

Auburn Girls Softball

MINORS RULES

Safety

1. No steel cleats are allowed.
2. All offensive players on the field (base runners, batters, player on-deck, and player-spotter for warm up area) must wear protective helmets with facemasks.
3. Face guards will be worn in all infield positions. Face guards supplied by AGSL must be returned at the end of the season.
4. The catcher must wear all equipment when in the catching position.
5. Offensive players must remain in the dugout during play. Only (1) one batter may be in the on-deck circle.
6. The orange portion of the safety first base is for the batter/runner to use while attempting to reach first base and the white portion is for the fielder to contact while attempting to force out the batter/runner (thus the safety-no collision feature of a double-base). After a hit ball, the only time the runner is to touch the white portion of the base is while rounding for an extra base hit or to avoid collision if an errant throw moves the fielder into foul territory. Once safe, the runner may use the white or orange portion of the base. For a fielder, the only time the orange portion of the base may be used is if an errant throw pulls them into foul territory, at which time the fielder may touch the orange side to complete a force out. At all other times the fielder must touch the white portion to force out a batter/runner.
7. Throwing the bat: If the batter throws her bat she will be called out. The umpire has the discretion to give (1) team warning.

Playing field

1. The bases are set at 60 feet and the pitching distance is 35 feet. Pitchers will use an 11 inch diameter ball.
2. Both teams are to get out all the equipment and prepare the field for play.
3. After the last game both teams will put away all equipment and rake the infield. Pay special attention to filling and level holes at the pitcher's mound and home plate areas.
4. Both teams are to police the field, benches, and surrounding areas for litter. As a group we must pitch in and dispose of our trash properly.
5. The home team will provide a parent to operate the scoreboard.

Games

1. Games are to be six (6) innings or a **1 hour 30 minute time limit**. No inning may start after the time limit is up. The start of any inning is the last out of the inning before. The umpire needs to announce the time when the game starts. **A game can end in a tie except during tournament play. A tied game can proceed to extra innings if it is within the 1 hour 30 minute time limit.**
2. In the case of injury or sickness, a player may leave the batting order and re-enter, in her original place in the batting order, at both coaches' discretion.
3. Each inning shall last three (3) outs or six (6) runs per team

4. Only six (6) runs in each inning shall be allowed per team.
5. **The game will be over if a team is ahead by 10 runs after 4 innings.**
6. Once the game has started, it's up to the umpire to call the game.
7. In the case of inclement weather (4) complete innings constitute an official game. There will be a 30-minute wait for the rain to stop, before the game is called. *In the event of lightning, the game is called immediately!* The game can resume if lightning stops for 30 minutes based on the umpire's call.
8. Each team must have a minimum of seven (7) players for a game to be official. Any team unable to field seven players 15 minutes after game time shall forfeit the game. In the event of a forfeit, a recreational game may be played, allowing the girls practice and the umpire crew will officiate the game. If both teams coaches and umpire agree, the game may proceed without the required (7) players.
9. A game is complete after four (4) innings in the case of time limit or weather conditions.
10. The official scoring will be the responsibility of the home team's scorekeeper.
11. Automatic intentional walks will not be allowed in this league.
12. If there is a game protested, the ruling body shall be the Board of Directors of the league and the head umpire. Only Board Members not involved with the game shall vote on the outcome. In the case the head umpire is the game umpire, his opinion will be stated but he will not have a vote on the outcome.
 - a. There will be no protests during regular season play.

