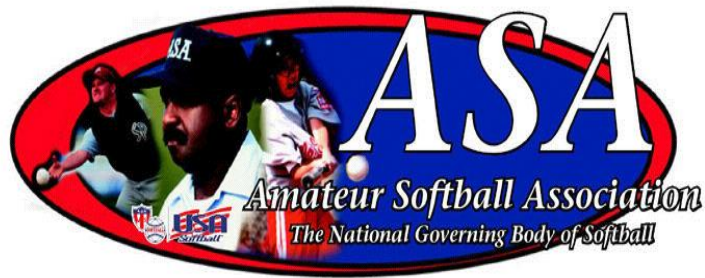


Merrimack Valley

Girls Softball League



North Reading Girls Softball



A RECREATIONAL SOFTBALL LEAGUE FOR THE YOUNG LADIES OF THE MERRIMACK VALLEY

LEAGUE RULES AND REGULATIONS

2018 EDITION (4-16-2018 RPI)

Reminders ...

Weather/Complete Games

In cases of inclement weather or darkness, a game shall be considered complete at that point. Should the inning not be completed, the score will revert to the last complete inning.

Pitching Philosophy:

The MVGSL expects **all** pitchers follow the ASA rules for pitching as close as possible. Specifically, in **NO** case shall any player take the first forward step forward with the “pivot” foot. The foot on the same side as the ball (i.e. ball in right hand, the first step must be made with the left foot). The action of “crow hopping” should be avoided – your “pivot” foot should be in contact with the ground at all times.

Playing Time: Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal.

Playing Rules for All Merrimack Valley Girls Softball Leagues.

Merrimack Valley Girls Softball League will follow the ASA Playing rules with the following exceptions:

101. **Curfew:** Games officiated by ASA umpires will last one **hour (1) and forty (40) minutes** maximum (Regular season) ***meaning no new inning may start after one hour and forty minutes after the start of the game.*** Coaches should record the start time and verify the time with the ASA umpire prior to the game.

Note: Playoffs do not have a curfew, and will be played to conclusion

102. **Mercy Rule:** The game will officially end after the game has become official (4th inning in the Junior 10U League, 5th inning in Intermediate and Senior Leagues) games will officially end any time after the trailing team has batted when trailing by 15 runs or more. An inning does not need to be completed.

Explanation: Beginning in the 6th inning (Bottom of the 5th, if the home team is winning) if a team leads by **15 runs or more**, the game is halted. For example, in the top of the 6th the visiting team goes up by 15 runs the game stops at that point.

103. **Equipment:** All shirts will be supplied by each program. All players must wear **SOFTBALL PANTS** unless otherwise specified in these rules.

104. **Playoffs:** Playoffs will be **SINGLE** elimination.

105. **Rain Policy:** In the case of rain, the **HOME TEAM** is responsible for updating the SI Website; the game should be noted as **POSTPONED**. The SI site will automatically inform all parties via an email/text involved of the cancellation. The cancellation should be made at least 2 hours prior to game time.

Less than 2 hours before game time, The Umpire will make the decision at the field.

106. –Removed–

107. **Behavior:** Coaches please remember that your behavior and attitude will be an example for your team. Be **POSITIVE** at all times. Do not argue with the umpires. Coaches are responsible for the behavior of their parents.

108. **Game scores:** After each game, scores need to be entered into the SI website by both teams. This is important so we can keep the website and standings up to date. If a game does not become official, both managers should call their local League Director. Please verify the score with the opposing team before you leave the playing field.
109. **Inning Run Rule:**
- 14U Senior league,** A maximum of **six (6) runs** can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.
- 12U Intermediate League,** A maximum of **five (5) runs** can be scored in any one inning. Once the fifth (5th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.
- 10U Junior league,** A maximum of **four (4) runs** can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the sixth (6th). A Game can end in a tie.
110. **Courtesy Runner:** The use of a courtesy runner for pitchers and catchers to help expedite the game. The courtesy runner will be the last person that made an out, unless it is the pitcher or catcher.
111. During the play-off season, games will be played to its entirety, Run ahead rule is in effect.
112. **All coaches are expected to comply with the spirit of the rules.**
113. If a team has an impact positional player, the League reserves the right to limit the players time at that position.
114. **Continuous Batting Order:** **Continuous batting is in effect** for all leagues. All players in attendance at a game will be placed in the batting order for the entire game, regardless of whether or not they were in the field the previous inning.
115. **Playing Time:** Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal.
116. Appeals on home runs going out of the park (over the fence) shall not be allowed (i.e., appealing if a player missed a base or not).
117. The League Representatives reserves the right to modify these rules at any time

