



LAKE ELSINORE GIRLS SOFTBALL

Rules & Regulations

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ARTICLE 1

SECTION I – ORGANIZATION

- A.** Divisions in the Lake Elsinore Girls Softball Organization, also known as LEGS, shall consist of:
 - a. 6-Under Division
 - b. 8-Under Division
 - c. 10-Under Division
 - d. 12-Under Division
 - e. 14-Under / Uppers Division
- B.** During the SPRING season the LEGS Board of Directors may decide to combine divisions to complete teams based on the total number of players that sign up. This will be used only in an attempt to make teams competitive and the season fun.

SECTION II – DIVISION TEAM COMPOSITION

- A.** All teams in the league shall be comprised of players following the USA Softball Age Chart. LEGS will adhere to the age chart provided by USA Softball.
 - a. USA Softball Age Chart and age calculator available on the LEGS website.

SECTION III – REGISTRATION

- A.** Players in all divisions shall be registered through TeamSideline and will have paid the required registration fee or have made special arrangements with the League President and Treasurer prior to being placed on a team.
- B.** Sisters registering to play within their respective divisions shall have the option of playing on the same team or playing on separate teams. Sisters will automatically be placed on the same team unless they indicate their intentions to be on opposite teams to the Player Agent at the time of registration and before the draft.
- C.** Carpool requests will not be accepted as a special consideration.
- D.** Player must be registered in their appropriate age division according to the USA Softball age chart. Following registration, a Play-up/Play-down request should be submitted electronically using the 2026 Play-up/Play-down form available on the LEGS website. Special consideration will be given by the LEGS Board of Directors.

SECTION IV - EVALUATIONS

- A.** No evaluation session will be required for players in the 6u division.
- B.** All players eligible for the 8u, 10u, 12u, 14u/Uppers divisions shall be required to participate in an evaluation session in order to be entered into the draft.
- C.** Eligible Pitchers - in the 8U, 10U, 12U and 14U Divisions, players must assess at evaluations as a pitcher to be considered eligible to pitch during the regular season. The Player Agent can make exceptions due to injury/illness of a player only to keep games fair and competitive.
- D.** Players who do not assess as a pitcher will be ineligible to pitch the first six (6) games of the regular season and will also be ineligible to pitch in the post season.
- E.** If an ineligible player is pitching during the first six (6) games of the regular season, it will be considered a rule violation, and the game is subject to forfeit.

SECTION V – FORMATION OF TEAMS

- A.** The number of teams within each division shall be determined by the Player Agent and LEGS Board of Directors after all registration sessions have been held.
- B.** There shall be a minimum of ten (10) and maximum of twelve (12) players on each team.
- C.** There shall be a maximum of nine (9) players on a 6U team.
- D.** The Board of Directors may elect to change the minimum number of players so that a division may operate with four teams. Each division must have a minimum of four (4) teams in order to have a post season tournament. The Board of Directors reserves the right to schedule games against other regional USA softball leagues in surrounding cities with the permission of So Cal USA Softball.

SECTION VI – DRAFT

- A.** A draft selection committee will manage the open draft. The draft selection committee shall consist of the League President, Vice President, Player Agent, Secretary and Registrar.
- B.** If a manager and or assistant coach cannot attend the draft, the draft selection committee will appoint a board member to help draft a team for that manager. The appointed board member may not have a daughter in the division in which they are helping draft a team. Attendance for the draft is only open to the team manager and assistant coach, along with the draft selection committee.
- C.** Managers will blind draw numbers to determine the order of the draft. The reverse order will be used to determine team jerseys. This will also be the team number for their division.
 - a.** Before the draft order is determined, managers must declare the ONE coach whom they are coaching with. Coach pairing cannot have teams with two first round pitchers.

SECTION VI – DRAFT (continued...)

- D.** All managers will draft an assessed pitcher from the pitchers list in the first round. If there are enough pitchers on the assessed pitcher list for the fourth round, then all managers will select a second pitcher in the fourth round. If there are not enough pitchers in the fourth round for all teams, then the fourth round will be deemed an open round.
- E.** Players who the Player Agent or LEGS Board of Directors deem as “known players”, who did not participate in evaluations will be included in the draft selection. All others who did not participate in the evaluation will be taken in a blind draw, known as a “hat pick” in order of round number.
- a. Coaches can also elect to draft players from the “hat” during any round of the draft.
- F.** The draft will start from left to right (1st, 2nd, 3rd, etc.); second round will start from right to left (3rd, 2nd, 1st); also known as a serpentine or snake draft.
- G.** Manager’s daughter will be drafted in the first or fourth round if she is deemed as a #1 or #2 pitcher. If the player is not a pitcher then the Player Agent and division Managers decide before the draft which round the manager’s daughter belongs in. If the player is deemed an “impact player”, (refer to H. Impact Players), if no manager, then open draft. The Player Agent will be final deciding vote for round placement.
- H.** Manager and Coach’s daughters will be drafted no later than the 6th round. If no manager’s daughter, then the round will be deemed open.
- a. The Player Agent may make the determination of changing this stipulation if the manager’s daughter clearly should not be drafted in the first 6 rounds.
 - b. If the manager or coach’s daughter is considered an Impact Player, the Player Agent and division managers will decide before the draft what round to place the manager’s daughter. The Player Agent will be the final deciding vote for round placement.
- I.** Siblings of players picked must be taken after the following round
- a. EXAMPLE: Player is picked in the 5th round; her sister must be taken in the 7th round at a minimum.
 - b. Note that special exception can be made prior to the draft if sisters are deemed impact players, they can be drafted in successive rounds.
 - c. EXAMPLE: Sisters are deemed before the draft to be impact players; one sister is taken in the 2nd round; the other sister who was also deemed an impact player must be taken in the 3rd round.
 - d. If a player picked in the first five rounds is deemed an impact player and her sister is not deemed an impact player, her sister must be taken in the first available round after the 5th round.
 - e. Siblings that are both pitchers (#1 & #2) will go in the first and second rounds and will have an open pick for the 4th round.
 - f. The Player Agent and/or LEGS Board of Directors can adjust these sibling rules prior to each division draft to meet the competitive balance requirements of the league.

SECTION VI – DRAFT (continued...)

