

AUBURN GIRL'S SOFTBALL LEAGUE, Inc.

Revised: 4/10/2023

Replaces: 3-28-10

1. The National Federation of High School Softball rules will be in effect for this league.
  - 1.1 All batting helmets must have face protector.
2. Exceptions to the National Federation of High School rules are as follows:
  - 2.1 Each team will bat their entire roster.
  - 2.2 Bases are 60 feet apart.
  - 2.3 All games start at their scheduled time. There will be a ten-minute wait for the opposing team to show up or forfeiture will be called. Each team must have at least seven (7) players to start and complete a game.
  - 2.4 Metal cleats are not permitted.
  - 2.5 Face guards will be worn in the following positions: pitcher, 1<sup>st</sup> base, and 3<sup>rd</sup> base. Face guards supplied by AGSL must be returned at the end of the season.
  - 2.6 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.**
  - 2.7 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.
  - 2.8 Each inning shall last three (3) outs or six (6) runs per team.
  - 2.9 Only six (6) runs in each inning shall be allowed per team.
    - 2.9.1 Pitching distances shall be 40 feet.
  - 2.10 The pitcher is to have one (1) pitch between innings. Five warm up pitches will be allowed at the start of the game or when a new pitcher enters the game.**
  - 2.11 Each pitcher will be allowed three (3) innings per game. One pitch equals one inning. In the event the game is tied at the end of six (6) innings, a

pitcher(s) may re-enter the game for one (1) inning and **alternate with another pitcher or pitchers for the remainder of the game.**

- 2.12 Charged conferences: Umpires should be flexible in the first half of the season to help the girls (not with intent to stall the game). One conference per inning, per pitcher. If there is a second conference to the mound in the same inning, there must be a pitcher change. The pitcher will be allowed to re-enter the position at the next inning, if she is eligible to pitch.
- 2.13 Infield fly rule:  
The infield fly rule will be in effect.
- 2.14 Only coaches shall be allowed in the coaching boxes when their team is at bat.
- 2.15 A runner may steal any base in the major league. **The steal cannot be attempted until after the pitched ball leaves the pitcher's hand.** If a runner leaves a base early, the runner is out.
- 2.16 Throwing the bat: If the batter throws her bat she will be called out. The umpire has the discretion to give (1) team warning.
- 2.17 If a base runner misses a base it is an automatic out.
- 2.18 Bunting is allowed. Slap hitting and drag bunting is allowed. NO Power slaps/slash bunting (fake bunting then hitting) is allowed.
- 2.19 Batters must make an attempt to avoid getting hit by a pitch.**
- 2.20 In the majors, there will be "third dropped strike."
- 2.21 A twelve-inch (12") ball will be used.
- 2.21 The coach shall submit a complete roster 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.
  - 2.21a. The coach is to inform a board member of his reasoning before the game including the disciplinary action begins.
- 2.22 Playing up: A player may be brought up to higher league to play three (3) times. After the 3<sup>rd</sup> 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.**
- 2.23 No player shall play both the Minor and Major league tournament games unless their original team has been eliminated from their league's tournament.

- 2.24 Sliding: Sliding is required at all bases (2<sup>nd</sup>, 3<sup>rd</sup>, and home) when there is a play being made on the runner at the base. This includes when the ball arrives before or at the same time as the runner. An attempt to avoid a collision in the base paths when the defensive player is attempting to field the ball must be made. The umpire's discretion shall prevail.**
- 2.25 Defense: Defensive players must stay out of the basepaths unless actively fielding the ball to avoid interference with the base runners. Interference will result in an extra base for the runner.**
- 2.26 Ties: Play ties to a win if there are no other games scheduled. If a game has to be rescheduled to be finished, it will resume exactly where it left off.
- 2.27 Rainouts: 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!* If the game is called for weather, it will pick up exactly where it left off. The umpire's decision to call game for weather is final.
- 2.28 A game is complete after four (4) innings in the case of time limit or weather conditions.
- 2.29 The official scoring will be the responsibility of the home team's scorekeeper.
- 2.30 Automatic intentional walks will not be allowed in this league.
- 2.31 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.
- 2.31.1 There will be no protests during regular season play.
- 2.32 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.
- 2.33 After the team rosters have been established, any time a team loses a player, the next registered girl will go to that team regardless of who gets the next player, in order to keep the teams equal.
- 2.34 Before each game 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 fans
  - base runner missing a base is automatic out
- The umpire will let the coaches know that this is their only warning.

- 2.35 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.
- 2.36 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.
- 2.37 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 Girl's Softball League.
- 2.38 Regarding the senior league and unequal teams at the draft: Beginning with the fourth pick, the team with the fewer returning players will be allowed to pick two players per round until both teams have the same number of players. Once the rosters are equal in number, picks will continue one for one until all registered girls have been chosen. Any girls registering after the draft will be assigned a team in the same manner as in the two younger leagues. In the event two or more girls registers the same day, the coaches are to resume the draft with whichever team would have the next pick, unless specified by the Board.
- 2.39 There are no league standings.
- 2.40 No Tobacco or vaping is permitted on the field or in the dugouts.
- 2.41 Submitting your game summary sheets for the Evening Star is the responsibility of the coaches.
- 2.42 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 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.**
- 2.43 Pitchers must use a full circular motion.**
- 2.44 The game will be over if one team is ahead by 10 runs after 4 innings.**