

**ADDISON GIRLS SPORTS PROGRAM
IN HOUSE SOFTBALL RULES
T-PITCH LEVEL
PONLYTAIL LEVEL**

SECTION 1 – PONY TAIL ONLY

AGSP PLAYOFF AND CHAMPIONSHIP GUIDELINES

- A. Trophies will be awarded to the 1st place regular season champion. A post-season single elimination tournament will determine the tournament champion. Teams finishing first and second in the tournament will be awarded trophies.
- B. TIE BREAKER RULE FOR REGULAR SEASON Champs
- Fewest Loses with minimum of 80% games completed
 - Best Record in Head to Head Games (All teams involved in tie)

 - If tied after 2 criteria above: CO-CHAMPS
- C. TIE BREAKER RULE FOR PLAYOFF POSITION ONLY
- Fewest Loses with at least 80% games completed
 - Best Record in Head to Head Games (All teams involved in tie)
 - Highest Winning Pct with minimum of 80% games completed
 - Best Record vs. Addison Teams (Seniors and Juniors)
 - If teams are still tied after above criteria and there were more than 2 teams tied originally, repeat for teams still tied. Example: Team A,B,C all had same record. After walking thru criteria above, Team A&C are still tied. You would then walk thru criteria above with just Team A&C.
 - If still tied: Coin Flip – Winner of flip automatic high seed. No choice.

SECTION 2

GENERAL

- A. A team must be able to field eight (8) players or forfeit the game. If neither team has eight (8) players, the game will count as a forfeit for both teams. (Counts as a loss to

- both teams). This rule is not applicable to Tee-Pitch. In the event that a team has only 8 players, the number 9 spot will NOT be charged with an automatic out.
- B. If a team starts the game with eight (8) players and loses one due to an injury, the game will be suspended and continued from the point of suspension at a later date.
 - C. The league commissioner may, in advance and with the permission of the President, cancel a game due to extenuating circumstances.
 - D. If a team cannot field nine (9) players, the manager may call up players from a lower league to make up a nine (9) player roster. If at game time, the team is able to field nine (9) players from its own roster, the call-up will be added to the bottom of the line-up and may play a maximum of three (3) defensive innings. A CALL-UP MAY NOT PITCH.
 - E. The request for a call-up must be made through the manager of a lower league team not scheduled to play at the time you need the player.
 - F. IN ORDER TO PLAY UP, NO PLAYER MAY MISS A SCHEDULED GAME FOR THE TEAM ON WHICH SHE IS ROSTERED. If this transpires, the call up requesting team will forfeit the game.
 - G. In the event that a rostered player arrives late, she will be added to the bottom of the line-up. The call-up will remain where she was originally placed. The maximum defensive inning rule above (Sec. 4-D) does not apply for the call-up. In the event of leaving early or injury, skip to next batter. If injured person returns, resume spot in the line up.
 - H. The ball is dead and play is stopped when any player is injured.
 - I. Base runners will not be allowed to run into fielders in an attempt to jar the ball loose when the fielder is making a tag. A base runner must attempt to avoid making contact with the fielder. If contact is made the runner is out and the play is dead. Incidental contact is determined at the discretion of the umpire. If a runner flagrantly collides with a fielder in an attempt to jar the bar loose, the runner shall be ejected from the game.
 - J. Batters may not throw their bat after hitting the ball. On the first offense, the team will receive a warning from the umpire. On the second offense, the batter will be called out, even though it may not be the same batter who committed the first offense.
 - K. No fielder may block a base runners path without possessions of the ball.

SECTION 3

EQUIPMENT RULES

Batting helmets with full-face protection and chin strap must be worn by all batters and base runners.

- A. Uniforms to be worn include team jersey and pants. All players will be permitted to wear protective outerwear over their uniforms. **NO JEWELRY MAY BE WORN**, only enforced if the umpire determines it is a distraction to the batters or an obvious threat for injury.
- B. Baseball shoes may be worn; however, they must not have metal spikes.
- C. Catchers are required at ALL levels, to wear catcher's helmet, facemask, body protector, shin guards.

SECTION 4

PLAYER PARTICIPATION

- A. The batting order shall be continuous (all players rostered and present).
 - 1. Tee-Pitch – All batters must bat each inning.
- B. All players rostered and present shall play in each game for the minimum of:
 - 1. Tee-Pitch – All players are required to play each inning.
 - 2. Ponytails – Three (3) defensive innings or nine (9) outs. Unless game shortened due to weather or mercy rule.
- C. Defensive players cannot be switched during an inning unless the pitcher is one of the involved players. This rule is waived in the event of an injury to any defensive player.
- D. No player shall sit out two (2) defensive innings in a row.

