

NORTH COUNTY COMMUNITY GIRLS SOFTBALL LEAGUE

"White Page" Rules - 2009

(Supersedes rules as written in the 2009 PONY Rule Book)

League Regulations

1. TEAMS & ROSTERS

- A. League Representative is responsible for assuring that rosters meet NCCGSL Age and Talent Parity rules
- B. League Representative shall submit three (3) copies of preliminary team rosters at the Registration Meeting.
- C. League Representative is responsible for entering team rosters on the PONY Website (www.pony.org)
- 1) Official Roster must be online by the Wednesday before Opening Day
 - 2) Teams cannot play until their roster is entered online. Penalty: forfeiture of games
 - 3) Players whose names are not on the roster are ineligible
 - 4) Players may be rostered to only one (1) team. **Exception: League Age 14 (See Rule 1.E.)**
 - 5) Team rosters should not exceed 15 players. Exceptions must be approved by the NCCGSL Board.
 - 6) Rosters may be changed with the approval of VP and Director.
 - a) Maximum 3 changes per season per team; one change per season per player.
 - b) Additional changes must be approved by NCCGSL Board
 - c) Roster changes after May 15 must be approved by the NCCGSL Board
- D. Managers are responsible for carrying a copy of their roster for perusal by opponent
- 1) Use of an illegal player will result in forfeiture of all games in which illegal player participated
 - a) Player and manager are suspended from the NCCGSL for the remainder of this season
 - b) Player and manager are suspended from the NCCGSL for all of the following season
 - c) Team forfeits all NCCGSL post season team awards
 - d) The NCCGSL Board reserves the right to review and increase the penalty
- E. **League Age 14 players (1994) may double roster on a 19U (High School Eligible) team**
- 1) **League Age 14** players can double roster only within their organization
 - a) Exceptions must be approved by NCCGSL Board
 - b) Exceptions considered only when their organization does not field a 19U team
 - 2) Double rostered player's first allegiance is to their 14U team, i.e. you cannot quit the 14U team and play only for the 19U HS Eligible team.
Penalty: player is disqualified from NCCGSL for the remainder of the season.
- F. Team must have **8** players to start and finish a game.
- 1) Team **will not** take an out for missing the **9th or 10th** batter in the order.

2. LEAGUE AGE (*PONY Rules Pg.3*)

- A. League Age Groups are 8 & Under, 10U, 12U, 14U & HS Eligible (19U)
- B. League Age is determined by player's age on December 31 of the year prior to upcoming season (birth year)

1) Age Chart

1989 = 19	1990 = 18	1991 = 17	1992 = 16	1993 = 15	1994 = 14
1995 = 13	1996 = 12	1997 = 11	1998 = 10	1999 = 9	2000 = 8
2001 = 7	2002 = 6	2003 = 5	2004 = 4	2005 thru 2009: ineligible	

- 2) A player cannot "play down" into a lower age group
- 3) A player may be protested at any point during the game
 - a) If player is declared ineligible, she **may not** play in this or future games **for this team.**

* Notify NCCGSL VP and League Rep *

Players

3. PLAYER'S RESPONSIBILITIES

- A. Each player's first allegiance must be to the NCCGSL. Those playing for other softball organizations whose schedule conflicts with any NCCGSL event (games, practices, etc.), shall be informed that the **NCCGSL event has priority** over other organizations' events. Penalties may include forfeiture of all games in which this player participated and/or expulsion of player from the NCCGSL.
- B. **Players must participate in at least half their team's scheduled games from their date of registration to be eligible for the playoffs.**

Equipment

4. BALL

- A. 8 & Under: 11" Safety Ball / "Incrediball"
- B. 10 & Under: 11" Optic Yellow or White Ball - PONY stamped **with leather covers**
- C. 12U, 14U & 19U: 12" Optic Yellow or White Ball – PONY stamped **with leather covers.**
- D. **Balls shall not exceed a core of .47 or a compression rating of 375#.**
 - 1) **Any ball that exceeds either the core or compression regulation is illegal.**
 - 2) **Any ball that does not bear the core and compression rating stamp is illegal.**
 - 3) **Any ball with a synthetic cover is illegal (except "Incrediball").**