- g. Sisters where one of the sisters is deemed a #1 or #2 pitcher and the other is a positional player; the non-pitching sister isn't required to be drafted in the open draft 2nd round. If neither sister pitches, they will be available in the open draft (2nd, 3rd, or 5th round), and the other sister will be picked accordingly to the sibling's draft procedure.
- J.** At the completion of the draft, the Player Agent will allocate time for the managers to trade players. All player trades will be of equal value. Example, a third round pick can only be traded for another third round pick. All trades will be finalized within the allocated time and approved by the Player Agent.
- K.** The Player Agent and LEGS Board of Directors will make all reasonable attempts to meet personal requests for coaches and carpools if they don't break the competitive balance of the upcoming season. This does not guarantee that we can meet those requests, only that we will try to meet requests that are fair for all parties/teams involved.
- L.** Ghost Team – if the league has not found a suitable manager for a team, a ghost team draft will take place. The Player Agent or LEGS Board Member (who does NOT currently have a daughter playing in the division) will be the ghost team drafter and conduct the draft on behalf of the missing manager.

 - a. No trades will be made with a ghost team unless requested; then the Player Agent will review the case and make the final decision.
 - b. The Player Agent shall direct the draft to comply with any special considerations approved by the Executive Board of Directors affecting the placement of players onto the teams. Only in extreme circumstances shall the Player Agent move players from one team to another after the draft has ended.
- M.** If the maximum number of players have been drafted onto the team and there are still players who have been evaluated but not drafted, the draft shall continue until all players have been placed.

 - a. In the event all players have been drafted and there are still teams with less than the required number of players, those teams shall be increased up to the required number of players by assigning additional players from the waiting list (Section VII).
- N.** Players in the 6-Under division will be placed on teams by the Player Agent.
- O.** Coach Block Request – League member has the option to block a maximum of one (1) coach during the rec ball season.

 - a. Coach block request must be emailed to the Player Agent no later than midnight the day of evaluations. All coach block request emails will be confirmed with a reply from the Player Agent.
 - b. A sister draft counts as one coach block request.
 - c. Coach block requests are treated as confidential and maintained only by the Player Agent.
 - d. Does not apply to wait list registered players.
 - e. Does not apply to players who do not participate in evaluations.

SECTION VI – DRAFT (continued...)

- P.** Draft information is extremely confidential. The round a player is drafted and everything discussed amongst coaches and the draft committee should not be shared outside of the draft room. This information should remain confidential amongst the Draft Selection Committee as well as the managers participating in the draft.

ANY UNFORESEEN SITUATIONS WILL BE RULED UPON BY THE PLAYER AGENT AND/OR LEGS BOARD OF DIRECTORS AND WILL BE FINAL.

SECTION VII – WAIT LIST

- A.** A wait list shall be established in each division in an order in which they were received through TeamSideline registration and managed by the Player Agent.
- B.** The wait list shall be confidentially maintained by the Player Agent. Confidentiality of the wait list must be observed to safeguard against unfair practices in reporting team shortages and recruiting. Managers will not be considered to have any need to know the details as to the status of the wait list.
 - a.** Players who are not in good standing with the league will not be added to the wait list (see section GOOD STANDING in Article 2) until their status with the league has changed.
- C.** When players are assigned to a team from the wait list, the full registration fee will be collected.
- D.** Players will be selected as they appear on the wait list to teams that are still below the maximum number by a “draw” method.
- E.** There will be no players added to the wait list after 2 weeks have passed from the first game of the current season.
- F.** Please note that late signups or players on the wait list may not get their uniforms immediately.

SECTION VIII – TEAM ROSTER MODIFICATION

- A.** After the formation of teams to the maximum size, players remaining on the wait list shall be placed impartially from the top of the list onto teams as vacancies become available. A vacancy to be filled exists under the following circumstances:
 - a.** When a team roster falls below the maximum allowable number of players.
 - b.** When a player is injured and will miss three or more scheduled games and the manager requests an additional player to replace the injured player.
- B.** Should the injured player recover and return to active playing status, the player added to the team shall remain an active player of the team even if such action will result in a team roster exceeding the maximum allowable number of players.

SECTION VIII – TEAM ROSTER MODIFICATION (continued...)

- a. Any player who is injured and unable to return to active playing status during the regular season will be eligible for all league activities and awards that the team may receive as a result of league play; however, only if that player remains in Good Standing with the league during that season.
- b. Managers shall report roster shortages to the Player Agent as soon as they occur. Any and all players leaving a team shall be contacted by the Player Agent. The parents shall also be contacted to ascertain the reason for leaving.
- c. Players added to a team roster after the initial formation of teams are not required to be played in a regular season game until they have been on the roster for seven (7) days. Manager unable to contact a new player must notify the league's Player Agent or Registrar immediately.
- d. In the event of a unique situation involving placement of a player which is not covered by the rules contained herein, the issue shall be resolved by the LEGS Board of Directors.

SECTION IX – PRACTICES

- A.** The team manager shall establish a practice schedule for their team.
 - a. 8u-14u/Uppers divisions are required to hold at least 2 practices per week for 2 hours each.
 - b. 6u division shall hold a least 1 practice per week for 1 hour.
- B.** The team manager or some other responsible league adult shall remain on the practice field or in the immediate vicinity until ALL players have left for home in their usual manner.
- C.** A female adult (not the manager or coach's wife) must be present at all practices and games; there are no exceptions to this rule.

SECTION X – TEAM ASSISTING PERSONNEL

- A.** Managers shall assure that they have received, reviewed & understand the LEGS By-Laws and League Rules & Regulations. They shall also assure that all team personnel are aware of their responsibilities and duties
- B.** All managers and assistant coaches must be background checked and cleared as provided under "Meghan's Law".
- C.** Only badged volunteers are allowed in the dugout and on the field for practice and games.

SECTION XI – DISCIPLINE

- A.** A player shall not be physically disciplined or embarrassed at any time (practices or games). If a player needs to be disciplined or corrected, be tolerant & fair. If further action needs to be taken, contact the player's parents and the Head Player Agent or LEGS Board of Directors for assistance.
- B.** If a manager has a disciplinary problem with any player, every effort should be made to resolve the problem. If, after every effort to resolve the problem, it continues to persist, the manager may suspend the player for a game, only with prior approval from the Player Agent or a member of the LEGS Executive Board.
- C.** All disciplinary issues, regardless of parent or child, should be brought to the immediate attention of the Player Agent or a member of the LEGS Executive Board.