by Majority Vote.

118. Please do your best to help maintain the playing conditions of our infields. At the conclusion of each game, take a few minutes and fill in any holes at the pitcher's mound and home plate. Also, please ask your players to clean up your dugout of all trash after each and every game. Notify your League Director of any trash bins which require emptying
119. **The Home Team will be noted in SI.** The Home Team will occupy the First Base side.
120. The HOME team is responsible for **paying the umpire** and supplying **two (2) game balls**.
121. If a coach feels there has been a MVGSL rule infraction during the course of a game, he/ she must report this to their League Director within 24 hours of the end of that game. The League Director will then take the appropriate action to resolve the issue.
122. If a player/coach/manager is ejected in a game, they are automatically suspended for the remainder of that game, plus the team's next game. The suspended player/coach/manager may face further disciplinary actions by the Board of Directors or League Representatives depending on the situation.
123. **Players Staying Down in a League.** Any player that stays down in a league for an extra year **cannot** pitch in any games during the season.
124. **Equipment.** All players **MUST** wear a helmet with cage.
125. **Playing Short.** Any team can play with a minimum of **7 girls**. No outs will be recorded against the team playing short. The opposing team should "lend" players to play in the field for the team playing short; these players will NOT bat for the opposing team. If less than 7 players the game will be recorded an official forfeit. Every effort should be made to play a game even if a forfeit is recorded (i.e. play for fun but a forfeit will still be recorded).
126. **Non Rain cancellations.** Need to be done at least **5-days in advance** and be agreed to by both teams and the SI website **MUST** be updated by the HOME team

10U Junior League Specific Rules

201. 60' between bases
202. 35' between pitchers plate and the back of home plate.
203. Runners can take a lead **after** the ball leaves the pitcher's hand.
204. Stealing of Bases:
 - A team **MAY NOT steal second base** (so no "Continuation" play is allowed)
 - A team **MAY steal 3rd base** (Tag play on the runner)
 - A team **MAY NOT steal home**
 - All stolen bases are **1 base per pitch** (no extra bases for errant throws)
205. A player may attempt to throw a runner out taking a lead. The runner may not advance on a bad throw, even if the ball gets past the fielder. Going back to the base is a **FORCE PLAY!** (The runner can be tagged out or forced out).
206. Only players and coaches allowed on the field. Including the Bench Area!
207. Ten (10) defensive players allowed on the field.
208. The batting order is **continuous** and includes all players at the game.
209. Each girl must play at least three (3) innings in the field, If for weather or darkness, she does not get her three (3) innings, she must start the next game.
210. NO INFIELD FLY rule!
211. A ball is considered out of play when it passes the imaginary line made from the end of the Backstop to the outfield, if there is no fence.
212. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
214. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty
215. If a player hits three (3) batters in an INNING, she must be removed from pitching and cannot reenter the game as a pitcher (she will remain in the game as a player/batter). DISCRETION RULE: If BOTH coaches agree that the hit by pitches were not harmful then the girl will be allowed to continue to pitch until it is

determined that it become harmful. The intent of this rule is to avoid injuries to batters and not penalize the pitcher/pitching team.

- 216. 11" softballs will be used
- 217. Games will be six (6) innings long.
- 218. Each player may **pitch a total of nine (9) outs per game**. More than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings.