5. UNIFORMS & SAFETY EQUIPMENT

- A. League-issued uniforms, T-shirts and headwear should be worn.
 - 1) Handkerchiefs or bandanas do not qualify as headbands and cannot be worn, either around the head or around the neck
 - 2) Plastic visors and mirrored sunglasses are not allowed
- B. All safety equipment and other gear must meet the requirements as listed in the PONY Rules.
 - 1) Double ear flaps, chin straps and face guards are required on all batting helmets
- C. Catchers must wear all protective gear
 - 1) Shin guards, chest protector, full helmet with double earflaps and mask with throat protector.
 - 2) Any player or minor serving as a catcher to warm-up a pitcher must wear a mask and helmet.
- D. Batters, Base Runners, On-Deck Batters, and Player Coaches must wear batting helmets at all times while on the playing field.
- E. **Jewelry may not be worn during the game.**
 - 1) Watches, bracelets, earrings, necklaces, chains, rings or any other item judged dangerous by umpire
 - 2) Medical alert necklaces or bracelets may be worn but must be taped to the body
- F. Any player entering the playing field wearing steel cleats (spikes) shall be immediately ejected. **NO WARNING!**

6. BLOOD RULE (*PONY Rules Pg. 28*)

- A. A player, coach or umpire who is bleeding or who has blood on their uniform will be prohibited from participating further in the game until appropriate treatment can be administered.
If medical treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the **Umpire's judgment.**
- B. When bleeding occurs, the umpire shall **immediately** stop the game and call a coach, trainer, or other authorized person to administer to the injured person.
- C. Uniform rules will not be enforced if a uniform change is required
 - 1) **All Safety Equipment must be worn**
- D. If an injured Pitcher leaves the game for treatment and **returns as pitcher in the same inning**, pitching records will be treated as if she never left the game. The relief pitcher is not charged with an inning and **may return as pitcher** in a later inning.

Playing Field

7. BASE & PITCHING DISTANCES; BUNTING & INFIELD FLY RULE

	Bases	Pitching Distance	
8U:	50'	35'	No bunting, infield fly or dropped third strike
10U:	60'	35'	No bunting, infield fly or dropped third strike
12U, 14U, HSE:	60'	40'	Bunting is allowed; infield fly & dropped third strike in effect

- A. A double first base (white & orange) is required in all age groups

8. PITCHER'S PLATE

- A. Pitcher' plate shall measure 24 inches long and 6 inches wide
- B. Distance is measured from the back of home plate to the front of the pitcher's plate
- C. There shall be a circle around the pitcher's plate measuring 16 feet in diameter
- 1) The circle is measured as an 8 foot radius from the front center of the pitcher's plate

9. BATTER'S BOX

- A. The batter's box, one on each side of home plate, shall measure 3 feet wide by 7 feet in length
- B. The inside line of the box shall be 6 inches from home plate
- C. The front line of the box shall be 4 feet forward of a line drawn through the center of home plate

Starting the Game

10. UMPIRES

Safety Note

Home team should have umpire equipment available for volunteer umpires.

All adult volunteer umpires **must** wear a mask.

All volunteer umpires who are **minors must wear full equipment** (mask, chest protector & shin guards)

- A. It is the home team's responsibility to provide a qualified umpire.
- 1) Games cannot be postponed if the umpire doesn't show
- a) Managers should agree on an umpire chosen from among the spectators
- b) There are 2 umpires at every game - the two managers!
- B. It is the umpire's responsibility to determine if field and weather conditions allow the start and/or continuation of the game.
- C. **Umpire will conduct a pregame meeting at home plate 10 minutes prior to the scheduled start time.**

11. PREGAME MEETING

- A. Lineups and pitchers' weekly innings records are exchanged prior to start of game.
- 1) Players who are not present shall be removed from the lineup at this time**
- a) **Players arriving late shall be placed at the bottom of the lineup, even if before the first pitch**
- B. During pregame meeting, Manager must notify umpire of any ineligible players.
- 1) This includes players benched for disciplinary reasons
- C. Umpire and both managers should be aware of **artificial curfew times** prior to the start of game.
- 1) Terms of curfew must be stated at this time

12. DEFENSIVE PLAY

- A. **10U, 12U, 14U and HS Eligible** may play 10 players in the field
 - 1) The pitcher and catcher in their designated areas, plus 8 fielders in the field of play.
- B. **Each player must play a minimum of 3 innings per game in the field.** (Players may alternate innings)
- C. A team is allowed 3 charged defensive conferences per game.
 - 1) Each charged conference after the third requires a pitching change
 - 2) In an extra inning game, each team is allowed one charged conference per inning
 - a) Additional charged conferences require a pitching change
 - b) Regulation game conferences are not carried over into extra innings
- D. Defensive coaches are not allowed on the field and must stay in the dugout.
- E. Catchers are responsible for retrieving and returning all pitches thrown by the pitcher.
 - 1) A "backup catcher" is not allowed. (except 8U)