SECTION XII- MANAGER ONLY RULE

- A.** Only managers/acting managers may discuss calls with the umpires. Coaches or assistant coaches shall not engage in any form with the umpires to dispute a call or discuss a rule.
- B.** Only the manager/acting manager can approach the umpire(s) to discuss an issue. Coaches, players and spectators are not allowed to approach the umpire(s) to discuss any issues. Coaches are not allowed to add their input in any consequential discussion between umpire(s) and manager.
- C.** It is the responsibility of the team manager or designated acting manager to ensure that only they and the other manager engage in discussions with the umpire(s). All discussions should be conducted in a respectful manner.

SECTION XIII – ALL-STAR SELECTION

- A.** All-Star managers will be selected by a vote of the LEGS Board of Directors. The following guidelines shall apply:
 - a.** All-Star manager must be a current manager, coach or active board member in the league.
 - b.** Elected All-Star managers will choose his/her assistant coaching staff after team has been chosen and approved by the LEGS Board of Directors.
 - c.** Special consideration will be given to managers and coaches with successive years of volunteering to LEGS as a coach or board member.
 - d.** All-Star manager and his/her coaching staff must be in current good standing with LEGS throughout the year.
 - e.** LEGS Board of Directors reserve the right to make final approval of the coaching staff.
 - f.** LEGS Board of Directors reserve the right at any time during All-Stars to make a change to the manager or coaching staff of the team.

SECTION XIII – ALL-STAR SELECTION (continued...)

- B.** All LEGS players are eligible to participate in All Star try-outs.
- C.** A player who plays up an age division is eligible for selection to an All-Star team in their appropriate age division or in the current age division they are playing in. A player is only eligible for All-Star consideration in one age division for the current All-Star season.
- D.** A minimum of 5 and maximum of 7 coaches/LEGS Board members, along with the Player Agent, will evaluate players based on skills demonstrated during the tryout. A scoring sheet will be provided listing the specific skill set and assigning a numerical value to them. Evaluators will then select scores 1-10 for each discipline listed. The aggregate total of these scores will be added up and a total score will be assigned per evaluator.
 - a.** EFFECT: Fielding 9, Throwing 8, Running 6, Batting 10, etc.
 - b.** At the conclusion of the tryout, the Player Agent will collect the score sheets and add the totals up. The highest and lowest scores for each player will be automatically dropped, thus removing any artificially high or low score from determining the outcome for a specific player.
 - c.** The top 9 scores determine the “gold team”, leaving 2-4 players to be named by the manager for a total of 11-13 players. Managers can choose from any remaining players who have tried out, and do not need to take players in order as they appear on the score sheet.
- E.** In the event there are enough players to create a “silver team”, the top 9 girls are required to play for the gold team, ensuring the top 9 players in the division play in the highest level.
- F.** The intent of this rule is to create the best product possible. In the event a division has enough impact players to populate two strong teams, the Head Player Agent and LEGS Board of Directors, reserve the right to determine team positions, ensuring two balance teams for competitive play.
- G.** The LEGS Board of Directors may review these requirements before each All-Star season for competitive play or managerial reasoning.
- H.** Player Eligibility:
 - a.** Players must play a minimum of 50% of their current seasons’ games
 - b.** Players who have participated in any other league All-Star or travel type team (including USA Softball and non-USA Softball) after March 31st of the current year are not eligible.
 - c.** Players must be financially current with LEGS.
 - d.** All players must have participated in the All-Star tryouts.
 - e.** Players and players parents must be in Good Standing with LEGS throughout the year.

SECTION XIV – SNACK BAR ASSISTANCE

- A.** At the beginning of each season, each team will be given the dates that parents of players in the league are responsible for working in the league snack bar. There will be at least three (3) volunteers during the games.
- B.** If in an extreme circumstance a parent(s) cannot work their scheduled snack bar time, the parent(s) must find their own replacement and the snack bar coordinator must be given ample notice to approve the replacement
- C.** All parent(s) of the league will be responsible for a payment in the amount of \$100. This payment will be returned once the snack bar shifts have been worked and the season has ended. If the shift is missed, the \$100 will be deposited by the league.
- D.** If any parent(s) have more than one shift, only one payment will be needed; however, all shifts must be completed in order to stay in good standing and have the payment returned.
- E.** Snack bar shifts are mandatory. We are a 100% voluntary league and, in an attempt, to keep our league fees down to a reasonable level and provide the best environment for our girls, we require parents to work snack bar shifts each season. Failure to work your specified snack bar shift will result in remove you from Good Standing with the league and could result in your child/children not being eligible for any postseason activity including All-Stars and the Playoffs.

ARTICLE 2

SECTION I – GENERAL

The playing rules for league games shall be of the Official Rules of Softball (fast-pitch) published by USA Softball, except as specifically modified by the following rules.

- A.** The official pitching and base distances for each division:

| <u>DIVISION</u> | <u>PITCHING MOUND</u> | <u>BASELINE</u> |
|------------------------|-----------------------|-----------------|
| <u>6-Under</u> | N/A | 45 Feet |
| <u>8-Under</u> | 30 Feet | 60 Feet |
| <u>10-Under</u> | 35 Feet | 60 Feet |
| <u>12-Under</u> | 40 Feet | 60 Feet |
| <u>14-Under/Uppers</u> | 43 Feet | 60 Feet |

SECTION I – GENERAL (continued...)

- B.** If an illegal pitching distance or base distance is discovered during the game, they must be corrected to the legal distances if possible, at the completion of an inning.
- C.** The home team is responsible for supplying the “official scorekeeper”. The 6u home team shall be responsible for supplying the batting tee (if necessary) and bases to be used in the game.
- D.** BOTH teams (home and visitor) are responsible for preparing the field for play (watering, raking, chalking, putting out bases, etc.). Each team shall have at least one (1) person who is responsible for these duties. Both teams (home and visitor) are responsible for returning all equipment to its designated area at the end of the last game of the day/night; this includes securing and locking the boxes in the dugouts as well as the bin in the parking lot.
- E.** All teams are responsible for picking up the trash and miscellaneous debris surrounding the dugouts and bleachers.
- F.** Warming up before a game:
 - a.** No batting practice is permitted before any games on the infield
 - b.** Soft-toss or batting tee work using regular softballs hit into a net and/or live pitching with whiffle balls is permitted
 - c.** Teams are not allowed to work out in fair territory of the infield before games.
 - i.** Teams can work out on the outfield grass or in foul territory of the infield, nearest their dugout.

