

MENTOR GIRLS SOFTBALL LEAGUE**2011 SEASON****FAST PITCH DIVISION RULES RULES**
(Rules include all divisions, unless otherwise noted.)**12U (Ages 10-12)****14U (Ages 13 & 14)****18U (Ages 15, 16, 17 & 18)**

Due to field availability and teams needed per division, the division ages will be strictly enforced for the 2011 season.

The only exception will be for a player's sibling to play up and when there is a Tournament Team from the lower division that carries all tournament players on their roster.

1. Unless specifically changed by the following rules, USSSA Fast Pitch Rules 2011 will prevail.
2. The distance between bases shall be 60 feet.
3. The distance between the home plate and the pitcher's plate shall be 43 feet.
Exception: 12-Under, pitching distance shall be 40 feet.
4. The game ball shall be an official USSSA 12 inch, optic in color, blue-stitched softball.
5. The pitching circle shall have a diameter of 16 feet and a radius of 8 feet.
6. The team roster shall have a maximum of 14 players per team.
7. No player shall be listed on more than one team roster in the Fast Pitch Division, with the exception of a Big Red Tournament team.
8. Free substitution is permitted during all league games for all positions.
9. **Courtesy Runner:** If a courtesy runner is needed, it will be the last player batted out. Can be used for Pitcher and Catcher.
10. **Batting Order:** Continuous batting order for all players on the roster. Inning ends when all players on the team with the most players have batted or after 3 outs, whichever occurs first. This applies to all innings, including the last.
11. **Player Minimum:** There shall be a minimum of eight (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 will be allowed for subsequent games.
12. **Stealing** is allowed in girls' fast pitch. A player may not leave a base until the pitcher releases the pitch. No warning is given to the team if a player leaves too early.
Exception: 12-Under, cannot steal until the ball is past the batter.
13. **Sliding** Is Permitted: No head or hands first sliding is permitted, but diving back to a base is allowed. A player does not have to slide to any infield base. Slide, or avoid contact, to any base!

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14. Fast Pitch divisions will use the orange/white double safety base at first base.
15. All base runners and batters will use batting helmets with face masks (does not need to be NOCSAE approved)
16. All players that will be catching must wear the proper catching equipment – i.e., face mask, throat protector, chest protector, and shin guards. If a player wears a hockey style helmet, a throat protector is not needed.
17. Each player must play defense at least 3 out of 7 innings, but can not sit the bench **more** than 2 consecutive innings.
18. In the case of a thrown bat, it is the umpire's decision to either give the player a warning or eject the player in the case of an intentionally thrown bat. For safety reasons, if a player continues to throw the bat unintentionally, the umpire may remove them from the batting order, but allow them to continue to play in the field. An out will not be taken in that position of the batting order for the balance of the game, **unless the player was ejected**. (Umpire's Discretion)
19. **Game Starting Times:** Game starting times are 6:00 PM & 7:30 PM on the unlighted fields and at 6:00 PM, 7:30 PM, and 9:00 PM on the lighted fields.
20. **Innings:** 12-Under division will play 6 inning games. 14 & 18-Under will play 7 inning games.
21. **Time Limit:** The playing time limit for all divisions will be one hour and 20 minutes. No new inning will be started after the hour and 20 minute time limit. 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.
22. **Official Game:** An official game shall be four (4) innings or 3 ½ innings, if the home 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 complete if 3 innings have been completed or 60 minutes or more of the game has been played. If the home team is leading after 2 ½ innings, or if they take the lead at any time in the bottom of the 3rd 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 rescheduled, it will be according to the rescheduling procedures. Regular Season games will start from scratch when rescheduled. This "from scratch" rule does not apply to Playoff games.
23. **Tied Game:** A tied game is a tied game. No extra innings will be played. If a game is declared a tied game the record shall be listed as half win and half loss. The umpire will use his judgment in calling any game due to darkness or adverse weather.
24. **Warm-Ups:** For the first game, the team listed first on the schedule sheet (Home Team) will have warm-up time on the field from 5:30 P.M. to 5:45 P.M. The second team listed (Visitor) will have warm-time on the field from 5:45 P.M. to 6:00 P.M. Teams for the second and third games will warm-up on the side lines and be ready to play promptly at game time. If field time is available before the second or third game, it will be shared equally by both teams.