13. OFFENSIVE PLAY

- A. **All teams must bat roster.**
 - 1) All players present must be listed in the order they will bat.
 - 2) If any player refuses to bat, you must take an out.
 - 3) Any player leaving the field due to illness or injury may not return to the game without the approval of the umpire and opposing manager.
 - 4) If a player is leaving the game and will not return (injury, school function, piano lesson), their name will be removed from the lineup **without penalty.**
 - 5) Any player who is out of the game due to injury or Blood Rule will have their turn at bat canceled **without penalty.**
- B. The offensive team is allowed one conference per inning between a manager/coach and a batter/runner
 - 1) Penalty: Ejection of manager or coach who insists on another conference
- C. Batter must keep one foot inside the batters box between pitches
 - 1) Failure to keep one foot in the box may result in a strike on the batter (delay of game)
- D. Courtesy runner may be used at any time for the pitcher or catcher.
- E. The hand is **not** part of the bat. (*PONY Rules Pg. 71 Rule 10 sec. 1.e*)
- F. It is illegal to throw the bat after hitting the ball – "**sling the bat**" in a manner potentially dangerous to others
 - 1) First team offense: Team warning
 - 2) All future offenses: Batter is out

14. PITCHING

- A. **8U:** Coach Pitch (*see Supplement Sheet*)
- B. **10U, 12U, 14U, 19U: Fast Pitch**
 - 1) The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitcher's rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter.
 - 2) Pitcher may use either a slingshot motion or a windmill motion to deliver the pitch.
 - 3) All pitchers may re-enter as pitcher once per game
 - 4) The delivery of one pitch in an inning counts as a full inning pitched.
 - a) A pitcher who is pulled and returns as pitcher in the same inning is charged with 2 innings pitched

14. PITCHING

B. (continued)

- 5) **10U:** Pitchers may pitch a maximum of 3 innings in a game.
- 6) **12U, 14U, 19U:** A pitcher is limited to 7 innings in a game and 10 innings a week.
 - a) Week begins Sunday and ends Saturday.
 - 1) In case of rain or postponement, the innings carry forward to the make-up date.
Example: Monday-she pitches 6 innings, Thursday- rainout. Reschedule- the following Saturday
She can pitch 4 innings when the rainout game is rescheduled.
These innings do not count against the innings pitched in the week of the rescheduled game.
Unused innings from the rescheduled week cannot be used in the rescheduled game.
 - b) Managers are required to exchange weekly pitching records before the game.
 - c) A pitcher who exceeds her pitching limits is immediately removed as pitcher and the manager is ejected.
- 7) Between innings or when a pitcher relieves another, the pitcher is allowed one minute or not more than 5 warm-up pitches.
 - a) A ball is awarded to the batter for each additional pitch

C. Illegal Pitch

- 1) When an illegal pitch is called, a delayed dead ball situation occurs.
 - a) The manager has the option of taking the result of the play or the illegal pitch penalty, which is a ball on the batter and all runners advance one base.

15. BASE RUNNING

- A. **All Age Groups:** A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (Basically, avoid a collision) This applies to all fielders and all bases. **Penalty:** Runner can be declared out and (if flagrant) faces ejection from the game.
- B. Runners are awarded two bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field **at the time the ball leaves the fielder's hand.** This is a **judgment call**
- C. Coaches cannot touch or aid base runners while ball is in play. (Penalty: runner out)
- D. **8 & Under** - see 8U Supplement page
- E. **10 & Under**
 - 1) Runners must stay in contact with the base **until the ball has passed home plate.**
 - 2) Stealing is permitted, with the exception of **Home Base.**
 - a) **Runner on third base may not advance on a throw to second base during a stolen base attempt**
 - b) **Runner from first base may advance one extra base, in jeopardy, on an overthrow to second base during a stolen base attempt**
 - 3) **Under no circumstance can a runner advance to home:**
 - a) On a wild pitch or passed ball
 - b) On a pitched ball that goes out of play
 - c) On an overthrow from the catcher back to the pitcher
 - d) **During a play or continuation of play on any stolen base attempt**
 - 4) A fake throw by the pitcher from within the circle **does not** make the ball live.
- F. **12U, 14u & 19U (HS Eligible)**
 - 1) Runners may leave the base after the pitcher releases the ball.
 - 2) Runners may steal any base.
- G. **A pinch runner may be used at any time for the pitcher or catcher.**
 - 1) **The pinch runner is the last player who has completed her at-bat and is on the bench.**
- H. ITB: The last player to complete their at-bat in the previous inning takes second base to start the ITB inning

