



# San Ramon Valley Girls Athletic League

## Operating Rules

### PREFACE

All divisions will follow the Junior Olympic, FAST PITCH softball rules in the ASA Official Rules of Softball for the current season, which is the official rulebook for SRVGAL. WHEN SRVGAL RULES CONFLICT WITH THOSE IN THE ASA RULE BOOK, SRVGAL RULES SHALL OVERRIDE ASA RULES.

Except where indicated otherwise below, these SRVGAL Operating Rules apply to all divisions. In case of conflict or dispute, binding interpretation of these rules should be sought from the Umpire-in-Chief. Only a quorum of the SRVGAL Board of Directors can overrule rules interpretations made by the Umpire-in-Chief.

All girls will play in their APPROPRIATE SCHOOL GRADE GROUP as determined by their grade for the current school year.

Rules **00-1** through **00-53** generally apply to all SRVGAL divisions, but if a conflict occurs, the Specific Rules for each division shall take precedence.

### DEFINITIONS

- Umpire-in-Chief:** The Board-of-Directors member so designated. This person is responsible for interpretation of all SRVGAL and ASA rules. Please see the SRVGAL directory for the name and contact information for this person.
- Head Umpire:** The Head Umpire for each game is the umpire working behind the plate. Judgment calls by the Head Umpire are binding, and **not subject to protest**.
- Manager:** The adult so designated by the League for each team. For all official purposes of SRVGAL, the term "Manager" is equivalent to "Manager" as defined in Rule 1 of the ASA Playing Rules.
- Coach:** The adult so designated by the League for each team. For all official SRVGAL purposes, the term "Coach" is also equivalent to "Manager" as defined in Rule 1 of the ASA Playing Rules. It is important that the SRVGAL title of Coach is NOT as defined for "Coach" in Rule 1 of the ASA Playing Rules.
- Scheduled Game Time:** Weekday games - 5:30PM; with the exception of high school fields where the weekday game time is 6:00PM. Weekend games - 9:00AM, 11:30AM, 2:00PM or 4:30PM, or as designated by the master game schedule.
- Actual Game Time:** The time at which the Head Umpire calls for the first pitch. The Head Umpire shall note the Actual Game Time and so notify both scorekeepers and/or managers during the first inning.
- Regulation Game:** A **REGULATION GAME** shall consist of seven innings (five PreK/K Division; six for 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> Divisions) or a total of 2 hours (75 minutes for PreK/K), whichever comes first.
- Official Game:** Defined only for the purpose of determining whether or not a game is to be rescheduled due to rain, darkness, etc., an **OFFICIAL GAME** is defined to be any game that exceeds 1 HOUR 15 MINUTES (75 minutes) from Actual Game Time (regardless of the number of innings played).
- Minimum Required Number of Players:** The least number of available players that a team may participate in a game with. For all divisions, except High School Division, this number is seven (7). For the High School Division this number is six (6).



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## GENERAL RULES APPLICABLE TO ALL DIVISIONS

### EQUIPMENT, PREPARATION AND START OF GAME

**00-1** BOTH TEAMS WILL BRING ALL EQUIPMENT TO THE GAME SITE (including bats, balls, helmets, catcher's gear, etc.). All bats 27" or greater must carry the regulation "Official Softball" marking, and must have a rubber grip, the "Power Pad" grip, or be taped with "friction" tape (slick plastic tape is prohibited). One-piece "Official Softball" aluminum bats are allowed. Warm-up "donuts" on bats are prohibited (safety hazard); however, the "Pow'R Wrap" warm-up attachment is legal. *Eye glasses must not have a mirrored (reflective or silvered) finish or be visually distracting in style. For safety, it is RECOMMENDED that all eye glasses be the sport-type safety glasses.*

**00-2** In all official League games, each team member must be in her SRVGAL-issued uniform (jersey) and shall WEAR IT IN THE PROPER MANNER at all times, or she may not play. All coaches are required to wear the SRVGAL issued coach uniform shirt during all games. No metal baseball spikes are allowed. Soft plastic and rubber spikes are permissible. No hard plastic, metal or reflective caps or visors are allowed.

