

2022 Frederick County Girls Softball League

GENERAL RULES

(Revised January, 10, 2022)

A. LEAGUE OPERATIONS & GOVERNING RULES

1. Rules for specific age groups have precedence over all other rules. Rules outlined in the Frederick County Girls Softball League (FCGSL) General Rules have precedence over rules defined in the Softball Nation rulebooks. If a rule has not been set-forth or modified by the specific Age Group or FCGSL General Rules, play is governed by the (Softball Nation) rules

for fast pitch.

NOTE: It is the responsibility of each coach to be familiar with the rules, and to carry a copy of the rulebook with him/her to each game.

Mandatory Coaches Clinic and Demonstration: 1 coach from each team must attend the Coaches Clinic and Demonstration for Explanation of the age group rules. Completion of the clinics will certify your team to play in the league for the year. Without certification, your team will forfeit all games until your team is certified.

2. Protests must be lodged within 48 hours of the protested incident and signed and dated by the umpire of the game (or both coaches in the absence of an umpire) that the incident happened and using the procedure set-forth in the League By-Laws. The protest fee is \$25.00; refundable if the protest is upheld.

3. Starting time for games scheduled Monday through Friday is 6:00 p.m. Starting time for Saturday games (8 and Under) should be between 9:00 a.m. and noon. Sunday games (first week) for 15 and Under will start at 4pm. Any team, home or visitor, not arriving at the playing field within 15 minutes past the scheduled game time, with at least seven (7) eligible players, will forfeit the game to the opposing team. There is a maximum 15-minute warm-up time for the team arriving late. Visiting teams are to be provided with 15 minutes of warm-up on the game infield, unless arriving late (for a 6:00 p.m. game, the visiting team must arrive by 5:45 p.m. to receive 15 minutes of warm-up time. If a team arrives after 5:45 p.m., they will be considered "late" and only be allowed to warm-up on the field until game time at 6:00 p.m. Every new pitcher gets 5 warm-up pitches.

4. Teams must start and finish with at least seven (7) active eligible players or the game is forfeited to the opposing team. In games where a team begins play with at least seven (7) players but less than the maximum number of fielders allowed (due to a shortage of players), those players arriving late for the game are added to the bottom of the batting order and entered into vacant field positions upon their arrival at the game field. No automatic outs are assessed to a team playing shorthanded due to lack of players.

5. A regulation game for 8U and 10U is 6 innings. A regulation game for 12U and 15U is 7 innings. All games have a two (2) hour time limit. Once the top of the inning starts, you must complete that inning unless it is called for darkness. If called for darkness, the winner of the game is determined by reverting back to the previously completed inning. No new inning will start after the time limit has expired. A new inning is considered started at the time of the last out of the previous inning. An inning started prior to the time limit will be completed. The time limit constitutes a complete game regardless of the number of innings played. 8U: If there is a tie but there is still time left in the 2 hour time limit—they may play out the tie.

6. International TieBreaker Rule: For 10U, 12U and 15U— When the International Tie Breaker Rule comes into effect—it is used when a game ends in a tie and there is time left after (6 innings for 10U and 7 innings for 12U and 15U). At the beginning of each team’s at-bat the last batter from the previous inning is placed on 2nd base. It is not sudden death. Each team has an opportunity to bat each inning. The game can end in two ways—(1) when one team is ahead at the end of the inning or time runs out (If at this point the game is still tied it will count as a tie).

7. In the event of a lightning strike and/or the sound of thunder must be heard at the field the teams are playing on, 30 minutes will be allowed to pass before play is allowed to resume. Each new lightning strike and/or sound of thunder at the field the teams are playing on starts a new 30 minute delay. The game’s total time limit is suspended during the lightning/thunder delays. Suspended games shall resume at the point at which it was suspended.

8. Both teams--should phone/email game results to the appropriate scorekeeper within 24 hours after completion of the game, so that wins, losses, and forfeitures are properly recorded (except as otherwise noted in Rule D-15f). Exception being the 8U Division for which there are no league standings. Results should include age group, team name, game date, and score.

9. FCGSL standings will use a point system for determining placement of teams in each age group except for the 8 & Under Division for which there are no league standings. For each game played, three (3) points will be awarded for a Win (played or by official forfeit), two (2) points for a Tie, and one (1) point for a Loss. Regular season/makeup games that never get played and official Forfeit losses will be awarded zero (0) points.

