

Spring 2010
Sierra Girls Softball League
Playing Rules and Regulations
13U Division

1. Before the start of regular season play, each team will be given one copy of the League Constitution, Bylaws, Draft Rules and Playing Rules and Regulations. In addition, each team will receive an official scorebook, line-up sheets, and a copy of the current NAFA Official Guide, NAFA Softball Rules and Regulations.
2. Twelve players is the maximum number of players a team may carry unless otherwise approved by the Board.
3. Physical facilities:
 - a. Pitching distances: 40 feet
 - b. Base distances: 60 feet
4. a. Balls: 12" diameter, NAFA Approved

A new game ball will be provided by the home team, normally from a supply kept in the snack bar. After the game, the game ball will be given to the home team. A back-up used ball will be provided by the visiting team and will be returned to them at game's end.

- b. Bats: No illegal bats may be used. Refer to "NAFA Banned Bat" list in coach's packet.
5. Game Parameters:
 - a. 7 innings or 1 hour 20 minutes.
 - b. No new inning will begin after the 1 hour 20 minutes time limit has expired. Complete last inning started.

ONLY five runs may be scored by each team in each of the first 3 innings. The open innings will begin at the top of the fourth inning.

At game start, it is the responsibility of the home plate umpire to establish the official game "start time" and communicate it to both benches and the official scorekeeper. No game is to be stopped due to expiration of game time without concurrence of the official scorekeeper. Any game stopped by the umpire, without concurrence of the official scorekeeper, shall not be considered officially over until the scorekeeper concurs, no matter how long this takes and no matter if the umpire has left the field of play. Games determined to have been stopped early, in violation of League rule, will be officially finished at the earliest opportunity and no umpiring fee will be paid until the game is completed.

- c. The NAFA look-back rule will be enforced by the umpires.
- d. Tournament Games must have a winner. If there is a tie, tournament games must be broken by the International tie-breaker rule. This states that one more inning is played, however, each at bat starts with the last batter of the previous inning, whose turn at bat had been completed, assuming a position on second base in the running position. This would be done at the beginning of each half inning; until, at the conclusion of a full inning, a winner is determined.
- e. Number of players required to start games: 8

A team may lose one player from the minimum start number, but the player must play a minimum of one full inning in order to avoid forfeiture of the game.

If a girl is hurt or falls sick during a game and cannot continue to play, she is skipped in the subsequent turns at bat. No out is called out on her. Once a player leaves the game, she may not return to the game.

- f. Late arrival Grace period:

All divisions will have a grace period of 10 minutes, after which a forfeit will be called by the umpire(s). If the game is played, the game will be shortened by the length of the grace period allowed, up to 10 minutes maximum.

- g. Pre-game Infield:

10 minutes for each team as long as a game is not delayed. The home team takes infield last.

- h. Uniforms:

No player may participate in a league game out of uniform. Uniform, for this purpose, shall be defined as League-provided team jersey and softball pants/Shorts, which the players are responsible for providing. Teams must choose to wear a specific type of pant/short during games. In inclement weather, and at the discretion of the home plate umpire, players will be allowed to wear protective clothing such as jackets, sweats or pants over their uniforms. It is desired though not mandatory that each player wears a softball hat or visor. Hats/visors need not be the same design and color, nor must all players wear a hat if one girl does. However, no plastic bills are allowed. Players MUST TUCK IN their jerseys prior to the start of each game.

- i. Umpires:

The League will use only umpires that have been trained and certified, in writing, by Nevada NAFA. Certification shall mean that an umpire has received standard NAFA training and passed the NAFA written certification test and passed the League prepared written test on special written assurance from Nevada NAFA that he or she has been NAFA certified and has taken and passed the League rule written test for any and all age divisions in which this umpiring service

provided in violation of this rule. The number of umpires which will be employed per game by Divisions are: One.

Umpire may be taken from a 10U game prior to start of game or during game if an umpire is unavailable for beginning of 13U game.

6. All Team members are required to play defensively at least one-half of each game or three innings, whichever is greatest. In a game of less than six innings, each player must play at least the number of innings, played minus three. Willful failure to comply with this rule will result in a one-game suspension of the offending manager or coach. A second infraction will result in forfeiture of the game in which the infraction occurs. If a girl will not be playing for a legitimate reason such as injury, illness or discipline her name must be submitted to the other coach prior to the start of the game along with the reason she will not play.
7. The NAFA substitution rule will not be enforced.
8. Players may wear no jewelry, hair clips (plastic or metal) or other accessories that are visible during any portion of a game.
9. The official scorekeeper will be supplied by the home team. The home team will be the team who is listed second on the official League schedule. Each team will be home team for half of the games and visiting team for the other half.
10. The home and the visiting team will equally be responsible for field preparation prior to each game and tear down after the game. Field preparation will be considered, minimally, to mean, bases installed, visible foul lines, batter's boxes and pitcher's circle and bases/infield free of significant obstruction such as rocks or other debris. The home team will occupy the third base dugout at each game.
11. The League must notify Coaches, or Coaches must notify the League, of any schedule cancellations at least 24 hours in advance of game time. Games called due to inclement weather or other "Acts of God" can only be postponed by the home plate umpire, at the field. Called games will be rescheduled by the League, if necessary and possible, after consultation with each team. The new schedule will be communicated to the affected team Coach or his/her designee at least 24 hours prior to scheduled games times.
12. All catchers must wear facemasks with attached throat protector, chest protector and shin guards.
13. All batters, on deck or in-the-hole batters and base runners are required to wear batting helmets equipped with a face mask and chin strap. Additionally, players coaching a base or performing other duties will be required to wear a batting helmet equipped with a face mask and chin strap while on the field of play or otherwise exposed to errant throws or batted balls.
14. A coach may not touch the base runner. Touching a base runner will result in an out being called to the coaches team. This is an existing NAFA rule that will be enforced.
15. Only Coaches, Players and Team Managers will be allowed in the dugout during games. NO exceptions.

