



## **GWGSA 13U Rules**

The GWGSA 13U age division is designed to be a competitive age group for the game of Fast pitch. In most cases the girls have been exposed to pitching. We encourage the players, coaches, and parents to be very patient with the girls who may be new to Fast pitch softball in this age group. We should all be involved in the league for the development and well-being of the girls.

### **General Rules**

For league play, GWGSA will play NSA rules; with the exception of these Board approved modifications.

### **Safety**

1. No jewelry may be worn during any practice or game. This includes, but is not limited to: earrings, bracelets, necklaces, or rings. Exception: small stud earrings, medical alert bracelets, medical alert necklaces, and non-removable silver bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, her coach will instruct her to remove it.
2. During games players and coaches are encouraged to stay on the bench, in the dugout or in the batting boxes.

### **Equipment**

1. Official NSA approved softball bats must be used. These have a 'thumbprint' on the base of the barrel of the bat.
2. Home team supplies (2) 12-inch game balls. GWGSA will provide game balls.
3. Metal cleated shoes are not allowed.
4. Catchers must wear chest protectors, shin guards, and masks.
5. Batters and base runners must wear helmets with masks.

### **Regulation Game**

1. A minimum of one umpire will be scheduled to officiate each game.
2. 4 innings constitutes an official game, unless time expires the game is official.
3. Time limit: No new inning shall start after 1 hour and 30 minutes from the scheduled start of the game. Any inning started before the 1 and ½ hour time limit will be completed. No game will go longer than the 1 hour and 45 minute beyond the scheduled start time. If a game is not finished within that time limit, the score from the last completed inning will apply unless the home team has taken the lead



- After the 1 hour and 30 minute mark games will be immediately stopped if the home team is up to bat and winning and/or takes the lead.
1. Ties stand in league play
  2. Mercy rule—game is over if after 3 full innings of play any team has a 12 run lead.
  3. Forfeit occurs if a team cannot field 8 players at the official scheduled start of the game.
    - a. Teams may allow additional players to play from the opposing team in order to fill a roster.
  4. Pitching mound distance is 40 feet.

### **Batting**

1. All players in attendance are listed on the line-up and will bat.
2. Continuous batting order & free substitutions. Any player taken out of the game due to injury and misses a batting turn may re-enter the game and will not be considered an out.
3. A maximum of 9 batters may bat per inning, unless the ninth batter is hit by a pitch. Then the 10<sup>th</sup> batter will then hit.
4. If a team begins a game with only eight players, no outs are assessed for playing shorthanded.
5. The batter must have one foot in and one foot out of the batter's box when receiving signals from the coaches' box.
6. When the last batter comes up to bat in the inning, it is assumed that there are 2 outs. The last batter can be forced out at 1<sup>st</sup> base, or any runner tagged out or forced out at the appropriate base. Otherwise you may tag home plate for the final out regardless of players on base.
7. Bat Throwing: One warning, there after the batter is out. Third offense player may be removed from game.
8. No run will be scored when the third out is a forced play.
9. If a runner touches home plate prior to a non-forced third out being made, the run is scored.
10. Bunting is allowed.

### **Base Runner**

1. The base runner is out when:
  - A base runner runs out of the running lane to avoid a tag by a defensive player. More than 3 feet away from the base line is excessive. Again, this is a learning experience.
  - If the defensive player makes a play for the ball and in doing so blocks or interferes with the base runner, no defensive interference is incurred. The base



runner must avoid the defensive player by slowing up or going behind the defensive player, if the runner interferes with the defensive player (offensive interference) the ball will be ruled dead, all runners will advance to the base they were headed and the offensive team will be given one warning, if offensive interference occurs again by the same team then the play is dead and the runner who committed interference will be called out. (All other runners move to the base they were advancing to during the play with the exception of home, a run cannot score from offensive interference).

- A defensive player, without the ball and no play for the ball must allow the base runner access to the bag and the running lane. If the defensive player or players block the runner's lane to the base, the runner is ruled safe. (This is determined by that base umpire only)
2. If two players end up on the same base and no force is in effect, the second runner to the base may be tagged out. If the play ends and no tag have been made, the second runner is sent back to the previous base.
    - If a force is on the leading runner, they may be tagged out. The oncoming runner will be out only if the defensive player tags the base first (then the force runner does not have to run) or the defensive player tags the runner before she reaches the base. And again the force is off and the forced runner does not have to run.
  3. Runners cannot leave the base until the ball leaves the pitchers hand.
  4. Sliding is not mandatory but strongly encouraged. A base runner will be out if intentional contact occurs at a base.
  5. In the case of a runner needing to leave the game due to injury the player in the closest previous position in the batting order shall assume running duties.
  6. Scorekeeping during all games will be kept.

## **Defense**

1. Every player plays a minimum of 2 innings defensively.
2. Teams may play 10 players, with four of the players in the outfield.
3. Outfielders must be standing in the grass of the outfield when the game begins
4. The infield fly rule is in play.
5. Dropped third strike is in play.

## **Pitching**

1. You can alternate pitchers in different innings. Example: If your starting pitcher pitches the first inning and then you have another pitcher come in for the second inning, you can have the starter back in for the remaining innings.
2. If the ball slips from the pitcher's hand during her delivery, a ball is declared on the batter and the ball is dead.



## **Housekeeping**

1. Home teams will be responsible for raking out field and sweeping out dugouts.
2. Ensure that all trash is cleared from each bench/bleacher area and placed in the trash receptacle
3. The home team is responsible for getting the bases and equipment out of the storage prior to the game and for clean up after the game.
4. Cheering: no negative, taunting, intimidating, defeating yelling or cheering, only in support of your own team. One team warning second is forfeiture. We want to insure a positive, productive, safe environment at all times.
5. There are no league awards for the 13U age division; except for the end of the year tournament. (Coaches are encouraged to give out their own awards with the help of the parents and/or have an end of season party to celebrate their season). Except for the end of the year tournament).
6. PLEASE HAVE YOUR PLAYERS PICK UP LITTER IN THEIR DUGOUT AND THEIR FANS SEATING AREA BEFORE LEAVING.
7. In the case of inclement weather:
  - In the event of lightning, regardless of its distance away, play must be immediately called. If the weather clears, play may resume 30 minutes after the last flash of lightning.
  - A GWGSA Board member in attendance, an umpire, and/or head coach will make the call on rain and wet field conditions. If one of the above mentioned wishes to cancel the game, it shall be canceled. Appeals will be immediately made to a league representative for a final call.
  - Make-ups will be rescheduled by Eastmont Parks Dept.
  - All individuals have the right to leave an athletic site or activity, without fear of repercussion or penalty, in order to seek a safe structure, or location if they feel they are in danger from impending lightning activity.

## **Remember**

This is a learning age; stress the fundamentals of the game. Throwing, fielding, and hitting. Be positive! Keep it fun!!