SECTION II – EQUIPMENT

- A.** A full set of equipment will be distributed to each team after the formation of teams. ALL EQUIPMENT REMAINS THE PROPERTY OF LEGS AND IS TO BE RETURNED TO THE EQUIPMENT COORDINATOR UPON CLOSE OF THE SEASON.
 - a.** Trophies will not be handed out to the team until equipment is returned.
- B.** Helmet with mask throat protector, chest protector and shin guards must be worn by a catcher during the game or anytime a player is warming up a pitcher in the 8u and above divisions.
- C.** Full coverage running helmet with face mask must be worn by the batter, base runners, youth base coach and on-deck batters during a game. While on offense, helmets are not to be removed until the player has entered the dugout area. Helmets must be worn during any batting warmups (soft-toss, tee work, etc.)
- D.** No metal spike shoes will be allowed in 6u, 8u, 10u or 12u. Spike shoes are permitted in the 14u/Uppers division.
- E.** No bat rings, attachments or lead pipes will be allowed on the field. Only an official softball bat may be used. 6u bats may be used in the 8u division. Only one (1) bat is allowed in the warm-up area/on-deck circle.
- F.** For ALL divisions 8U and up, ALL players are required to wear face masks during practice and games. A waiver MUST be signed by the parents IF they choose for their player to NOT wear a face mask. The signed waiver MUST always be kept with the team Manager during practices and games. Face mask waiver form is available on the LEGS website.

SECTION III – UNIFORMS

- A. The league will furnish a basic uniform to each player consisting of a jersey. Pants, visor, and socks may be purchased for a minimal price.
- B. The uniform for each player on a given team shall be of similar color and style with an identification number on the back.
- C. Player will be notified of jersey number overlap. Numbers will be chosen based on the following:
 - a. Returning All-Star player within division that wore jersey number previous All-Star season.
 - b. Total All-Star years of seniority within the league.
 - c. Seniority of regular seasons played **consecutively** at LEGS.
- D. No two players on the same team shall have the same number.**
 - a. Example: 1 and 01 are considered the same number.**
- E. Any modifications to league furnished uniforms must be approved by the Uniform Coordinator and LEGS Board of Directors.
- F. No exposed jewelry (wristbands, watches, bracelets, neck chains, earrings, etc.) will be worn during games.
 - a. Medical alert bracelets may be worn but must be taped so not to be exposed.
- G. Under adverse conditions, additional protective clothing such as warm-up jackets, sweatshirts may be worn. Jackets must be zipped or fastened.
 - a. If players number is no longer visible the manager must announce the players number to both scorekeepers.
- H. All uniform shirts must be tucked in at all times.

SECTION IV – PLAYERS & SUBSTITUTIONS

- A. Players should be on the playing field no later than 30 minutes before game time to enable the manager to prepare the lineup and conduct pre-game warm-ups.
- B. Lineup cards must be submitted to the Homeplate umpire at the pregame meeting. Lineup cards shall only list players present at game time. Once the lineup is given to the umpire, it is considered an official lineup. A manager cannot add a player to the bottom of their lineup after it's been turned into the umpire.**
- C. The lineup card will include last name, first initial and uniform number. Additionally, you must identify your starting pitcher and catcher.
- D. A continuous batting order concept is used in all divisions to increase the participation of all players in the games.
 - a. Every player shall be listed in the scorebook and shall become the batter in order in which their name appears in the scorebook.
- E. In all divisions, except 6U, the lineup card must include the prior game's pitching outs in which pitchers have participated.**
- F. All players must play a minimum of every other inning on defense, except in the case of injury.

SECTION IV – PLAYERS & SUBSTITUTIONS (continued...)

- G.** If minimum play requirements are not met, violations shall be grounds for protest. If the protest is upheld, the penalty is forfeiture of the game.
- H.** Once the batting order is established, it shall remain the same for the remainder of the game.

For the 8u, 10u, 12u, & 14u/Uppers Divisions

- I.** If a player is absent when it is her at bat, an out shall be called and the player can be removed from the batting order at the managers discretion. If the player is not removed from the batting order, she will be an out each time she fails to bat.
- J.** Any player who is not present at the playing field at least ten (10) minutes prior to game time may be ruled absent at the team managers discretion.
- K.** Once the lineup card is given to the umpire it is considered an Official Lineup. If a player arrives after she has been removed from the batting order, she is ineligible to play in the remainder of the game.
- L.** Team managers shall report all pitching and catcher changes to the home plate umpire.
- M.** If a manager/coach, in the opinion of the umpire, is changing pitchers and/or consistently asking for a defensive conference, or any other attempt to stall the game, the umpire will warn the defensive manager once. If it continues, the manager/coach will be ejected, and the game is subject to forfeit (per USA Softball rules). The umpire may add extra time to the game at his/her discretion.
- N.** The team at bat may use a courtesy runner:
 - a.** For the pitcher and/or the catcher, providing the pitcher or catcher reaches base safely.
 - b.** The courtesy runner will be the player who made the last out.
 - c.** If a player cannot play due to injury, that player must be removed from the game.
 - i.** EXCEPTION: If the injury is not pre-existing and took place in the current game, the coach may use a courtesy runner for that at bat (does not extend to the next at bat)
- O.** In the 8u, 10u, 12u & 14u/Uppers divisions a team may start and/or finish with eight (8) players.
- P.** An out will be recorded in the 9th batting position only the first time it appears in the batting rotation.
- Q.** If a team falls to 8 players due to an ejection of a player, that team will forfeit the game (per USA Softball rules).

Roster Shortages in the 8u, 10u, 12u & 14u/Uppers Divisions

- R.** If a team's roster becomes nine (9) or below, that team may play with seven (7) players without taking a forfeit.
 - a.** The Player Agent will notify the UIC which team or teams this applies to.
 - b.** EFFECT: An out will be taken only the first time the #8 and/or #9 appears in the batting rotation.
- S.** The Player Agent may take a player off the team roster due to an injury or if the player is under doctor's supervision. When said player has obtained a medical release, she may be reinstated to the roster.

SECTION IV – PLAYERS & SUBSTITUTIONS (continued...)

