2019 U18 LEVEL
INTER-COMMUNITY GIRLS SOFTBALL LEAGUE
INTER-COMMUNITY GIRLS SOFTBALL LEAGUE POLICIES

Section 1: Before the Game

1A. Game Scheduling:

There will be NO rescheduling of games for any reason other than weather.

- With the exception of UNSCHEDULED school events.
- School event rescheduling must be approved by league officials.

NOTE: If a manager coach can still field a team in spite of the above, games are to be played and NOT rescheduled.

Head coach not available? -Get an assistant or another coach from your club to fill in
Need more players? -Invite girls to 'play up' from the 12u or move over from a second 15u team (to get to 10 players). Any Borrowed players should be identified during pre-game meeting with umpire. Borrowed payers are not eligible to pitch. Only rostered players can participate for a team in the playoffs.

Note: A player can be rostered on two teams (in different age groups) provided she is under the max age in both groups. This only applies for regular season to help with smaller teams. If rostered on two teams a primary team must be identified. The player can only participate for the Primary team in the playoffs.

Field not available? -Play on the opposing team's field as the 'home' team

- If a change to the schedule is necessary, each coach must agree with change and that game should be rescheduled ASAP. If the opposing coach does not agree to a change of schedule, a forfeit for the requesting coach's team may be granted. Each coach MUST speak to opposing coach to confirm any changes. Changes to ALL games must be cleared with league.

In the event of **RAIN** or a **PRE-APPROVED** schedule change, the HOME team coach MUST:
(1) Contact John Bradbury**– Umpire in Charge**
Cell: 267-788-5611 e-mail: ripass37@aol.com
(2) Contact the opposing team coach;
(3) Agree to a reschedule date within 72 hours (best practice is to reschedule the game at the time you are cancelling. ;
(4) Call UMPIRE ASSIGNER to arrange for an umpire for the rescheduled time.
(5) If no date has been rescheduled after 72 hours, the League will reschedule the game at the date/time/place chosen by the League. If not played, the team unable to field a team will forfeit.

1B. Rostering:

A roster MUST be submitted to the league official for each team BEFORE the season. Roster forms will be signed by the league President on the NO CHANGE DATE and provided by the league. NO ADDITIONS OR CHANGES will be permitted to roster after April 30, 2019.

A copy of rosters can be requested from board members. Website has directions and a schedule www.leaguelineup.com/icgsl

3a. – No more than two innings total pitched by a travel player(s) per team per game. ***(2019)***

No travel Players shall be selected to the All Star team.

Each team will have ONLY two (2) coaches listed on Rosters and they will be the coaches recognized by the league, per team. The Umpires, on the field of play and during the game will only communicate with two (2) designated coaches. The two (2) coaches do not have to be the roster coaches during the game being played.

Player age is determined as of January 1st of playing season. Any exceptions to this must be identified on roster and approved by the Board.

1C. THE PLAYING FIELD (ASA RULE 2)

PITCHER'S RUBBER – Section 1

- Distance **43' (2013)**
- Distance is measured from the back point of home plate to the front of the rubber.

1st and 3rd BASE DISTANCE – Section 3

- The 60' distance is measured from the back point of home plate to the back (outfield side) of the bag.
- 1st Base must be a double first base. See page 8 for rules regarding double bag use.

FIELD OF PLAY

- Home team is responsible for field set up. Pitching rubber should be secured firmly into ground.
- Bases should be sliding. Field should be lined whenever possible.

1D. EQUIPMENT (ASA Rule 3)

A. CATCHER'S HEADGEAR – Section 5 c

- Catcher's helmet must have ear flaps. Skull cap (without ear flaps) is not acceptable.
- Any player warming up a pitcher MUST wear a mask with throat protector and approved helmet.

B. Game ball shall be 12", ASA certified regulation softball

C. Bats must have ASA stamp

D. No exposed jewelry (no earrings). Umpires will give 1 warning to remove exposed jewelry. If a girl returns to the plate with jewelry after her warning, the team will receive an out for that player.