B. *PLAYER ELIGIBILITY*

1. Age must be verified by a valid birth certificate or other proof of age identification. These documents will be kept by each League Representative for their applicable association/organization. Team levels and qualifications are as follows:

1) Age must be attained before January 1 of any given year of play

2) Proof of age of each player must be on record prior to participation. Failure to comply, or to produce age certification when requested, may result in forfeiture of the game(s) in question.

*(Further explanation is stated in By-Laws XI-B).

2. Players may be listed on more than one FCGSL team roster, as long as the teams are in different age groups. Players can “play up” on a team in a different age group (example - an 8U player can play on a 9U team) with the exception of the new 15U rule (a 16 year old can play if not on High School or Travel Team).

*Use of any ineligible player will result in forfeiture of any game in which the ineligible player participated.

* 3. Travel softball players, a travel softball player is defined as any player registered with USSSA and that plays C level or above. No FCGSL team shall have more than 6 travel players on their team. Travel players shall not pitch more than 2 innings per FCGSL game, and a maximum of 4 innings pitched by all travel players on any one team in any one game.

C. *SPECIFICATIONS (Equipment & Field)*

1. Only softballs approved by the league will be accepted. Official game balls are: C.O.R. .47 and Max Compression is 525lbs with raised-seam, etc. (refer to Softball Nation Rules/Guidelines).

2. Only official softball bats with stamps will be used, exception being use of T-Ball bats for 8U games. Let players know that if they plan on playing on FCGSL All-Star Team they need to have the stamp print USSSA on bat USSSA or they won’t be able to use it.

3. Facemasks must be used on all batting helmets. Must be NOSCAE approved with stamp on helmet.
4. Uniforms will consist of shirts (numbered on the back) of the same color, style and trim. Regular uniform pants are optional. Team uniform for managers and coaches are optional.
5. Bases will be at a distance of 60 feet for all age group league games. Safety bases (I.e., double-sized 1st base) are allowed but not mandatory.
6. Pitching will be from within a clearly marked 8-foot radius circle. The pitching distance is to be measured from the rear part of home plate to the center of the circle. For 8 and 10 & Under league games this distance is 35 feet. For 12U league games the distance is 40 feet. For 15U games the distance will be 43 feet the same distance as dictated by Maryland High School rules.
7. Metal cleats are not allowed, plastic or rubber only.
8. If an on-deck circle is used, it must be 40 feet away from home plate.
9. All Infield positions are required to wear a fielding mask for all ages.

D. THE GAME

1. The minimum number of fielders (per team) in the game at all times: All Age Groups: Seven (7)
2. The maximum number of fielders (per team) in the game at all times:
8U and 10U: Ten (10) - (P, C, 1st, 2nd, SS, 3rd, and 4 outfielders)
12U, 15U: Nine (9) - (P, C, 1st, 2nd, SS, 3rd, and 3 outfielders)
3. There is no restriction on the number of innings any pitcher can pitch in league games. However, there is a three (3) inning limit for any player that plays on a travel/tournament team.
4. Use of a Designated Player (DP), as identified in the ISA rulebook, is not allowed in league games.
5. There is no arc limit.
6. There is NO must slide rule. But if a play is being made at a base the runners must slide to avoid a collision with the fielders. Fielders are not permitted to block the base prior to controlling the ball.
7. When running to a base you may not head first slide. You are allowed to head first dive back into a base you have passed. But after runner starts to run to the next base and decides they want to go back to the previous base to avoid being put out they can slide head first into their previous base. This is to avoid injury to the girls.
8. When a catcher is on base with one or more outs, an optional courtesy runner may be used, that runner being the last player to make an out.
9. When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the circle (an 8 foot radius of the pitchers plate), the runner may stop ONCE, but then must immediately return to the base or attempt to advance to the next base. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out. Once the runner stops at a base for any reason, she will be declared out if she leaves the base, with the exception being if a play is made on her or another runner, the pitcher no longer has possession of the ball in the circle, or the pitcher releases the ball on a pitch to the batter.

*NOTE: This rule is not applicable to the 8U Division since play is automatically stopped by the umpire once the coach pitcher has control of the ball within the circle.

10. ALL players must play a minimum of 3 innings in the field (8U and 10U), or 2 innings in the field (12U and 15U). This rule is suspended in the event of injury, illness, or disciplinary action taken by the coach before or during the game or in case of an official game shortened for weather or for run rule.