- T.** If a manager knows at least 2 hours before a game that they will be short players for a scheduled game they can ask the Player Agent if there are any players that would be willing to play up to fill the empty players slot on the team. **Team must have less than nine (9) players before requesting a player from the Player Agent.**
- a. The player playing up must have permission of their registered guardian.
 - b. The player playing up must not pitch, no exceptions.
 - c. The player playing up must be approved by the Player Agent prior to the game.
 - d. The Player Agent will notify the opposing manager prior to the start of the game.
 - e. The player playing up must be put at the end/bottom of the batting lineup.

SECTION V – THE GAME

- A.** The home team shall be designated by the established league schedule.
- B.** The home team will use the third-base dugout.
- C.** The home team will be responsible for furnishing an official scorekeeper to keep the official scorebook (to include all pitchers, amount of pitching outs and final score).
- D.** Each team manager is required to report the final score and recorded pitching outs through TeamSideline score reporting by 8:00am of the following day after a game. Failure to do so could result in a one game suspension for the manager.
- E.** Scheduled game time is forfeit time.
- F.** Game Times for each division:

| <u>DIVISION</u> | <u>No New Inning</u> |
|------------------------------------|--|
| <u>6u</u> | 3 Innings or 55 minutes, whichever occurs first From 5 th week on 45 Minutes |
| <u>8u,10u, 12u,13u, 14u/Uppers</u> | 1 Hour, 20 Minutes |

- G.** During regular season play in the Spring & Fall seasons, games are allowed to end in a tie. International Tie-Breaker rules will only apply in Playoffs/Tournament Week.
- H.** For all divisions the mercy rule is 15 runs after 3 innings or 12 runs after 4.
- I.** Each team has 1 offensive time out per inning, per game.
- J.** At the umpire’s discretion, an official game may be delayed, called, or cancelled due to inclement weather, darkness, or unsafe playing conditions. If such a game has completed at least one (1) hour of play time and the home team has completed the inning (if behind) the game shall be considered official.

SECTION V – THE GAME (continued...)

- K.** At the umpire's discretion, time may be added to a game due to long delays such as injuries or other unforeseen circumstances.
- L.** There will not be any changes to the scheduled games without the express consent of a quorum of the LEGS Board of Directors. All requests for game schedule changes must be submitted in writing at least one (1) week prior to the scheduled game to the Player Agent.
- M.** Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute, on holidays, weekends and early afternoon or late evenings. Games that were cancelled for any reason may not be made up if the league has no available fields or season length.
- N.** If games are cancelled due to inclement weather, the Player Agent will contact all managers via the coaches GroupMe chat and email.
- O.** We understand that every parent wants to be involved, however for safety reasons and USA Softball regulations, only certified managers, coaches, and players on the team roster are allowed in the dugout during games. Everyone else must remain in the stands or along the sides. This allows the managers and coaches to coach your daughter.
- P.** Game start time will start when the 1st warmup pitch is thrown by the Home Team.
- Q.** Each scheduled game shall be officiated by at least one umpire for all Divisions, Excluding 6u.
- R.** If no umpire arrives within 15 minutes after the scheduled start of the game, the managers may upon mutual agreement, select an umpire from available coaches, Board members and parents. If no agreement can be made, the game shall be considered canceled and will be rescheduled.

SECTION VI – PITCHING REGULATIONS

- A.** Each team has three (3) mound visits per game; on your 4th visit you must pull your pitcher and she is not eligible to pitch the remainder of the game.
- B.** In the 8u, 10u, 12u & 14u/Uppers divisions, a pitcher may not pitch more than the specified number of outs during 1 week of play (Monday through Sunday). At the beginning of each week the pitching outs get reset to zero.
 - a.** EFFECT: If a pitcher has one (1) out left and a double play occurs, that pitcher will not be penalized. Same applies to two (2) outs left and a triple play occurs.
- C.** If a team is playing below nine (9) players, the automatic out will be recorded to the pitcher who preceded the automatic out/outs. No penalty if the pitcher exceeds the specified number of outs.
 - a.** If the automatic out/outs are the #1 batter or the #1 & #2 batters of the inning, the out/outs will be recorded to the pitcher who follows.
- D.** Penalties will be assessed if a player exceeds the specified pitching outs. If this occurs, the Player Agent will enforce the following penalty, and all decisions are final.
 - a.** The team forfeits the game in which the pitcher went over the mandatory pitching outs.

SECTION VI – PITCHING REGULATIONS (continued...)

E. Pitching Outs based on a 2-game & 3-game schedule:

| <u>DIVISION</u> | <u>2 Game Week</u> | <u>3 Game Week</u> |
|-------------------|--------------------|--------------------|
| <u>6u</u> | N/A | N/A |
| <u>8u</u> | 15 | 24 |
| <u>10u</u> | 21 | 30 |
| <u>12u, 13u</u> | 24 | 33 |
| <u>14u/Uppers</u> | Unlimited | Unlimited |

- F. In the case of 4 games in a week, 8u will increase to 31 pitching outs, 10u will increase to 36 pitching outs and 12u will increase to 39 pitching outs.
- G. Violations shall be grounds for protest.
- H. The use of an ineligible pitcher will constitute a forfeit ~~if properly protested~~.
- I. If a game is cancelled or considered incomplete, the outs pitched will not count against the pitcher for that week.
- J. In the case where the run rule is applied to an inning before 3 outs are recorded, the pitcher is only accountable for the outs recorded.
 - a. EFFECT: Pitcher has one (1) out and the opposing team has scored four (6) runs in 10u, which results in the end of the inning; the pitcher then only has one (1) recorded out for that inning.
- K. In the best interest of a division, the pitching limitation rules can be adjusted upon recommendation by the Player Agent with Executive Board approval.

SECTION VII – CONDUCT ON THE FIELD

- A. Any player, manager, coach, parent, or spectator who makes an unsportsmanlike remark towards team members, fans or umpires will be warned and asked to maintain control. If the problem persists, the umpire will eject the offender from the premises. If the offender refuses to leave (out of sight within 120 seconds), the umpire will forfeit the game in favor of the team not causing the disruption.
 - a. Unsportsmanlike remarks will include the term ‘crow-hop’, ‘re-plant’, ‘illegal pitch’, etc.
- B. If a parent or manager/coach is warned by an umpire or LEGS Board Member and then ejected from the field, the manager of that team will be suspended for one (1) game as well as be ejected from the current game when the ejection happened.

SECTION VII – CONDUCT ON THE FIELD (continued...)