Rules for use of the Double First Base
The Double First Base was designed to prevent collisions and therefore assure the safety of the players. ASA, Pony, NASF and NSA mandated its use in 2002. The double bag will be implemented and ALL organizations will be required to use it; it is mandatory in ICGSL.

Section 2: Rules for Game Day

1. **Game start time is 6:00, a forfeit may be declared by the umpire at 6:15**
   (During the week, weekend games may have different start times: nature of the rule applies- 15 minute forfeit window)
   It is strongly recommended that during ground rules the home coach writes the official start time into the book in front of the other coaches and witnessed by the umpire

   The umpires should be empowered and educated to control the sportsmanship of the game so as ensure that purposeful delaying is not tolerated.

2. **Code of Conduct:**
All coaches, assistants, players and spectators involved in this program are expected to set a good example of sportsmanship and fair play to all UMPIRES, LEAGUE COMMISSIONERS, and OPPOSING TEAMS AND COACHES. Abusive language or inappropriate conduct will NOT be tolerated.

Spectators who violate this policy will be removed from the game area and out of sight and sound of the umpire and players.

Players who violate this policy will be ejected from the game.

Coaches who violate this policy will be removed from the game and a 2 game suspension (minimum) will be issued. Further, a team could forfeit the game in play at the umpire's discretion. Coaches will be brought before a league panel and suspension will be reviewed and

discussed as to additional action to be taken. (Violations to be reported as delineated in section 3)

3. **GENERAL RULES:**
All divisions of the Inter-Community Girls Softball League will adhere to the Amateur Softball Association (ASA) 2011 rules as stated in the 2011 rule book unless otherwise stated below.

ICGSL Adopted Rules

1. Ten Players can play the field however in Playoffs only Nine players in the field – Outfielder must be a minimum 10' behind the infield cutout at the start of a play (pitch). All Players are in the Batting order (2018).

2. No inning can start after 1 hr. 45 mins.

3. Game can start and end with 8 players.
- If 8 players are present at game time, game must begin.
- Umpires will NOT wait for forfeit time to start.

4. Forfeit if team cannot field 8 players.
- 15 minutes after scheduled start time.

5. **A MUST**: Courtesy runner (last batted out) for catcher with 2 outs.

6. RUN AHEAD RULE:
- 15 run rule after 3 innings
- 10 run rule after 5 innings

7. Lightning will end the game – no waiting for it to pass.

8. Umpire may call a game for darkness –score will revert to score at end of prior completed inning.

9. League rules to overrule book rules. Don't get caught in a bind over league rule. If coaches disagree about a league rule, state the book rule. Ask home team coach how he/she wants league rule enforced, and then follow it. Tell visiting team he/she can protest and have umpire sign the score book to show protest in effect.

10. **COURTESY RULE:**
Courtesy runner for the pitcher and catcher can be made anytime during the game – once the batter reaches a base safely. If less than TWO (2) outs the pinch runner MUST be a player off your bench and not in the game. If you only have 10 players – the pinch runner will be the last

batted out. The runner for the catcher – with two outs – MUST be the player who made the last BATTED OUT.

League Rule: A courtesy runner MUST be used for the catcher when there are two outs.
*** See speed up rule. ***

1. 4 innings constitutes a legal game if game is called early due to weather. If darkness any game is considered complete.
WEATHER or DARKNESS (umpires call)

2. CONTINUOUS WALKS are permitted.

3. Unlimited batters per inning. Everyone bats – all players are listed in the lineup. Players arriving late MUST be added to the bottom of the batting order.

4. A dropped third strike may result in the batter advancing to first base is allowed. Base runners may advance at their own risk within the provisions of the stealing rule and overthrow rule.

5 Avoid Contact- All Players are expected to make every attempt to avoid contact. Umpires discretion to call out or safe if a player was/ was not attempting to avoid contact (regardless if contact occurred or not) **(2016)**

ASA RULES

All items are referenced according to their place in the rule book. POE refers to "Points of Emphasis", which immediately follows the rules.

RULE 1. DEFINITIONS

APPEAL – POE

While ASA still recognizes a live ball appeal where you throw the ball to a base, it is preferred to use the dead ball appeal. As soon as the play has ended, the umpire will call time, and any infielder may verbally appeal by telling the umpire which runner and which base she is appealing.