SECTION 5

GAME LENGTH

- A. All regular season games shall consist of:
 - 1. Tee-Pitch – Four (4) innings (no new inning may start after one hour and forty-five minutes from start of game).
 - 2. Ponytails – Six (6) innings (no new inning may start after the hour of 8:00pm on a week night).

FOR ANY GAME WITH A TIME LIMIT, IT WILL BE THE RESPONSIBILITY OF THE UMPIRE (OR THE HOME TEAM MANAGER IF THE UMPIRE DOESN'T HAVE A WATCH) TO KEEP TRACK OF THE TIME.

SECTION 6

COMPLETE GAMES – FIELD RULES

- A. Weekday games: Starting times will be 6:00 pm on all fields. A 15-minute grace period will be allowed before calling a game a forfeit. The opposing manager shall not have the option to waive this rule.
- B. Weekend games: As per the regular game schedule. A 15-minute grace period will be allowed before calling a game a forfeit. The opposing manager shall not have the option to waive this rule.
- C. A regulation game which is called ends the moment the umpire terminates play. The score of the game at that moment is the final score except:

If the game is stopped during an incomplete inning, and the team that is behind is not able to complete its turn at bat, the final score will resort back to the previous inning.

If a game is called before it has become a regulation game, the umpire shall declare it "No Game".

NOTE: For scorekeeping purposes, all batting, fielding, and pitching records shall be disregarded.

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

NOTE: Games that are shortened because of weather or darkness shall be considered final (unless the score is tied) if the required number of innings have been played in order to make it a regulation game (See Section D).

All post-season games must be played in their entirety. If a regulation game cannot be finished, it shall be suspended and resumed at a later date.

- D. A game is regulation in accordance with the following:
 - 1. Tee Pitch – Two (2) innings

- 2. Ponytail – Three and one-half (3 ½) innings if the home team is ahead, and four innings if the visiting team is ahead
 - E. A regulation game that is tied after the minimum number, or more, completed innings, and halted by the umpire, shall be resumed from the exact point that the play was halted.
- NOTE: When a TIE game is halted, the pitcher of record may continue pitching in the same game on a subsequent date, but still must abide by the limitation of three innings per game. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count
- F. The league commissioner will reschedule rainouts of suspended games according to field availability. The re-scheduled game subject to all the rules set forth herein. If one or both teams are unable to play the game at the rescheduled time, it will be considered a non played game
 - G. The winning manager is responsible for calling the league commissioner with the score of each game played. The score should be called in within 72 hours of completion of the game. This rule does not apply to Tee-Pitch.

SECTION 7

MANAGER GAME RESPONSIBILITY

- A. Each manager shall advise the opposing manager of his/her lineup and starting pitcher prior to game time.
- B. The home team manager shall set out the pitching rubber and bases as follows:

Pitching rubbers are to be set at:	Baselines are to be set at:
Tee-Pitch – Managers discretion	Tee-Pitch – 50 feet
Ponytails – 35 feet	Ponytails – 50 feet

50 feet is measured from the point on home plate to the front of third and first base.
 50 feet is measured from the backside of 1st base to the front of 2nd base.
 50 feet is measured from the backside of 3rd base to the front of 2nd base.
 35 feet is measured from the point on home plate to the front of the pitchers mound.
 The point of home plate is the point closest to the catcher.
- C. Home team managers are responsible to provide a game ball for each game.
- D. The home team will occupy the third base bench.

- E. Only umpires may call “time”. Only managers, coaches and players in the game may request “time”. Only managers (NO coaches) are permitted to discuss a decision with the umpire.
- F. Base coaches must remain three (3) feet behind in the foul territory. Base coaches must not physically interfere with the offensive or defensive players or the runner will be called out.
- G. All managers and coaches must stay in the dugout area when their defensive team is in the field and the ball is in play.
- H. There shall be no smoking in the dugout area.

SECTION 8

TEE-PITCH – 6 & 7 YEAR OLD

- A. The game will be played with an 11” Incredible Ball.
- B. All games will consist of four (4) innings. No new innings may begin after one hour and forty-five minutes from the start of game.
- C. In the event a team is short players; the manager may borrow from the opposing team is numbers permit.
- D. One half innings will consist of all batters. One inning will consist of two (2) half innings.
- E. A play is dead when:
 - 1. A ball hit in the infield is in possession of a defensive player. This “infield control” will also apply in the case when an outfielder is playing in the infield.
 - 2. A ball hit to the outfield is returned to the vicinity of the pitchers mound.
 - 3. No advancement on an overthrow. Runners will receive the base they are actively running to at the time of the throw.
- F. A maximum of two defensive coaches will be allowed on the field for the entire season. These coaches are to remain outside the infield baselines and shall not interfere with play.
- G. The coach will pitch the entire game. No three-strike rule applies. A tee will be used based upon the agreement of the number of pitches swung and missed prior to the game.
- H. There will be no walks at this level.