- C.** Two ejections will result in suspension from the league for the remainder of the season.
- D.** We expect every manager to attempt to control the situation; if the manager/coach feels the situation is getting out of their control they are to seek out a LEGS Board Member immediately.
- E.** No manager, coach, parent, or spectator shall participate in a game with alcohol on their breath or while intoxicated.
- F.** There will be no alcoholic beverages on the field or park grounds in any type of container.
- G.** As is the rule for all USA Softball youth games, no alcoholic beverages are allowed on the premises. Coaches, please inform the adults that are associated with your team that smoking/vaping is NOT allowed on the field or in and near the dugout area.
- H.** A violation of any Federal, State, County or Municipal Law committed by a manager, coach, player, spectator, or LEGS Board Member is prohibited.
- I.** Any player, manager, coach, league member or official who flagrantly attempts to do bodily harm to any persons at a LEGS sanctioned event shall be suspended from the league for the remainder of the season.
 - a.** Any threats of physical violence or threats of retaliation along with any type of bullying will be taken very seriously by the LEGS Board of Directors and incidence should be reported immediately to any LEGS Board Member or umpire. This behavior can and/or will result in suspension. We do not tolerate this behavior and will not condone it in the league.
- J.** All managers and coaches shall exercise complete control of their players, spectators, and coaching staff.
- K.** A manager will not remove his/her team from the field while a game is in progress. Doing so will result in a mandatory LEGS Board of Directors inquiry resulting in the possible suspension of the offending manager/coach and/or his/her general membership being revoked.
- L.** All managers/coaches will utilize good sportsmanship at all times before, during and after each game. Managers/coaches are to set a good example for all players on the field.
- M.** It is expected of our managers and coaches to have every team member and coach take the field after the game for a handshake. Despite differences, coaches are required to set an example and handshake all players and coaches.
- N.** A player “piggybacking” another girl during the handshake process is frowned upon because the girl who is carrying the other is unable to handshake. There will be ample time to celebrate after the customary handshake process.
- O.** There will be no violation of the Code of Conduct by any general member. We have zero tolerance for this policy.
- P.** Aggressive, hostile, or threatening behavior at any LEGS sanctioned event will not be tolerated.
- Q.** Any manager/coach who allows a pitcher to pitch more than the specified number of outs during any two (2) consecutive scheduled/re-scheduled games (section VI-A) after being notified and it is deemed a flagrant act of disobeying said rule will be deemed as an unsportsmanlike act.

SECTION VII – CONDUCT ON THE FIELD (continued...)

- R.** Managers and team personnel may not smoke/vape on the field or near the dugouts during games or practices.

VIOLATIONS OF ANY OF THE ABOVE RULES ARE GROUNDS FOR IMMEDIATE SUSPENSION AND REMOVAL FROM THE PLAYING COMPLEX PENDING A HEARING BEFORE THE LEAGUE BOARD OF DIRECTORS. THESE MAY BE GROUNDS FOR REVOKING THE GENERAL MEMBERSHIP AND MAY RESULT IN INELIGIBILITY FOR FUTURE PARTICIPATION WITH LAKE ELSINORE GIRLS SOFTBALL.

- S.** Scorekeepers will not interfere during the game unless asked for assistance by the umpire.
- T.** All business of the team shall be handled by the team manager. If the team manager is absent from the game, a single representative is to be designated to the umpire prior to the start of the game. This is usually the person who attends the pregame meeting at the plate with the umpire.
- U.** Ejection from a game of any manager, coach or player will automatically result in the suspension from the following game played by their team.
- V.** Managers/coaches are to cooperate by providing team parents to run the league snack bar when schedule to do so (see Article I – Section XIII).

SECTION VIII – GOOD STANDING

- A.** As strictly a non-profit, 100% volunteer league, it is critical that all parents/guardians contribute to the success of our league. As a result of this, there are mandatory activities that parents/guardians are expected to participate in during the course of a season to provide the best experience possible for all of the girls. Failure to participate in these activities can/will result in loss of “good standing” with the league. Some examples of these activities are as follows:
 - a.** Snack Bar Volunteering: all parents are required to work a snack bar shift(s). Failure to work your assigned snack bar shift will result in a loss of your good standing with the league. We do understand life happens and will always be open to help you reschedule or trade your shift with someone else if we are given ample time to coordinate.
 - i.** You can schedule someone else to take your shift (must be over 18 years of age) but you must notify the snack bar coordinator for approval to cover your shift.
 - ii.** The snack bar coordinator will make every effort to not schedule your snack bar shift at the same time your child/children are playing. Please notify the snack bar coordinator if you notice this error has happened. Although, you may be scheduled for a snack bar shift on a day when your child/children don’t have any league activities at the field.
 - iii.** You can trade your snack bar shift with other parents, but all trades must be approved by the snack bar coordinator prior to the shifts being traded.

SECTION VIII – GOOD STANDING (continued...)

- b. Fundraisers: the LEGS Board of Directors make every effort to keep the league fees as low as possible. One of the many ways we accomplish this is through mandatory fundraisers. All players are required to participate; failure to participate in the mandatory fundraisers will result in the loss of your good standing with the league.
 - i. Team parents will be notified at the start of the season on what the mandatory fundraiser for that season is and be given specific details on how to accomplish the fundraiser requirement. The Team Mom Coordinator as well as any LEGS Board Member can assist with answering questions about the current seasons fundraising requirement.
- c. Non-payment registration fees: The **League President and Treasurer** will make every effort to confidentially **contact** parents. If complete payment is not received by the deadline, you will lose your good standing with the league.
- d. Any breaking of the Conduct on the Field (section VII) rules or Code of Conduct rules, each issue will be reviewed on a case by case basis by the **LEGS Executive Board**.
- e. Cheating
- f. Penalties for losing good standing in the league include:
 - i. If you lose good standing with the league, the manager and parents of the player will be notified immediately that the player is not eligible for the postseason activities, including playoffs/tournament week and All-Stars. They also will not receive their trophies or awards, and (in the case of registration fees) will not receive their season pictures. Once good standing is restored, the player will be eligible for full participation.
 - ii. If the player who is ineligible also has a parent as a coach, that parent will not be allowed on the field until they are moved back to good standing with the league. Once good standing is restored, the parent will be eligible for full participation.
 - iii. The LEGS Board of Directors reserves the right to adjust these requirements from season to season.