CATCH

Remember that to be considered a catch, the release of the ball must be intentional and voluntary. We often see a situation where two fielders are running at each other to try to catch a ball, one catches it and, after taking one or more steps, collides with the other fielder (or falls down), and the ball is knocked loose. This is not a catch! It doesn't matter how many steps she took.

FOUL TIP

The ball must not go higher than the batter's head and must go directly to catcher's hand or glove. If the ball first hits any part of the catcher's equipment or body other than her hand or glove, it is a foul ball and the ball is dead. With a foul tip, the ball remains live.

INFIELD FLY

- WHEN – Runners on 1st and 2nd, or bases loaded and LESS than 2 outs.
- WHAT – Batter is called out!

Runners may advance at their own risk. If the ball is caught, runner must tag up just like any other caught fly ball.

TRAPPED CATCH

If caught with the glove over the ball on the ground, it is not a catch until the glove is lifted off the ground with the ball firmly secured.

RULE 4. PLAYERS AND SUBSTITUTES

BLOOD RULE – Section 7, POE

- Does not have to be an open wound. Dried blood on the uniform from a previous injury or game counts as blood.

RULE 5. THE GAME

CONFERENCES – Section 10, POE***

- Defensive: Three (3) per 7 inning game.
- Offensive: One (1) per inning between coach and each batter.
- It does not count as a conference if it occurs during the other team's charged conference and you are ready to play when that conference is over.

RULE 6. PITCHING REGULATIONS

BEFORE THE PITCH –

- BOTH feet must be in contact with the pitcher's rubber.

DRAGGING THE PIVOT FOOT – Section 3 l

- The pivot foot may drag away from the rubber before the pitch is released, as long as it does not come up off the ground or re-plant and push off a second time.

WARM UP PITCHES – Section 9

- Most of us know that we are limited to 3 pitches, but almost everyone forgets that part that says
- "NOT MORE THAN ONE MINUTE MAY BE USED". This is the second biggest reason that the games drag on forever! The pitchers often wait for infielders, or have to wait for the catcher to suit up. If the catcher is not ready, have a coach or parent (or a properly equipped player), warm up the pitcher.

WHILE WE'RE AT IT!!!!

- The biggest delay in the game is waiting for the catcher to suit up. ASSIGN SOMEONE at every game to help the catcher get her gear on. This is new to many of the girls, so help them every inning.

SPEED UP RULE:

- Courtesy runner MUST be used when the catcher reaches first base safe, and there are two (2) outs. Pinch runner will be your last batted out.

RULE 7. BATTING (Exception to ASA) League Rule

Everyone bats. Free substitutions in the field. All players are on the batting roster, with late arrivals added to the bottom of the line-up upon arrival. Batting stays the same throughout the game. Any player removed from the line up before the end of the game is Skipped in the lineup. It is not an out.

CHECKING SIGNS WITH BASE COACH – Section 3 C

- The batter may not step out of the box after every pitch to get the sign from the base coach. Read this rule for exceptions.

RULE 8. BATTER – RUNNER & RUNNER

DROPPED THIRD STRIKE- SECTION 1b (ALSO RULE 7-SECTION 6L)

- When- Less than 2 outs and 1st base is un-occupied, or any time there are 2 outs
- What- Same as a batted ball/batter becomes batter-runner and must be tagged or put out at 1st base.

BALL RETURNED TO PITCHER WITHIN 8' CIRCLE – Section 8U

- Many coaches confuse this rule with that of the younger age groups play. Returning the ball to the pitcher does NOT stop play! What it does is force the runner(s) to immediately return to the last base touched or proceed to the next base. Runners may not stand still between bases or move back and forth unless the pitcher throws the ball, fakes a throw or leaves the 8' circle.
- If the runner does not commit to a base, when the ball is returned to the 8' circle and hang out between the bases - runner will be called out.