16. **SIDE RETIRED**

- A. **All Age Groups:** 3 outs or 5 runs (whichever comes first) completes an inning, except the last scheduled inning, which is an "open inning".
 - 1) **8U & 10U:** 6th inning
 - 2) **12U 14U & 19U (HS Eligible):** 7th inning
- B. **10U, 12U, 14U, 19U:** A team can score more than 5 runs in an "open inning".
 - 1) All extra innings are "open innings"
 - 2) Extra innings are played using the International Tiebreaker Rule (*PONY Rules Pg. 31 sec. 11*)
 - 3) Under no circumstance shall an "open inning" be declared in an earlier inning.
 - a) Both teams receive a loss
- C. **8U only:** In the 6th inning, both teams bat their entire roster, no matter how many outs or runs
 - 1) Six innings maximum; no extra innings
- D. **15-Run Slaughter Rule:** All age groups (except 8U)
 - 1) If the home team is winning by 15 runs or more at the end of 4-1/2 innings (**10U, 3-1/2 innings**), the game is considered complete and home team is awarded a win.
 - 2) If the visiting team is winning by 15 runs or more at the end of 5 innings (**10U, 4 innings**), the game is considered complete and the visiting team is awarded a win.
 - 3) Rules 16.D.1 and D.2 also apply in the sixth inning (**10U, fifth inning**).

17. **REGULATION GAME**

	Innings per Game	Maximum Innings	Minimum Innings
8U:	6	6	
10U:	6	8	3.5 (home team winning)
12U, 14U & 19U:	7	9	4.5 (home team winning)

- A. Both teams must have an equal number of at-bats.
 - 2) If the visiting team **ties the score or takes the lead** in the top of the inning and the game is postponed for any reason (darkness, weather, etc.), the game must be resumed at a later date, **beginning at the point where it was postponed.**

Example A: The visiting team is losing in the top half of the 6th inning when the game is called.

Action: The game is complete. Each team had an equal number of at-bats (5) and the lead did not change in the top of the inning.

Example B: The visiting team is losing going into the top half of the 6th inning, but has tied the score when the game is called due to darkness.

Action: The score **does not** revert back to the previous inning. Game must be rescheduled and resumed from the point at which play was stopped.

18. **Two Hour Time Limit**

- A. A new inning cannot begin two (2) hours or more after the originally scheduled starting time of a game.
 - 1) A new inning begins **immediately** after the final out of the previous inning or the scoring of the 5th run of the inning.
- B. 2) **Umpire's watch is the official time**

19. SCORE REPORTING

- A.** Both teams are responsible for reporting the score and pitching records to the Age Group VP.
- 1) Scores and pitching records must be reported **via e-mail** by 9 PM on the day after the end of game.
 - a) **VP will acknowledge receipt via e-mail reply**
 - b) **If you do not receive an e-mail reply by 9 PM, call your VP!**
 - 2) Report shall include the name of the winning team, **original date** of game, final score, pitching records for both teams, and any ejections or incidents that occurred.
 - 3) Failure to report scores and pitching records shall result in the VP charging all players on your roster with seven (7) innings pitched. Pitchers will be eligible to pitch not more than 3 innings the following game.

20. RECORDS & STANDINGS

- A.** Standings will be determined using a point system
- 1) Win = 2 pts; Tie = 1 pt; loss = 0 pts
- B.** All teams (except 8U) will participate in a double elimination tournament following regular season play
- 1) Tournament seeding will be determined by league standings
 - a) Ties will be broken using the tiebreakers outlined in Playoff Rules

21. PROTESTS

- A.** **Both teams must report protested games to the LEAGUE VP and your League Rep.**
- 1) Formal protests will only be accepted through your League Representative.
 - a) Written formal protest must be in hands of League VP within 48 hours of end of game.
 - b) \$50.00 Protest Fee must accompany written formal protest (refunded if you win protest)
 - c) Managers must follow the protest procedures (PONY Rules Pgs. 81-83)

22. POSTPONEMENTS

- A.** A team may postpone one game during the season, **except in the playoffs.**
- 1) **Postponed games originally scheduled in June must be played before the scheduled date.**
- B.** Team must contact the **NCCGSL League VP** and the **opposing manager** at least **48 hours** in advance to postpone the game.
- 1) Umpires must also be contacted
 - 2) Postponed game must be rescheduled and/or made up within one week of its scheduled date.
 - a) Postponed games cannot be scheduled **after the final scheduled game of the regular season**
- C.** League VP must approve all schedule changes.