**00-3** The team designated as HOME TEAM on the SRVGAL Game Schedule will prepare and set up the field by 15 MINUTES before Scheduled Game Time (SGT). Following the completion of the game, the **MANAGERS AND COACHES OF BOTH TEAMS** will combine efforts to ensure that all field equipment has been returned to the equipment box and any work on the field needed to return it to proper condition is carried out.

**00-4** Provided they arrive on time, each team will have seven minutes of warm-up time on the playing field before the start of the game. The visiting team shall take its warm-up first, at 15 minutes before SGT. The home team is entitled to begin its warm-up on the field 8 minutes before SGT. The home team will occupy the third-base dugout, and provide two game balls which meet the approval of the game's Head Umpire.

**00-5** All games must be under the supervision of at least one SRVGAL authorized coach and will start upon each team having at least the Minimum Required Number of players (7) by SGT. If at any time during a game all SRVGAL authorized coaches leave, then the game will be stopped and treated in the same manner as any game called because weather. An assistant can be assigned by a SRVGAL authorized Manager or SRVGAL authorized Coach during a game, but this individual is not recognized as a "Manager" under the ASA definition or as a SRVGAL Coach or Manager under SRVGAL rules (e.g., cannot communicate on behalf of the team with either the umpire or the opposing team, make lineup changes, etc.). If a team is unable to take the field by SGT, that team automatically forfeits the game. A player arriving late may not enter a game in progress on defense until the start of the next half-inning. Players arriving late will be added to the END of the batting order only.

### END OF GAME

**00-6** No inning will start later than 2 hours after Actual Game Time. However, when a new inning begins before Actual-Game-Time-plus-2-hours, **PLAY CONTINUES UNTIL IT IS COMPLETED OR STOPPED** (e.g., due to darkness), by the Head Umpire. A new inning shall be deemed to commence as soon as the last out is called in the previous inning.

**00-7** Regular season tied games (except PreK/K) may use extra innings only until the 2-hour time limit is reached; see Rule **00-6**. If at the end of regulation innings and the time limit has not been exceeded and the game is tied, beginning with the 1<sup>st</sup> additional inning played, the use of the "international tie breaker" will be in effect. Thus, the last batter who completed her turn at bat in the previous inning is placed on 2<sup>nd</sup> base at the start of the half inning. This applies to both the top and bottom of each additional inning. The game ends when the home team is ahead at the bottom of any inning or the 2-hour time limit as per **00-6** is reached. Regular season games may end in ties.



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**00-8** When, IN THE JUDGMENT OF THE HEAD UMPIRE, field conditions (due to darkness, rain, etc.) would impair the SAFETY OF THE PLAYERS, or prevent play of the game, the Head Umpire (only) may terminate play. In this case, the final score of the game, if OFFICIAL, shall be the score at the end of the last COMPLETE inning (except if play is terminated in the bottom of an inning and the home team is leading or if the score is tied). No player, coach, or bystander shall prod or cajole the Head Umpire to call the game, or make any other judgment call. **NOTE:** When play is terminated by the Head Umpire and the result is a non-OFFICIAL Game (i.e., not in conformance with the requirements of the definition of an OFFICIAL GAME), the game will be continued at a later date in accordance with Rule **00-13**. Continued non-OFFICIAL Games are still subject to the (total) 2-hour time limit of Rule **00-6**; both Managers shall jointly consult with the Head Umpire and note in both score books the amount of time that was consumed before play was terminated.

**00-9** During the regular season, Regulation tie games are possible (when forced by Rule **00-6** or Rule **00-8**), and are official. When such a Regulation tie game occurs, each team will be awarded one-half credit in their division standings.

**00-10** In a League Play-off or Championship game, a tie game will not be recognized. Should such a tie game be called for darkness, etc., the game will be continued according to Rule **00-13**.

**00-11** The score of each game (except PreK/K) shall be reported to the appropriate Division Coordinator within 24 hours. This is the responsibility of the WINNING team. In the event of a tie, the home team shall report.