RULE 9. PROTESTS – ASA Rule 9, Section 1-7

- WHEN – You must notify the umpire before the next pitch
- WHAT – Only a misinterpretation or misapplication of the rules may be protested. Anything involving umpire's judgment (even if you don't like it) is not subject to protest.
- ACTION – If you end up winning the game – no protest!!! If you lose, protesting COACH should contact Tom Hetzel e-mail: tomhetzel@comcast.net

INTERFERENCE, OBSTRUCTION & COLLISIONS – POE

Whenever a base runner and a fielder crash into each other, it is always one of the above. POE has detailed and easily understood explanations of interference and obstruction. However, it is important to understand that there are times when two players collide, sometimes hard, and it is neither interference nor obstruction. It is just a collision and there is NO penalty.

TIME OUT
I often hear a coach tell me that play should have stopped at a certain point in the game because he/she called time. Most of the time this is because that coach wanted to stop play before, in my judgment, all action was over. Simple rule to remember – Coaches request time – Umpires grant time!!!

Rules for use of the Double First Base
The Double First Base was designed to prevent collisions and therefore assure the safety of the players. ASA, Pony, NASF and NSA mandated its use in 2002. The double bag will be implemented and ALL organizations will be required to use it; it is mandatory in ICGSL.

Below are the rules for proper use. Be sure that your players and coaches understand all of the rules. The umpire will go over the use at ground rules if requested. Set the base with white portion in fair territory, and orange portion in foul territory.

ASA Rule 8 Section 2 Article M

1. A batted ball hitting or bounding over the white portion will be declared fair. A ball hitting or bounding over the colored portion is foul.

2. When a play is being made on a batter-runner, the defense MUST use the WHITE portion of the base. The batter-runner MUST use the COLORED portion of the base. If the batter-runner touches only the white portion of the base she will be declared safe UNLESS the defense appeals prior to the batter-runner returning to the base. Once the runner returns to the white, no appeal can be made. (The easy way is to tag the runner before she returns to the base.)

3. On any force out attempt from the foul side of first base, or an errant throw pulling the fielder off the base into foul ground, the fielder and the batter-runner may use either portion of the base.

4. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch either portion of the base. If the runner returns to the base the WHITE portion must be used.

5. When tagging up on a fly ball, the WHITE portion must be used.

6. On an attempted pick off play, the runner must return to the WHITE portion of the base.

7. If the batter-runner touches only the white portion of the base and collides with the fielder about to catch a thrown ball while on the white, INTERFERENCE is ruled. The ball is dead, the runner is called out, and all other runners must return to the base last occupied at the interference.

Section 3: Scoring the Game

3A. Forfeits:
(A) A forfeit will be declared when a team cannot field the required number of players (as noted in league rules) within 15 minutes of the scheduled start time or at any time during the game.
(B) As declared by the Umpire.

3B. League Scoring:
League standings are on a point system:
2 points – WIN
1 point – TIE
Score on forfeits: Forfeits: 7 – 0

Standings will be scored as Head to Head wins then Runs Allowed

3C. Score Keeping/Reporting:
WINNING TEAM will, within 24 hours of the game, email or Text the division scorekeeper.

The Scorekeeper is Tom Hetzel: 267-481-2393: tomhetzel@comcast.net

3D. Course of Action in case of violations: LEAGUE REVIEWS
Immediately after the game:
1. Team HEAD coach is to notify their organization's commissioner.

2. Individual organization commissioner will research the complaint and at the commissioners discretion can ask for a league review.
3. Commissioner will notify league for a review date. Only the head coach and assistant coach will attend league panel review along with their organization commissioner.

4. If the organization's commissioner is a review board member, an alternate member from a non-participating organization will be appointed to the board of review.

5. The league review board's decision is FINAL.

6. Coaches are required to relay to scorekeeper the following information:
(A) Name of teams and age of play.
(B) Date of game and field location.
(C) The final score.
NOTE: Division scorekeeper MUST notify a league official of a forfeit.

Section 4: Playoffs

1. The league will publish a playoff schedule with a three day window for each round of the playoffs to have the games played. The game should be scheduled on the **First day** of the window and only moved to the second day due to an unforeseen scheduling conflict with the school and/or bad weather.

2. There will be no borrowing players during the playoffs. Only rostered players may play in playoff games.

3. During the playoffs, teams may only field 9 players. All players are in the batting order.