

**THIS IS A COMPETITIVE DIVISION AND STANDINGS WILL BE KEPT.**

**GENERAL RULES**

1. Unless specifically changed by the following rules, USSSA SLOW PITCH 2011 rules will prevail.
2. The distance between the bases shall be 60 feet.
3. The distance between the home plate and pitcher's plate shall be 40 feet.
4. The game ball shall be an official USSSA 11 inch blue-stitched softball.
5. There shall be 10-12 teams in the Senior Pigtail Division.
6. The team roster will be a maximum of 14 players per team.
7. Games will be played at Garfield Park on Monday, Wednesday and/or Friday nights.
8. Game starting times shall be 6:00 P.M. and 7:15 P.M. No new inning shall start 1 hour and 10 minutes after the start of the game. The umpire will use his judgment in calling the game due to darkness or weather. Upon reaching the time limit, the game will be considered officially completed once the inning in progress has finished regardless of how many innings have been played. The official start time of the game begins at the end of the pre-game conference (by the Umpire's watch). A new inning begins as soon as the third out is recorded in the previous inning.
9. An official game shall be four (4) innings or 3 ½ innings if the home team is leading, or if one team is leading by 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings. If the Umpire calls a game due to weather or darkness, a game will be considered completed, if 4 innings have been completed or 60 minutes or more of the game has been played. If the home team is leading after 3 ½ innings, or if they take the lead at any time in the bottom of the 3<sup>rd</sup> inning, the home team is declared the winner. If the game is tied at the end of the last inning, it will be declared a tie. If the visitors are leading but the home team does not get its complete turn at bat in the bottom of the inning, the score will revert to what it was at the end of the previous inning. If the game needs to be re-scheduled, it will be according to the re-scheduling procedures. Regular Season games will start from scratch when re-scheduled. This "from scratch" rule does not apply to Playoff games.
10. Six (6) innings shall constitute a game. If a tied game, no extra innings will be played. The record shall list as half-win/half-loss.
11. **WARM-UPS:** For the first game, the team listed first on the schedule sheet (Home Team) will have warm-up time from 5:30 to 5:45 P.M. The second team listed (Visitor) will have warm-up time from 5:45 to 6:00 P.M. Teams for the second game will warm up on the side lines and be ready to play promptly at game time. There will be no leeway time called for the second game. If field time is available before the second game, it will be shared equally by both teams.

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12. There shall be a minimum of 8 players by game time in order to play. If less than 8 players of one team are present at game time, then a forfeit shall be awarded to the opposing team. The forfeit score shall be 7 to 0. There shall be a 10 minute leeway time before the first game is called. No leeway time is allowed for the second game.
13. There shall be a maximum of 11 players on the field at any one time. Free substitution is allowed and every player will bat in regular rotations whether playing defensively at the time or not. **NO PLAYER IS TO SIT ON THE BENCH FOR 2 CONSECUTIVE INNINGS. THIS RULE MUST BE STRICTLY ADHERED TO.** Five players will play in the outfield. All outfielders must be positioned on the grass portion of the outfield prior to the release of the pitch. Outfielders may be positioned anywhere, as long as it is in the outfield! The 11<sup>th</sup> player will play as a rover, positioned behind the bases and must be on the grass line at the pitch.
14. **TIME OUT RULE:** Team Managers should discuss this rule with the Umpire before the start of the game. If the Umpire agrees, then for a player to call "Time Out", the ball must be in the infield and in the possession of an infielder. However once "Time Out" is called by the infielder, she cannot make a play. The Runner may continue to the base in which she was advancing to and no farther.
15. Players shall report to the field for scheduled games regardless of weather unless the game is postponed in advance by the League Director or Commissioner.
16. Managers of the teams scheduled to play and the plate umpire shall decide if games are to be played in adverse weather. The plate umpire shall decide if the game is to continue once play has commenced.
17. **UNIFORMS:** All players will wear team uniforms, which consists of team shirt, socks & visor. The uniform color for bottoms will be **BLACK** for all competitive divisions; Sr. Pigtail, Ponytail, Jr. Ponytail, Sr. Ponytail and all Fast Pitch teams. All players will provide their own shorts or baseball pants and all will be of the same color, **BLACK**. Players will be warned when not in uniform color bottoms and at the second violation, the **PLAYER WILL BE DISMISSED FROM THE GAME.**
18. **LEAGUE SHIRTS:** No numbers or names shall be placed on any league shirts. No manager is allowed to change shirt colors or socks, such as tie-dying, etc.
19. **SLIDING IS NOT PERMITTED, THE RUNNER WILL BE CALLED OUT, BUT DIVING BACK TO THE BASE IS ALLOWED.**
20. **INFIELD FLY RULE IS NOT IN EFFECT.**
21. **UNLIMITED FOULS ON 3<sup>RD</sup> STRIKE.**
22. **HOME TEAM/VISITOR:** The HOME TEAM shall be the team listed first on the schedule sheet and shall occupy the first base side. The team listed second on the schedule sheet shall be the VISITOR and shall occupy the third base side. **ONLY PLAYERS OF THE TEAM PLAYING, MANAGERS, COACHES AND SCOREKEEPERS SHALL BE PERMITTED TO OCCUPY THESE BENCHES.**