Batting

1. Play normal softball rules, except that everyone bats in continuous rotation. In the event an injury prevents a girl from batting, or the player must leave before the game ends, she may be skipped in the batting order without a charged out and/or later resume her place in the batting order. No other changes to the original batting order may be made with one exception - any girl arriving late may immediately play the field and must be added to the end of the batting order.
2. Three (3) strikes and the batter is out, no walks are allowed, and there is no dropped third strike rule in effect. After (4) balls have been thrown by the starting pitcher, a batting team representative coach will pitch the remainder of the strikes from **within the pitching circle. Pitching from the rubber is optional for coaches.** Any time a team representative is pitching, the original pitcher will position herself on the first base or third base side of the rubber within the pitching circle.
3. **Runners are not allowed to advance on a steal when the batting team representative coach is pitching. Runners are allowed to advance on a steal on ball 4 from the live pitcher, except to advance to home.**
4. The strike count from the live pitcher remains on the batter when the team representative enters to pitch. From that point Coaches Pitch rules will be in effect. The batter will have no more than five (5) pitches from the team representative to either hit the ball into fair territory or strike out. **After 5 pitches the batter is out. If the final pitch is fouled off the batter shall receive ONE more pitch.**
5. Bunting is allowed off live pitching only.
6. If hit by a pitched ball **from the live pitcher**, the batter will be awarded first base unless at the umpire's discretion the batter did not attempt to avoid being hit. No leaning in, or attempting to be hit will be allowed. The batter must make an attempt to avoid being hit.

***EXCEPTION: If the pitched ball hits the ground and then hits the batter, the play is a dead ball, and no runners may advance on a steal. The batter is NOT awarded first base, and a ball is added to the count.

Pitching

1. **Pitchers will get (5) warm-up pitches in their first inning and (1) beginning each following inning. No fielder's warm-up balls will be allowed after the first inning.**
2. The team representative, while pitching must make an effort to avoid a hit ball. If a coach interferes with a ball, or creates confusion for the fielders, the play is considered dead and the batter starts with the same ball and strike count. It is suggested after a hit ball the team representative pitching squat on the mound and remain still until play is dead, or until they can exit the field away from the play.
3. There is a (10) second time limit from the time the batter steps into the batter's box until the ball must be pitched.
4. Pitchers are allowed to pitch 3 innings in each game.
5. **Pitchers must use a full circular motion**

Defense

1. The defensive team must play all normal field positions.
2. All play stops when the pitcher has control of the ball and is inside the pitcher's circle. **Any base runner must commit to either advancing to the next base without stopping or returning to the previous base. If the base runner stops moving after the pitcher has control of the ball in the circle and the pitcher does NOT attempt a play, the runner must return to the previous base.**
3. Defensive player must not be in the base path **other than to field the ball.**
4. **The runner(s) advance(s) (1) one base on an obstruction call. IF a play is not being made, teach your girls to not stand on the base and hinder a base runner. If there is no play, and they impede a base runner rounding a base, it is obstruction subject to the umpire's discretion.**
5. **No player will sit for a second inning until every player on the team has sat for one inning. Any team found not abiding by this rule will forfeit the game. This should continue to the next game. This is to make sure that coaches are NOT sitting the same girls for the first three innings of the games. This rule includes pitchers. Under certain circumstances a pitcher may need to sit only a partial inning or, in the case of extra innings, out of rotation. If these circumstance are abused the board will address with coaches.**

Base Running, Stealing, and Sliding

1. A runner on first or second base may only advance when (1) the batter hits the ball (2) a hit batter forces her to advance (3) a passed ball or wild pitch occurs, or (4) they are attempting to steal base. Runners occupying first and/or second may only steal off live pitching and are subject to being thrown out. **Any runner attempting to steal bases, cannot leave the base they occupy until a pitched ball has crossed home plate.** A dead ball shall be called when any runner leaves early. One warning will be given to both teams on the first infraction, after which runners leaving early are out.
2. Runners on third base can only advance if (1) a hit batter forces their advancement, or (2) the batter hits the ball. They are not allowed to steal.
3. No lead-offs are allowed, however, the base runner may get a jump after the ball crosses the plate. Only one base maximum may be taken on an overthrow to the base. **If a runner is advancing from first to second or second to third, they can attempt to advance one base on an overthrow at the risk of being thrown out at the next base. This does not apply to steals at any base.**
4. **Runners cannot leave until the ball crosses home plate. Runners attempting to steal second base, cannot advance beyond second base even if a play is made. If there is a runner on third base and a play is made on a runner stealing second base, the runner on third base cannot advance to home.**

Runners stealing third base are not allowed to advance home even if a play is made (on overthrows). Runners cannot steal home even on a pass ball. This includes walks and throw backs to pitcher.