16. Protests:

- a. Official protests must be made verbally to the scorekeeper and home plate umpire at the time of the incident in dispute. If not resolved in a reasonable amount of time, the game will continue under protest.
- b. The verbal protest must be followed by a written protest within 48 hours of the protest game scheduled start time. The applicable rule must be cited as well as details of the incident as seen by the protestor, including how he/she feels the applicable rule(s) was mis-applied. The written protest must be accompanied by \$15.00.
- c. If the protest is upheld, the \$15.00 will be returned. If not, the money will be deposited into the League checking account for use by the League in normal conduct of its business.
- d. The protest committee will consist of the League President, the Player Representative, and a Division Coordinator from a division not involved in the dispute. A ruling on the protest must be rendered within one week from submission of the written protest.

17. League Officials Conduct:

- a. Coaches, Managers, and League officials will be expected to conduct themselves in a mature, socially acceptable manner. Failure to do so can result in their removal from their duties by majority vote of the Executive Board. Managers/Coaches will be expected not to use tobacco or drink alcoholic beverages while participating in a game or practice.

18. Player, Coach and Parent Conduct:

- a. Players, Coaches or Parents may not swear or use other vulgar language or gestures while participating in a game or practice.
- b. Players, Coaches or Parents may not direct derogatory comments towards umpires.
- c. Players, Coaches or Parents may not use tobacco or drink alcoholic beverages while participating in a game, practice or other League activity.
- d. Players, Coaches or Parents may not harass members of opposing teams, nor may any derogatory remarks be directed to an individual player on an opposing team.
- e. No Player, Coach or Parent shall be allowed to throw a helmet, bat or other solid object in anger during a game or practice.

- f. Failure to abide by these rules of conduct or other conduct considered to be offensive or unwarranted may result in a removal from a game, suspension, or banishment from the League. If someone is thrown out of a game then they need to leave immediately and are suspended from the next game.

If there is a physical fight, the Executive Board will convene to review the events. Both Coaches will be present to discuss the events along with any parents who want to speak to the group. No one who participated in the alleged conduct may participate in another game until the Board has met to review the event. This special meeting will occur within 48 hours.

19. The infield fly rule will be enforced in the 13U division.
20. The Catcher Speed-up rule will be in force in all divisions. This means that a runner will be substituted for the catcher if she is on base with two outs. This will enable the catcher to get her equipment on while the last out is being recorded, recognizing the catcher will probably not bat again that inning. The substitute runner will be the last out recorded before the catcher reached base safely.
21. In the interest of safety, a special rule regarding unintentional, non-malicious bat throwing must be made. One warning per team per game will be given by the umpire. Subsequently, any guilty batter on a team previously warned that game will be called out for throwing the bat. Throwing the bat shall be defined as a thrown (not carried) bat landing more than six feet from the batter's box after the batter has swung at and hit a ball.
22. A team is not allowed to field more than nine players at a time although all able and present roster players are expected to play defensively during some portion of the game as outlined in *Playing Rule 6*. However, each team is required to "bat the roster" in each game. This means that the entire list of roster players present at the game and able to play must be listed on the batting order and must take their scheduled turns at bat. Failure to follow this rule may result in forfeiture of the game in which the infractions occur.
23. Absent players who are expected to arrive at the field in time to play should not be listed on the official game batting order if they are not present when the game begins. After they arrive, they are to be placed last on the line-up for their team. Their team scorekeeper shall advise the home plate umpire and the scorekeeper of the opposing team of their placement into the batting order.
24. A pitcher may not pitch more than three innings per game. Remember: pitchers can not be pulled from pitching and then re-instated as pitchers later in the game if they have sat the bench in the interim. Violations of this rule shall invoke a verbal warning the first instance and forfeiture of the affected game(s) thereafter. During tournament games, a pitcher may pitch during all innings.
25. Pitchers must be inside the pitching circle when the ball is released.
26. Other special rules for the division are as follows:

- a. The dropped third strike rule is allowed. The batter-runner may attempt to reach first base on a third strike that is dropped by the catcher.
 - b. Sliding is required if there is a play at any base with the exception of first base. When advancing to the next base, players shall slide feet first. The necessity shall be at the umpire's discretion.
 - c. End of play is determined to be when the pitcher has control of the ball and has both feet in the pitching circle.
27. If there are more than 12 teams in a division then the division will be split into two sections and teams will play the majority of their games within their section.
28. It is the intent of the Sierra Girls Softball League that teams achieve parity as much as possible while still achieving our League Objective (Article II). It is also our desire to make the Sierra Girls Softball League experience as pleasant and as achievable as possible for players and their families. To optimize achievement of both, often conflicting, goals, we have the following rules for placement of girls onto their League.
- 13U division girls will be placed on teams according to a procedure, which is outlined in a separate Draft Rules section.
29. All other playing rules shall be the same as those listed in the Official Rules of Softball published by NAFA of America and issued to each team Coach at the beginning of the year.