### RESCHEDULING OF GAMES and CONTINUATION OF INTERRUPTED GAMES

**00-12** If a REGULAR SEASON GAME is to be rescheduled due to inclement weather, the determination to do so will be done by the HEAD UMPIRE only, at the Game Site, immediately before SCHEDULED GAME TIME. If the Head Umpire does not appear, both team managers must agree on whether the condition of the field will allow play; otherwise, the Division Coordinator will determine whether a forfeit or a re-scheduling of the game is appropriate. NO GAME MAY BE RESCHEDULED for any other reason. Unauthorized rescheduled games will result in automatic forfeit by both teams.

**00-13** When a game that has not yet become OFFICIAL is terminated by a Head Umpire in accordance with Rule **00-8**, the Division Coordinator shall schedule the game for later continuation. Games continued under this rule will be resumed at the EXACT POINT where they were stopped (same inning, batting orders, base runners, etc., to the maximum extent possible). The (total) 2-hour time limit of Rule **00-6** still applies. The game will be rescheduled by the Division Coordinator on the first available date that both teams are not scheduled to play (unless against each other), AND an appropriate field is available. Games shall be rescheduled in chronological order based on the ORIGINAL game date, whenever possible. The Division Coordinator shall not solicit preferences as to game dates for the rescheduled game, game time, or field location from either manager, nor shall managers or team representatives prod or cajole the Division Coordinator for a particular date, time or location. Rule **00-5** remains in effect for all rescheduled games.

### CONDUCT

**00-14** A coach who intends to discipline a player for any reason shall apply for approval from the appropriate Division Coordinator before instituting disciplinary action.

**00-15** Should a coach wish to discipline a player for chronic absence, tardiness, or adverse behavior, the coach may bench the girl, provided the coach informs the girl and one of her parents of her right to appeal to the Division Coordinator.

**00-16** A player may be dismissed from the League if she misses three games and/or official scheduled practices, or if she is involved in any form of physical violence, or if she is under the influence of alcohol or narcotics pursuant to Rule **00-14**. In addition, if a player misses just one scheduled game in order to play with another organized softball team, she will be subject to immediate suspension from the league for the remainder of the season without the refund of any registration fee. The player may appeal to the Division Coordinator.



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**00-17** Use of profane or abusive language and smoking by players is forbidden at all games and practices, and may be cause for disciplinary action. The on-site use of alcoholic beverages by ANYONE either before, during, or after SRVGAL games is strictly prohibited. **Failure to comply with rules enforcement shall result in the game being called by the Head Umpire, and a forfeit declared by the Board of Directors.**

**00-18 Managers and coaches shall be responsible for the conduct of the players and observers associated with their teams.** No persons other than properly designated managers, coaches, umpires, players and other League officials are allowed on the playing field during games and practices. **Negative or abusive comments by any adult, bystander, or player are prohibited, and shall be cause for ejection from the site of the game by the Head Umpire.**

**00-19** Any person may refer to the League Commissioner and/or Umpire-In-Chief any player, coach or adult (including parents) associated with the League whose conduct appears detrimental to the best interests of the League. The Executive Committee of the Board of Directors will consider all such complaints and recommend action to the Board of Directors. The person in question has the right of appeal before Board action is finalized.

**00-20** In general, a Division Coordinator, within Board-established guidelines, has the authority to settle team disputes (exclusive of rules issues) within his/her division. When questions and problems remain, the chain of command is: Coach, Manager, Division Coordinator, League Commissioner, Board of Directors.

### OTHER RULES

**00-21** At all official League games, the scorekeepers from both teams SHALL SIT TOGETHER, and shall assure that their respective score books are kept in agreement with each other throughout the game. Both scorekeepers shall assist the managers and coaches in assuring that all of the League's substitution and player-participation rules are complied with.

**00-22** At official League games, no person shall sit or stand behind the backstop or be directly in line with the pitcher's rubber and home plate (this is to prevent distracting the pitcher).

**00-23** An adult woman shall be in attendance at all practices and games. It is the Manager's responsibility to see that this rule is complied with.

**00-24** Each team shall have a first-aid kit at all games and practices.

**00-25** Should an accident or injury occur, the SRVGAL Secretary should be contacted as soon as possible. Insurance claims should also be referred to the SRVGAL Secretary. Please consult the SRVGAL directory for the name and contact information for this person.

**00-26** No radio, tape recorder or other electronic device that can be heard more than ten feet from the device itself shall be played at any SRVGAL game.

