - a. To confirm that the game is still on the schedule to be played.
 - b. To confirm the field location and/or directions.
 - c. To determine the amount of the umpire fees for the game.
2. Umpires:
 - a. All umpires must be USSSA sanctioned.
 - b. All umpires must wear properly approved USSSA uniforms.
 - c. Having two umpires is preferred by not mandatory.
 - d. The home team coach (or community) is responsible for scheduling the umpires for the home games.
 - e. The cost of the umpire(s) is split equally between the playing teams.
3. Cancellations: Unless canceled because of weather, any cancellation must be communicated to the opposing coach *and* umpire no later than 24 hours before game time.
4. Forfeits: A “no show” **or** failure to cancel prior to 24 hours before game time will result in the forfeiting team paying all umpire fees for the forfeited game.
5. Rescheduling: If there is a problem with the game schedule date or weather prevents the game, please work with the opposing coach to reschedule the game.
6. Team Rosters: The S.G.S. does not collect team rosters but relies upon the trustworthiness and integrity of all coaches to comply with the USSSA age limitations.
7. Game Balls: Each team shall provide one new ball per game.
8. Levels of Competition: The 10u division is Gold and Silver. The 12u & 14u division are Gold, Silver and Bronze.
9. Concussion Training: All coaches *must* complete the service training program on concussions and head injuries as required by Ohio Revised Code, Section 3707.01 *et seq.* This is the state law. The following web sites provide information and the training. Upon completion of the training, a printable certificate will be issued.
 - a. Ohio Dept. of Health: <http://www.healthyohioprogram.org/concussion>
 - b. Training: http://www.cdc.gov/concussion/HeadsUp/online_training.html
10. League Commissioners: Each age division will have a league commissioner who is responsible to assist with any difficulties or respond to questions, as needed.
11. Play Ball! The aspiration of the S.G.S. summer league is to *teach* girls to play fastpitch softball. It is therefore important that all teams play every game on their schedule as friendly, competitive fastpitch softball. Please do not cancel your games but reschedule! If you are short players, borrow players from the opposing team. *Find a way to play the game!*

Game Rules: All games will be played using USSSA Rules *unless* (1) modified by the Special Age Division Rules and (2) *except* for all divisions as follows:

1. Mercy Rule: The mercy rule for all divisions is 20 runs after 4 innings; 15 runs after

- 5 innings.
2. Time Limit: There is a two (2) hour time limit on all games. No new inning shall start after two hours from the official start of the game as set by the Head Umpire.
 3. Substitute Players: If a substitute or pick-up player is needed, select a substitute player from a younger age group or less experienced division of the same age group.
 4. Batting Line-Up: Unless otherwise required within the rules of a specific divisions, batting the entire line-up is encouraged in all divisions of play but *is not* required. The team batting order is established at the start of the game.
 5. No Automatic Out: If batting the entire line-up or if short players, there is no automatic “out” recorded if for *any* reason (i.e., injury, absence, etc) a team cannot fill a position in the batting line-up.
 6. Defensive Substitution: Freedom of defensive substitution in the nine (9) defensive positions is permitted.

Special Game Rules-10u Division: These additional, special exceptions apply:

1. Runs Per Inning: A maximum of 6 runs may be scored per inning by the team which is ahead or tied at the beginning of the inning. However, the team which is behind may tie the score and then may score a maximum of 6 additional runs.
2. Batting Line-Up: All teams *must* bat the entire line-up.
3. **10u Silver Division Only:**
 - a. Dropped Third Strike: The dropped third strike rule does *not* apply.
 - b. Stealing: No more than two bases may be stolen on any *one* pitch. If a player erroneously attempts to advance beyond two bases, she may be put out while between the bases, but not while in contact with a base; after all play ceases and the ball is dead, the player who erroneously advanced beyond two bases will be returned to the correct base without liability to be put out.

Special Game Rules-12u Silver & Bronze Divisions: These additional, special exceptions apply:

1. Runs Per Inning: A maximum of 6 runs may be scored per inning by the team which is ahead or tied at the beginning of the inning. However, the team which is behind may tie the score and then may score a maximum of 6 additional runs.
2. Stealing: No more than two bases may be stolen on any *one* pitch. If a player erroneously attempts to advance beyond two bases, she may be put out while between the bases, but not while in contact with a base; after all play ceases and the ball is dead, the player who erroneously advanced beyond two bases will be returned to the correct base without liability to be put out.
3. **12u Bronze Division Only:**
 - a. Batting Line-Up: All teams *must* bat the entire line-up.

Special Game Rules-14u Bronze Division: These additional, special exceptions apply:

1. Runs Per Inning: A maximum of 6 runs may be scored per inning by the team which is ahead or tied at the beginning of the inning. However, the team which is behind may tie the score and then may score a maximum of 6 additional runs.
2. Batting Line-Up: All teams *must* bat the entire line-up.
3. Stealing: No more than two bases may be stolen on any *one* pitch. If a player

erroneously attempts to advance beyond two bases, she may be put out while between the bases, but not while in contact with a base; after all play ceases and the ball is dead, the player who erroneously advanced beyond two bases will be returned to the correct base without liability to be put out.

Special Game Schedules-14u Gold:

1. Doubleheaders: All games are scheduled as doubleheaders.
2. First Game: The first game will start at 6:00 p.m. and is 7 innings or 1.5 hours, which ever comes first.
3. Second Game: The second game will start after a short break and is limited to 5 innings or 1.5 hours, which ever comes first.
4. No new inning shall start after the time limit has expired.
5. But, if either game is tied at the end of regulation play, the international tie breaker rule will be used.

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