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23. **GAME BALLS:** The team listed first on the schedule (Home Team) will supply the game ball and the team listed second on the schedule (Visitor Team) will supply one good used ball for the back-up ball. Game balls will be picked up on Opening Day by each team manager while checking in at the Information Booth. All game balls will be placed back in the equipment box after each game. These game balls will be used for practice.
24. The HOME TEAM of the last game played on the field has the responsibility of replacing all equipment into the equipment box. The first team to arrive at the field shall place the bases accordingly.
25. The umpire fee is \$20 per game. The manager of the team listed first on the schedule (Home Team) will pay the umpire fee. Each manager will receive game balls and umpire money when you check in at the Information Booth on Opening Day.
26. **SPORTS LINE REPORT:** The WINNING TEAM Manager from each game played will call, fax or email the game scores of that game in to the News Herald. If it is past 10:00 p.m., you should call the scores in the next day. Do not tell them you played yesterday.
27. **PROTEST:** The Umpire must be notified immediately of any protest and a written protest must be submitted to the Arbitration Committee within 24 hours after the game is played. The Arbitration Committee consists of: Jackie Mone, Kim Guenther, Helen Hayes, Amy Fishleigh, and Melissa Amspaugh.
28. CALL-UPS & PLAY-OFF RULES (SEE ATTACHED RULE SHEET).
29. **CATCHERS:** Catchers must wear face masks, catchers helmet and chest protector.
30. **BATTING HELMETS:** Batting Helmets will be worn by all batters, base runners and all player coaches. Any player who deliberately throws the batting helmets will be warned, second time, that player is out of the game.
31. **Smoking:** No smoking during any game by any Manager, Coach, Parent or any person working with the team.
32. **PLAYER SURRENDER RULE:** The runner must surrender a play if it is apparent she will be out as she approaches the next base. Any player that is ejected from the game by the home plate umpire for bodily contact or deliberately pushing/knocking over another player, the team manager and player will be suspended from the next two games they are scheduled to participate in. This is a Recreational League and aggressive unsportsmanlike conduct on the ball field will not be tolerated.
33. **COURTESY RUNNER:** If a courtesy runner is needed, it will be the last player batted out. The batter will need to make it to first base before a courtesy runner is granted for injury.

### SCHEDULE

1. All games must be played as scheduled unless postponed for rain or wet grounds. **NO MANAGER HAS THE AUTHORITY TO CHANGE THE POSTED SCHEDULE.**
2. **MAKE-UP GAMES:** If a game is legally postponed (due to wet grounds or rain), it will be re-scheduled according to the following regulations. The manager of the home team will call the Field Scheduler, Kim Guenther (440-255-0034). She will re-schedule all games according to the availability of playing fields. She will notify the managers and will also reschedule umpires for all make-up games. All make up games will be made up at her discretion according to weather and field availability. **ALL MANAGERS MUST CONTACT KIM ON THE SAME DAY OF THE GAME THAT WAS POSTPONED.**

### GAMES

1. There shall be a 12 game schedule played in the Sr. Pigtail Division.
2. There shall be a tournament play-off at the end of the season. Teams will be seeded according to their win/loss game standings. Trophies will be awarded by Mentor Girls Softball League to first & second placed teams for play-off games only.

### EQUIPMENT BOX

1. The equipment box is to be locked during the game and all unused equipment is to be secured in the box.
2. No spectators are allowed in or on the equipment box. Each league has a varying amount of equipment. In any case, this equipment is valuable and represents a considerable investment by the Mentor Girls Softball League. It is imperative that lost, misplaced and damaged equipment be held to a minimum.
3. All managers are responsible for our equipment. Please make sure you place all equipment back in the box and **KEEP THE LID CLOSED AND LOCKED AT ALL TIMES.**

# MENTOR GIRLS SOFTBALL LEAGUE

## *2011 CALL-UP POLICY*

1. Call-Ups are never to be used instead of team members, or share innings with team members. The only time a Call-Up is used is when your team cannot fill the maximum allowed positions with team members.
2. Call-Ups must be registered with M.G.S.L. and should wear their team shirt from their regular M.G.S.L. League team.
3. Call-Ups must be identified to opposing manager before the start of the game.
4. Call-Ups must bat at the end of the batting order, and must be noted on all game score sheets.
5. Call-Ups must play outfield positions.
6. Call-Ups may be used in Play-Off games when your team cannot fill the maximum allowed positions with regular team members. All Call-Ups used in Play-Off games will play according to Call-Up policy. Trophies will be provided for Call-Up players.
7. **Slow Pitch:** You **MUST** call-up from divisions below yours and only from players on slow pitch division teams.
8. **Fast Pitch:** You may call-up from fast pitch divisions **below** yours. For example, a 12U team may not call-up a player from 14U even though that player may be 11 or 12 years old. You may call-up and **across** from slow pitch divisions that have ages the same or younger than your division. No player that plays on a M.G.S.L. fast pitch team may be a call-up for slow pitch.
9. **Slow Pitch & Fast Pitch:** No player that plays fast pitch may be a call-up for slow pitch, even if the player is also on a slow pitch team!
10. **ALL CALL-UP POLICIES WILL BE ENFORCED.**