5. **Runners MUST slide on all stolen bases. Runners must slide if a play is being made to force out or tag a runner out at a base if the ball arrives before or at the same time as the runner arrives at the base. The only exception is when running through first base.**
6. No head first slides except to dive back to a previous base are allowed.
7. There shall be no infield fly rule.

Tournament Play

1. In tournament play, the home team will be determined by a coin flip.
2. In the event of a tie game during tournament play, International tie breaking rules will apply. This means the last batter from the previous inning, whose turn at bat had been completed, assumes a position on 2nd base. This would be done at the beginning of each ½ inning, until a winner is declared.
3. A time limit of 1:30 shall be in effect for all tournament games other than the championship game(s).

Coaches

1. Only (1) one coach from the offensive team may be in each coach's boxes at first and third bases.
2. Remember our goals are to educate and have fun. Coaches who are ejected are immediately placed on a one game suspension, probation, and are subject to suspension for the remainder of the year should a second ejection happen. Only by review and majority vote of (3) random picked coaches and (2) random picked board members may any suspended coach be re-instated.
3. The coach shall submit a complete roster (last names and numbers) to the opposing scorekeeper before the game. As a coach may deny the right of a player to participate in a game for disciplinary action, any players that are being held out of the game for these purposes must be indicated.
 - 3.1 The coach is to inform a board member of his reasoning before the game including the disciplinary action begins.
4. **Playing up:** A player may be brought up to higher league to play three (3) times. After the 3rd time the player is brought up, that player must return to her original team for the remainder of the season. The player has to be on the roster and play by the same rules. **No player can play up if they will miss a game in the lower league.**

Coaches Rules and Procedures:

1. After each game both home and away coaches are responsible for preparing the field for those who follow you:
 - a. Remove all trash from the dugouts / field
 - b. Remove all equipment and put it where it belongs.
 - d. Return score box to concession stand.
 - e. Lock equipment shed. When you have access
 - f. Turn in Evening Star report. Assign a parent if needed, but this needs to be done in support of our sponsors. EVERY GAME!

Only coaches shall be allowed in the coaching boxes when their team is at bat.

1. The defensive team may bring one ball for the infield and one ball for the outfield for the purpose of warming up in the **first inning only**.
2. BOD will cancel a game unless the game is already started, the umpire will call it once the game has started. In the event a game is called the make-up will be done on the next available date, as time and availability allows.
3. Check the website for upcoming information.
4. Ejection from any game is subject to BOD discipline.
5. If any issues or questions arise please contact any board member.

The NFHS Rule Book will be the official rulebook of this league. Changes can only be made by the Board of Directors of this league

Umpires:

- 1.1 The umpire will remind the coaches of the following:
 - leaving the base early
 - throwing the bat
 - sliding into a base
 - a player must run through the orange base at first base if a play is being made
 - the use of good sportsmanship by the players, coaches and fansThe umpire will let the coaches know that this is their only warning.
- 1.1 If fans are acting in an un-sportsmanlike manner, the umpire will warn both team coaches. The second incident will result in an immediate suspension of the game and the Board of Directors will determine the next course of action.
- 1.2 Any coach displaying un-sportsmanlike conduct will be ejected from the game and will have to leave the park property. The board of directors will determine the appropriate course of disciplinary action.
- 1.3 The Board of Directors will determine the head coach for the all-star team. The criteria used will be the coach who best represents the Auburn Girls' Softball League.