- I. There will be no protests.
- J. There will be no bunting.
- K. There will be no steals or lead offs.
- L. There will be not infield fly rule.
- M. No rolling of the ball across the infield will be allowed in effort to make an out at any base. Encourage the girls to throw and catch.

SECTION 9

PONYTAIL GIRLS – 8 TO 10 YEARS OLD

- A. The game will be played with an 11” RIF softball for Ponytails.
- B. All games will consist of six (6) innings. No new innings may begin after 8pm on a week night.
- C. One half innings will consist of three (3) outs or five (5) runs. (Innings 1-5). One inning will consist of two (2) half innings. The sixth inning and extra innings will consist of:

 Visitors: 3 outs or the number of runs necessary to obtain a 15 run lead or a 5 run maximum if visitors lead is 11, 12, 13, or 14 runs.

 Home: 3 outs or the runs necessary to win the game
- D. Slaughter Rule: If after three and one have (3 ½) innings, the home team is ahead by 15 or more runs, or achieves a 15-run lead during the inning, the game is over. If the visiting team is ahead by 15 or more runs after the completion of the fifth inning, the game is over. After the fifth inning, when a team is 15 or more runs behind, and has completed its turn at bat in that inning, the game is over.
- E. In the event of a time limit, the unlimited run rule will apply to the inning called the last inning. The call must be made prior to the start of the inning.
- F. Pitching Rules:
 - 1. Delivery of a single pitch constitutes an inning pitched.
 - 2. Maximum of three (3) innings per girl (2 innings per girl for a 4-inning game)

3. Hit by Pitch rule: 2 hit-by-pitch in an inning, pitcher must be removed for the remainder of the inning. If the pitcher hits a third batter in the same game, the pitcher can no longer pitch in that game. The batter must make an effort to move out of the way. Umpire discretion. The batter must also yield the plate to the pitcher.
- G. No protests will be allowed.
 - H. No bunting will be allowed.
 - I. There will be no stealing or lead offs. The following base running rules shall apply:

Infield Control:
Play stops when the umpire stops play or when the ball is in an infielder's possession in the infield, even though the fielder may subsequently make an errant throw to a base. On such a play, all runners may advance only one base. There is no advancement on an overthrow made by an infielder. However, baserunners may continue advancing on an overthrow from an outfielder until such time as the ball is retrieved by an infielder. When infield control is established, although baserunners may still be advancing to their next base and can be thrown out, they must return to their previous base if they were not at least halfway to the next base.
 - J. The player may leave the base on contact or when the ball crosses the plate. If the ball is not hit, she must return immediately to the base.
 - K. PLAY OFF RULES: All regular season rules apply.
 - L. No infield fly rule.
 - M. A manager's second trip to the mound in the same inning to visit a pitcher requires that he or she remove the pitcher.

SECTION 10

ALL STAR RULES

- A. TEAMS - Shall be divided by standings by regular league finish. The AGSP League Commissionaire will determine how the teams will be divided.

Example) 1st place, 3rd place and 6th place vs. 2nd place, 4th place and 5th place.

- B. MANAGERS - Using the regular team standings, the 1st place and 2nd Place team managers will represent the two teams. If the league is divided into 2 divisions, the 1st place team for each division will manage the All-Star teams. Should the All-Start game be played mid season the same rules apply as above, except the manager selection will then be granted based upon the records of the team at the time of the All-Star game.

C. COACHES - The managers of the other teams as specified in section A. will act as assistant coaches for the game.

D. ROSTERS -

1. Every team will have (3) representatives. A fourth member may be added based upon the size of the league. 12 players will roster a team. The managers will conduct a secret ballot for their team. The players from each team will vote for the players on their team. The managers may review the ballots to validate the vote was not based upon popularity. After player selection is made, the entire team is to be informed either in writing or verbally of the team representatives.
2. If a league is made up of an even number of teams, these teams shall be divided into two all-star squads with the intent of making both squads competitive with one another. The number of players from each team to make up the all-star squad shall be established by the league commissioner in consultation with the head commissioner.
3. If the league is made up of an odd number of teams, all teams except the regular season champion will be selected in accordance with the previous paragraph. All-star players selected from the regular season champion will be divided between the two squads. If the number of all stars from each of the teams in the league is an odd number (i.e. 5), then the split squad of the league champion cannot be divided evenly. In this case, the league champion will be afforded one additional all-star (i.e. 3 players on each side.)

E. SELECTION - The selection process will consist of players voting for their teammates, manager has final decision. This should not be a popularity contest. If tie, older girl should be selected.

F. GAME- Every girl will play a minimum of three defensive innings and cannot sit out two innings in a row. The batter order will be continuous. The remaining in-house league rules will be followed.

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