- 219. A **maximum of four (4) runs** can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Junior U10 League, the last inning is the sixth (6th). A Game can end in a tie.
- 220. Lightning will result in the immediate suspension of the game.
- 221. Outfielders must be in position, at least on the edge of the outfield grass or where the outfield grass would be (outfield territory). Prior to each pitch, all players must be in traditional softball positions.
- 222. There will be no dropped third strike. (That is, if a girl strikes out, she **may NOT** advance to first, even if the catcher drops the ball.)
- 223. ASA Umpires will be used

12U Intermediate League Specific Rules

- 301. 60' between bases.
- 302. 40' between the pitching plate and the back of home plate.
- 303. Runner may leave the base when the ball leaves the pitcher's hand.
- 304. Only players and coaches are allowed on the field. This includes the bench area.
- 305. Ten (10) Defensive players are allowed on the field.
- 306. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
- 307. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
- 308. **The Infield Fly Rule is NOT in Effect!!**
- 309. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty
- 310. 12" softballs will be used.
- 312. Games will be seven (7) innings long.
- 313. Each player **may pitch a total of twelve (12) outs per game**. Any more than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings
- 314. A maximum of **five (5) runs** can be scored in any one inning. Once the fifth (5th) run crosses the plate the inning is over. The lone exception is the last inning which there is no limit. In the 12U Intermediate League, the last inning is the **seventh** (7th). A Game can end in a tie.
- 315. If a pitcher hits three (3) batters in a game, the umpire may remove that pitcher from pitching if he/she believes that a player is causing a safety issue. The pitcher stays in the game to play but just in another position on the field.

316. ASA Umpires will be used.
317. Runners allowed to steal any base (one base per pitch, per team, not per player); ***A team may steal home 2 times per inning (you can attempt more than two time but only can have two successful attempts). For example, a runner can be called out on a steal of home and then that team is still allowed to attempt to steal two more times (Outs recorded at the plate are not considered steals)***

Note: With only one base per ball pitched, a player cannot take second on a base on balls; (i.e. “continuation play”)

Note: NO DOUBLE STEALS only 1 runner may steal 1 base per pitch.

Note: Since there is no Double Stealing; if two runners advance at the same time then the TRAILING runner is the one that shall advance and the LEAD Runner will have to return to her base. For example, runners on 1st base and 3rd base and the runner on first runs and then the balls passes by the catcher and the runner on third heads home. The result would be the runner on third would have to return to her base as she is the LEAD runner (no matter if the runner was safe of out at home plate). If a girl starts to steal second and return back to the base that COUNTS as an attempted steal and NO OTHER runners can advance.

Intent of Rule – the intent is for the catcher to throw the ball to second without having the runner from 3rd advance. SO no “fake” steals of second will be allowed with the intent of having the girl on third base score.

318. There will be no dropped third strike. (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.)
319. The Batting order is continuous and includes all players in the game.

14U Senior League Specific Rules

- 401. 60' between bases.
- 402. 43' between the pitching plate and the back of home plate.
- 403. Runner may leave the base when the ball leaves the pitcher's hand.
- 404. Only players and coaches are allowed on the field. This includes the bench area.
- 405. Ten (10) Defensive players are allowed on the field.
- 406. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
- 407. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
- 408. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty.
- 409. 12" softballs will be used.
- 410. Games will be seven (7) innings long.
- 411. A **maximum of six (6) runs** can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Senior League, the last inning is the **seventh** (7th). A Game can end in a tie.
- 412. If a pitcher hits three (3) batters in a game, the umpire may remove that pitcher from pitching if he/she believes that a player is causing a safety issue. The pitcher stays in the game to play but just in another position on the field.
- 413. Each player **may pitch a total of twelve (12) outs per game**. Any more than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings

- 414. ASA Umpires will be used.

- 415. The Batting order is continuous and includes all players in the game.
- 416. Players must wear softball pants or softball shorts, the color of the pants does not matter.
- 417. Dropped third strike IS in effect.
- 418. Infield Fly IS in effect.