SECTION IX – PROTESTS

- A.** The intent of a protest must be indicated to the plate umpire in accordance with USA Softball rules.
 - a. Before the next pitch for rule protests.
 - b. Prior to both teams or the umpire leaving the playing field for player eligibility protests, minimum play requirements or pitching regulation protests.
- B.** scheduled game of protest.
- C.** If the UIC is unavailable, the LEGS President may receive the written protest.

SECTION IX – PROTESTS (continued...)

- D.** Protests shall contain all pertinent information relating to the protest situation as detailed in the current USA Softball rulebook and current LEGS Softball Rules and Regulations.
- E.** Protests shall be accompanied by a \$50.00 protest fee, which is refundable if the protest is upheld.
- F.** The LEGS UIC will convene a protest committee and handle the protest in accordance with the LEGS By-Laws.
- G.** Judgement calls are not grounds for protesting a game.
- H.** There are absolutely no protests in the 6u divisions.

SECTION X – POSTSEASON

- A.** Registration fees cover regular season play and postseason play. All players must be in Good Standing with the league to participate in the postseason activities (See Section VIII GOOD STANDING).
- B.** In most seasons, all teams will qualify for the postseason. The LEGS Board of Directors reserves the right to augment the number of teams that qualify for the postseason on a season by season basis.
- C.** Team's seeding will be based on regular season record and will appropriately be positioned on the tournament style bracket. Exception: Championship game/ Loser's bracket
 - a.** If a lower seeded team played in the game before and is already occupying the 3rd base dugout, they will not be asked to change dugouts.
- D.** During Loser Bracket Games a meeting will be conducted at home Plate and a coin flip will determine the Home/Visiting team.
 - a.** The higher seeded team will occupy the 3rd Base dugout.
- E.** The Championship Game, home team will be the Winner's bracket, and the higher SEEDED team will use the 3rd base dugout. In the event of a 'what-if' game being played, home team will be decided by coin flip and the higher seeded team will use the 3rd base dugout.
- F.** The winner of the Championship game will be crowned by the LEGS Board of Directors as the Champion of their division.
- G.** Seeding tiebreaker will be determined by "Runs For" or "Runs Scored"; then if necessary, "Runs Against" or "Runs Allowed" scored during the regular season.
- H.** Postseason play is double-elimination tournament style.
- I.** Games resulting in a tie at the end of regulation time will be decided by International Tie Breaker rules. Games cannot end in a tie.

SECTION XI – 14-Under/Uppers Division

Pitching Distance: 43 feet
Pitching Outs: No pitching restrictions
Game Time: 1 hour, 20 minutes; no new inning
Drop Dead: None

Rules - Standard USA Softball rules are in effect.

- A.** No Run Rule Limit

SECTION XII – 12-Under Division (13u Division)

Pitching Distance: 40 feet
Pitching Outs: 2 Games – 24; 9 additional outs per additional game*
Game Time: 1 hour, 20 minutes; no new inning
Drop Dead: None

Rules - Standard USA Softball rules are in effect, with the addition of the following:

- A.** “6 Runs Up” Rule will be in effect for the entire game
 - a.** 6 runs can be scored per inning if the team is ahead, or at the start of the game before the inning is deemed over.
 - b.** In any inning, a team trailing by 6 or more runs may go ahead by 1 run.

SECTION XIII – 10-Under Division

Pitching Distance: 35 feet
Pitching Outs: 2 Games – 21; 9 additional outs per additional game
Game Time: 1 hour, 20 minutes; no new inning
Drop Dead: None

Rules - Standard USA Softball rules are in effect, with the addition of the following:

- A.** A maximum of three (3) outfielders will be used in games.
- B.** “6 Runs Up” Rule will be in effect for the entire game
 - a.** 6 runs can be scored per inning if the team is ahead, or at the start of the game before the inning is deemed over
 - b.** In any inning, a team trailing by 6 or more runs may go ahead by 1 run.

SECTION XIV – 8-Under Division

| | |
|--------------------|---|
| Pitching Distance: | 30 feet |
| Pitching Outs: | 2 Games – 15; 9 additional outs per additional game |
| Game Time: | 1 hour, 20 minutes; no new inning |
| Drop Dead: | None |

Rules - Standard USA Softball rules are in effect, with the addition of the following:

- A.** A maximum of six (6) players may position in the infield and four (4) players in the outfield.
- B.** For games played during the first 4 weeks of the season, when the batter reaches a count of four (4) balls, the offensive coach will pitch to that batter from the pitching rubber, resuming the strike count. Batter may strike out swinging.
- C.** For games played from the 5th week on, when the batter reaches a count of four (4) balls, the batter will be awarded 1st base. Exception:
 - a.** Coach pitch will be implemented if the bases are loaded.
- D.** Pitching outs record against the pitcher whether they pitched the out or the Coach did.
- E.** During Coach pitch, the pitcher will remain in the pitching position and must have one (1) foot in the circle when the Coach is pitching.
- F.** Runners may not steal when the Coach is pitching.
- F.** If the Coach is hit or interferes with a batted ball, the ball is dead, and runners return to their previously occupied base. The batter is out.
- G.** Coaches will be allowed a maximum of three (3) pitches (unless foul ball on the 3rd, 4th, etc.)
- H.** There is no bunting when the Coach is pitching.
- I.** “4 Runs Up” Rule will be in effect for the entire game
 - a.** 4 runs can be scored per inning if the team is ahead, or at the start of the game before the inning is deemed over.
 - b.** In any inning, a team trailing by 4 or more runs may go ahead by 1 run.
- J.** When a batter is hit by a pitched ball from the pitcher (youth), the ball is declared dead. The offensive Manager/Coach has the option of allowing the batter to take 1st base or continue to bat with the Coach. The count will be reset to zero strikes.
Exception:
 - a.** Manager/Coach must choose to pitch to the batter if bases are loaded
- K.** The batter will not be awarded 1st base on a “Hit by Pitch” when the Coach is pitching.
- L.** Runners on 1st or 2nd base may steal one (1) base per pitched ball.
- M.** A runner cannot steal home.
- N.** Bases will be awarded for penalties.
 - a.** EXAMPLE: ball thrown out of play.
- P.** There will be NO “Infield Fly” rule.
- O.** There will be NO “Dropped 3rd Strike” rule.
- P.** When the pitcher has possession of the ball that is returned with the circle, the ball is dead, and all play will cease.

SECTION XIV – 8-Under Division (continued...)