23. CONDUCT

- A.** In most cases, umpires are volunteers. Please show them the respect they deserve.
- B.** It is considered unsportsmanlike conduct to chant against an opposing player or team.
Penalty: Ejection and/or forfeit
- C.** **It is the manager's responsibility to control their fans.**

24. EJECTION

- A. **Both teams and the umpire** are required to report any **ejection** or **incidents** to the **League VP** and to **your League Representative**.
- B. A **player** ejected from a game is **automatically suspended** and is required to **attend and sit out the next scheduled game**.
 - 1) For safety purposes, ejected player is restricted to the bench and not ejected from the field.
 - 2) Player is ineligible until she meets this requirement
- C. A **Manager or Coach** ejected from a game will be **automatically suspended** and **may not participate** in the next scheduled game.
 - 1) The ejected manager or coach may attend the game. **They cannot go within 200 ft. of the bench area or perform any of the managing or coaching duties at any time before or during the game.**
- D. A **second ejection** will result in an **automatic 3 game suspension**.
 - 1) You must also appear before the **NCCGSL Board** to explain your actions.
 - a) The NCCGSL Board reserves the right to increase the penalty

8 & Under - Supplement

1. DEFENSIVE TEAM

- A. All players present must play a minimum of three innings defensively.
- B. All players may play the field at the same time (not required).
 - 1) Only 7 players, including pitcher and catcher, are allowed in the infield area.
 - a) All others must be outside the natural infield area.
- C. An infielder **cannot play** within the **35' arc** before the ball is hit
- D. A defensive player **cannot enter** the **10' arc** to stop a ball. Penalty: Batter is awarded first base.
- E. **Youth Pitcher** must have both feet inside the circle and behind the pitcher's rubber before the ball is delivered.
- F. To encourage that fundamentals are being learned, the defensive team cannot roll the ball in an attempt to get an out. (Penalty: runner awarded base; ball is dead.)

2. BATTING

- A. A batter shall receive 5 pitches or 3 strikes, whichever comes first.
 - 1) Fifth pitch is final pitch, **except for a foul ball or "no pitch"**.
- B. The ball must travel outside the 10' arc to be considered fair.
- C. In the 6th inning, both teams bat their entire roster, no matter how many outs or runs

3. **BASE RUNNING**

- A. Runners must stay in contact with the base until the ball is hit.
 - 1) No stealing.
- B. Runners may only advance one base per batter unless the batter hits the ball past the outfielders, in which case, it's "all you can get".
 - 1) In an "all you can get" situation, runners are allowed to advance until the ball is in the possession of any infielder, at which point the umpire calls time. Any runner who **is not** half way to the next base is returned to the last base touched.

4. **PITCHING**

A. **Coach Pitch**

- 1) Coach pitcher may pitch from any distance between the 10 ft arc and the pitcher's rubber (35') **and in line with home plate.**
- 2) After the ball is hit, the pitcher must clear to the side opposite from where the ball is hit and toward foul territory
- 3) Interference by coach pitcher is called "no pitch".

5. **COACHING**

- A. The defensive team is allowed two coaches in the field.
 - 1) Both coaches must remain outside of the infield area
 - 2) If a defensive coach interferes with a runner, that runner will be awarded one base
- B. The offensive team is allowed one coach at 1st base and one coach at 3rd base.

6. **PROTESTS**

- A. There are no protests in 8 & Under

7. **SPORTSMANSHIP/TEAMWORK/INTENT**

- A. The intent of the 8 & Under division is to teach all girls to play **all** field positions.
- B. All players should play in both the infield and the outfield **every game.**
- C. Managers: please refrain from rotating your pitchers and first and third basemen "because they are my best fielders".

GIVE THEM ALL A CHANCE!!

8. **TROPHIES**

- A. All players receive a commemorative award which is presented at the Classics Games.