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25. **Player Numbers:** 12, 14 & 18-Under Divisions will have a maximum of 10 players on the field at any one time. When using 10 players, four of the players must be positioned in the out field. All outfielders must be positioned on the grass portion of the outfield prior to the release of the pitch.
26. The Dropped-Third Strike-Rule is in effect.
27. In-Field Fly Rule is in effect.
28. All players will wear shirts tucked in. All players will wear same color bottoms. Pants or shorts (appropriate length; not volleyball shorts) are allowed and all must be black in color.
29. **Look-Back-Rule:** When a runner is off her base after a pitch (or as a result of a batter completing her turn at bat) and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the runner. Failure to immediately process to the next base (or return to her original base) after the pitcher has the ball within the circle, will result in the runner being declared out.
30. Players shall report to the field for scheduled games regardless of weather, unless the game is postponed in advance.
31. Managers of 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.
32. **Fouls:** Unlimited fouls on the 3rd strike.
33. **CALL UPS & PLAY-OFF RULES** (see attached rule sheet).
34. **Team/Visitor:** The Home Team shall be the team listed first on the schedule sheet and shall occupy the first base side. The Visitor Team shall be the team listed second on the schedule sheet and shall occupy the third base side. Only players, managers, coaches and scorekeepers shall be permitted to occupy these benches.
34. **Umpire Fees:** An Umpire Fee is \$40 per game. The manager of the team listed first on the schedule (Home Team) will pay the umpire for the game. Each team manager will receive all umpire fees and game balls on Opening Day for the entire season of play when you check in at the Information Booth.
36. **Game Balls:** The HOME TEAM (listed first on the schedule) will be responsible for providing the official game ball. The VISITING TEAM (listed second on the schedule) will supply a good back-up ball.
37. **SAFETY RULE: NO HIT STICKS WILL BE ALLOWED AT THE SCHEDULED GAMES. THIS IS A SAFETY RULE AND MUST BE ENFORCED.** (Okay to use at practice as long as the Manager is holding the hit stick.)

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38. **Sports Line Report:** (Use pink form) The WINNING TEAM Manager from each game played will call the game scores of that game into 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 (they will not take scores that are a day old). PLEASE CALL IN THE SCORES UNDER THE NAME OF MENTOR GIRLS SOFTBALL LEAGUE, FAST PITCH DIVISION.

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'- League Director, Helen Hayes- Umpire-N-Chief, Kim Guenther, Field Scheduler, Melissa Amspaugh and Amy Fishleigh. All Tournament Team Managers and any other Fast Pitch Manager could be asked to serve, if deemed necessary.

SMOKING: NO smoking is allowed during any game by any Manager, Coach, Scorekeeper or Player.

GAMES: All games must be played as scheduled, unless postponed for weather or darkness. NO MANAGER HAS THE AUTHORITY TO CHANGE THE POSTED SCHEDULE OR CANCEL ANY SCHEDULED GAMES.

MAKE-UP GAMES: If a game is legally postponed (due to weather or darkness), it will be re-scheduled according to the following regulations. The manager of the Home Team listed will call the Field Scheduler, Kim Guenther (440-255-0034). She will re-schedule the games according to the availability of the playing fields. She will notify the managers and will also re-schedule the umpires for all make-up games. All make-up games will be made up at her discretion according weather and field availability. ALL MANAGERS MUST CONTACT THE FIELD SCHEDULER ON THE SAME DAY OF THE GAME THAT WAS POSTPONED.

LEAGUE TOURNAMENT

League Tournament or Play-Off Games for MENTOR GIRLS SOFTBALL LEAGUE-FAST PITCH DIVISION, will be held at the end of the Season. Teams will be seeded according to the USSSA Official Brackets and places will be determined by your season's playing record (seeding). There will not be trophies awarded for the regular season. Trophies will be awarded only at the Play-Off or Tournament Games by Mentor Girls Softball League for the first and second placed teams.

ALL TEAMS WILL PARTICIPATE!

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.**