- Q.** If the pitcher fails to catch the ball within or near the circle, upon umpire’s discretion she is considered to have possession if she has made an attempt to catch it.
- R.** All outfielders must remain on the outfield grass until the ball is pitched.

SECTION XV – 6-Unders Division

| | |
|--------------------|---|
| Pitching: | Coach Pitch & Tee |
| Pitching Distance: | 20 feet |
| Game Time: | 55 minutes or 3 innings, whichever occurs first From 5 th week on 45 Minutes; No New Inning |

Rules

- A.** The 6u division of LEGS is an instructional division. The goal is to teach the sport of softball and it’s fundamentals through practice and games of limited competition. Teaching the basics of throwing, catching, running, and hitting; getting the LEGS player ready for the 8u division.
- B.** The 6u home team shall be responsible for supplying the batting tee (if necessary).
- C.** Scores may be kept at the Manager/Coach discretion. There is no final score; win or lose, it’s about learning and having fun. All participants will receive a participation trophy or medal at the end of the season.
- D.** All Managers, Coaches, Parents and Spectators are encouraged to promote an atmosphere of pressure-free learning for the children who participate in the program.
- E.** Each player gets four (4) pitches from the coach to hit in play before a batting tee is used.
 - a. The batter will get an extra pitch if they foul tip the coach’s fourth (4th) pitch or any subsequent extra pitches.
- F.** The coach should make very attempt to not “screen” the defensive players from the ball. Please take a neutral position (stepping out of the way or kneeling) to not disrupt the flow of the defense.
- G.** When the batter is using the tee, the catcher must play back and off to the side to avoid being hit by a thrown bat.
- H.** No bunting.
- I.** Runner may advance only one (1) base on a ball hit in the infield. Runner may advance two (2) bases for a ball hit to the outfield (ball must travel past the dirt infield).
- J.** No runner advances on overthrows.
- K.** Modified round-robin batting in all innings. Every player bats in their half of the inning, bases are cleared after the third out. L. No stealing of bases.
- L.** All players play defense each inning.

SECTION XV – 6-Unders Division (continued...)

- M.** Each player must play the infield a minimum of 1 inning per game.
 - a. Coaches are encouraged to spread the infield play out evenly throughout the game.
 - b. Exception, if a coach feels there may be a safety risk to the player, she may be placed in the outfield.
- N.** The number of infielders is limited to six (6); Pitcher, Catcher, 1b, 2b, 3b & SS. All other defensive players must play on outfield arc.
- O.** There must be a new player at the pitcher and catcher position each inning.
- P.** Please have a minimum of 2 coaches on the field with the girls while playing defense.

SECTION XVI – 6-Unders Division / Week 5 and On

- A.** Each batter will be pitched a maximum of 4 pitches by an adult pitcher under- handed. If still at the plate after the 4th pitch has been thrown, then the batter will be allowed two (2) opportunities to hit the ball off the tee. Failure by the Batter to put the ball into fair ball territory with the above listed (6) opportunities will be declared out. Balls and strikes are not called, only the amount of pitches thrown will be counted.
- B.** A safely hit ball to the infield will allow both the batter and all base runners to advance one base with the liability of being put out.
- C.** Overthrows: On a throw to first base the following occurs: On any thrown ball to first base, the batter/runner may not advance past first base. All other runners may only advance two bases from the base that they were at from the time of the pitch with the liability of being put out if the ball stays in live ball territory. On a throw to any other base: If on a throw to any other base and the ball is not caught, all runners and batter/runner may advance two bases from the base they were at from time of the pitch with liability of being put out.
- D.** A defensive player will occupy the pitcher's position on either side of the adult pitcher. Player must stay inside (both feet) the pitchers circle until the ball is hit
- E.** Any batted ball touching the adult pitcher will constitute play being halted and no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must immediately attempt to get out of the way of defensive players after the ball has been pitched and cannot impede a player from making a catch or throw.

SECTION XVI – 6-Unders Division / Week 5 and On (continued...)

- F.** Three coaches are allowed to be on the field to provide instruction when her/his team is on defense, one in the outfield, and two behind the infielders. The coach in the outfield will also help monitor the chalk line. The coaches in the infield must position themselves behind the infielders. If a coach that is on the field with the defensive team is struck by a batted ball, the batter and all base runners will be awarded (2) bases.
- G.** Games will 45 minutes in length, No new inning. In league play, games may end in a tie.
- H.** A maximum of 4 runs can be scored in all innings. Teams trailing in any inning by 4 or more runs may tie the game plus go ahead by 1.
- I.** For obvious reasons, there will be no infield fly rule in this division.
- J.** One coach from each team will monitor the chalk lines (foul Lines). If the ball passes the foul line, the coach raises her/his hand above her/his head calling a foul. If there is a difference of opinion as to whether the ball crossed past the foul line, the batter will bat again resuming the same pitch count.
- K.** A continuous batting order is to be used (all players bat). Should a player be unable to take her turn at bat for any reason, proceed to the next scheduled batter without penalty. The player that was unable to take her turn at bat may return to the game when able. Free defensive substitutions.
- L.** All players must play a minimum of 2 innings on defense unless time limit is met.
- M.** Pitching distance will be 20 feet for this division. Base distance will be 35 feet.
- N.** A Worth 10" R.I.F (reduced injury factor) level 1 softball will be used.
- O.** Up to 10 defensive players on the field, (6 in the infield, 4 in the outfield). The four outfielders do not necessarily need to be on the outfield grass in order to be considered an outfielder; however they must play behind the infielders, not along side of them. An outfielder cannot make a play in the infield unless the play is unassisted, (i.e. an outfielder cannot play over the second base bag and accept throws).
- P.** A game may begin or finish with one less player than is required to start, (8). If a game is started with 7 players, and the 8th player arrives late, this player can immediately be inserted in the game and will be placed last in the batting order. **Players may be borrowed from the opposing team to create balance and fair play for that game.**
- Q.** There will be no tag up and advance on a pop fly caught by an infielder. A pop up or fly ball must be caught behind the infielders, by an outfielder in order for a runner to tag up and advance.
- R.** Stealing will not be permitted and base runners must remain in contact with the base until the ball is contacted by the batter. Players may not steal home.
- S.** Air horns and other noise makers are not allowed.
- T.** Team cheers will be positive in nature and should be designed to rally the team that is doing the cheering, not to razz the opponent.