11. A pitcher can change from pitcher to another position back to pitcher in an inning if coach only visits her once on the mound. If coach visits pitcher twice in the inning the pitcher must be removed from pitching position for the remaining part of that inning.

12. Running batting order and free substitution for all age groups (8U, 10U, 12U, 15U). Re-entry of a substitute player will be allowed in all the above age groups.

13. There are no limitations as to the number of times a players' defensive field position can be changed.

14. Scorebooks and/or lineup cards should include the player's name (first and last) and must include uniform Number. It is suggested that both scorekeepers note the starting time of the game in their scorebook.

15. Exposed jewelry which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets/necklaces/etc are approved.

16. Home team responsibilities:

- a. Call visiting team, verifying time and place of game, at least 72 hours in advance to designate field location if more than one site is listed in the FCGSL handout, or if field directions are different than those posted in the FCGSL handout.
- b. Softballs will be provided by the home team (General Rule C1).
- c. Teams need to be aware that if a rainout occurs, teams should expect to play the makeup game as soon as the next day.
- d. 8U ONLY - Provide home plate umpire, at least 16 years of age. Be sure to alert the umpires to the FCGSL special rules. 8U Division umpire may be at the discretion of the teams playing and may be a coach, parent or anyone deemed acceptable by both teams. If the home team cannot provide a home plate umpire, the visiting team has the option of providing one. If a home plate umpire is not found, the HOME team forfeits the game.
- e. Clearly mark 8-ft. radius (16-ft. diameter) pitcher's circle, foul lines, and batter's box. 10U will have a hash mark on the field 10ft. from the leading edge of the base clearly marked.
- f. All bases, home plate, and the pitcher's rubber must be attached to the ground by means of spikes or posts.
- g. Notify visiting team and umpire of game postponed, only due to inclement weather, or in other special circumstances. If a game is postponed, it must be rescheduled within seven (7) days of the original game date, and must be played within twenty-one (21) days. If within five (5) days the home and visiting team cannot agree on a mutual date, both teams call their respective Age Group Coordinator to set the date, time, and place for the makeup game. If a team does not show, then it is considered a forfeit for the "no show" team. If neither team calls, then it's a forfeit for BOTH teams and cannot be made up. The FCGSL President will act on behalf of the Age Group Coordinator in situations where a conflict of interest exists.
*NOTE: Any game postponed or not played during the last two weeks of the season need to be made up

no later than five (5) days from the last regular scheduled game of the season. The Final Championship is not to be played on Friday, Saturday or Sunday.

h. Notify visiting team, Umpire, group coordinator and appropriate scorekeeper, of any postponements and/or rescheduled game date.

17. Visiting team responsibilities:

a. 8U Division only - Provide a base umpire, at least 16 years of age. The base umpire may be at the discretion of the teams playing and may be a coach, parent or anyone deemed acceptable by both teams. If the visiting team cannot provide a base umpire, the home team has the option of providing one. If a base umpire is not found, the game is played, with no penalty involved.

b. If a game is postponed, it must be rescheduled within seven (7) days of the original game date, and must be played within twenty-one (21) days. If within five (5) days the home and visiting team cannot agree on a mutual date, both teams call their respective Age Group Coordinator to set the date, time, and place for the makeup game. If a team does not show, then it is considered a forfeit for the "no show" team. If neither team calls, then it's a forfeit for both teams and cannot be made up. The FCGSL President will act on behalf of the Age Group Coordinator in situations where a conflict of interest exists.

1. Teams need to be aware that if a rainout occurs, teams should expect to play the makeup game as soon as the next day.
2. Any game postponed or not played during the last two weeks of the season need to be made up no later than five (5) days from the last regular scheduled game of the season.
3. Final Championship game is NOT to be played on Friday, Saturday or Sunday.

18. Rescheduled and canceled games-7 days advance notice is required to postpone and reschedule any game--Only valid reason to reschedule a game is when a team does not have a minimum of 7 or more players due to school activities

19. Each team will pay the Umpire \$35.00 before the start of their games. (Umpire fee only applies to the 10U, 12U, and 15U). If the Umpire shows up and game is called for rain or the other team forfeits—the umpire is still paid the fee from each team.

20. To be eligible to play in the end of season Play-Offs and All-Star Games all players Must have played in 7 games during the regular season.

*rule added January 10, 2022