### ELIGIBILITY and CONTINUOUS BATTING

**00-27** Only properly registered SRVGAL players shall participate in SRVGAL games or practices. No adult or non-registered person is permitted to participate in an official SRVGAL game or practice.

**00-28** In all divisions, EVERY GIRL ON THE TEAM will have a permanent place (for that game) in the batting order, and she shall remain in that place whether she is currently in the defensive line-up or not. A player who, for any reason, is unable to bat in her assigned place in the batting order, **shall be declared automatically OUT for that particular at-bat only**, with her position in the batting order being closed thereafter. If that player is then able to bat, after having been declared an automatic out, she may re-enter the game, and bat in her original position in the batting order.



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### DESIGNATED HITTERS, BALKS

**00-29** Designated hitters are not allowed in any SRVGAL division, since all players are to be in the batting order at all times.

**00-30** Balks are not to be called on the pitcher in any SRVGAL division. However, a pitcher who aborts her delivery, for whatever reason, (as an example, the batter has indicated a possible intention to bunt) shall be called for an "illegal pitch". An illegal pitch is called a "ball", and all runners advance one base.

### SAFETY

**00-31** If, IN THE HEAD UMPIRE'S JUDGMENT, a batter throws her bat, she will be declared out. NO WARNING WILL BE GIVEN AFTER THE GAME STARTS.

**00-32** Protective head gear must be worn by the catcher, batter, and all other members of the batting team while on the field of play (including any player that may be in a coach's box). If, IN AN UMPIRE'S JUDGMENT, a player "tosses" her head gear while running the bases, she shall be declared out. If there is a shortage of batting-team helmets, defensive team helmets shall be used to insure that all required persons are furnished with a helmet. Only adults may elect not to wear a helmet while on the field.

**00-33** No player shall have any object within their mouth other than a medically prescribed appliance or athletic safety device while participating on the field of play during a game or practice. This rule specifically includes all food stuffs such as gum, seeds, etc.

### SLIDING

**00-34** Sliding is ALLOWED, but never required in all divisions. No player may be called out at any base, including home plate, simply because she did not slide. There may be Obstruction and Interference Rules that apply in the event of a collision or blocked bases (refer to the appropriate ASA rules).

### UMPIRES

**00-35** The Head Umpire will normally be the umpire positioned behind home plate. If a League-designated Head Umpire does not appear at the game site by 10 minutes before Scheduled Game Time, the managers of each team shall agree on a Head Umpire and assistant BEFORE THE GAME STARTS. In this case each team shall provide the Head Umpire for about half the game. PreK/K teams see Rule **00-117**; 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> teams see Rules **00-219** and **00-220**.

**00-36** The Head Umpire will explain the ground rules to both Managers and warn both teams against throwing of bats prior to the beginning of the game. The Head Umpire has the authority to eject players, coaches, and/or any observer from the game site. Failure to comply with rules enforcement may result in the game being called by the Head Umpire, and declaration of forfeit by the Board of Directors.

### PROTESTS

**00-37** Except in very well justified cases (*i.e. gross misapplication or misinterpretation of rules*), protest of SRVGAL games is discouraged. All relevant conditions stated in the current ASA Official Rules of Softball must be followed when notification of intent to protest is made. Notice of intent to protest is given to the Head Umpire, who shall in turn notify the opposing Manager and both scorekeepers. See **ASA Rule 9**.

**00-38** Formal written protests must be placed in the hands of the appropriate Division Coordinator WITHIN 24 HOURS after notice of intent is given. Formal protests must be accompanied by a \$20.00 deposit. As soon as all necessary information is collected, the League Commissioner, Umpire-in-Chief and an Executive-Board Representative will meet. If the protest is not upheld, the \$20.00 deposit will go into the League's general fund. If upheld, a refund will be given.

**00-39** Judgment calls by umpires **CAN NOT** be protested.



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### SUBSTITUTIONS AND MINIMUM PLAYING TIME

**ALL TEAM MANAGERS SHOULD CAREFULLY DESCRIBE AND EXPLAIN THESE RULES TO ALL PARENTS OF THE PLAYERS ON THEIR TEAM. THIS WILL HELP SHIELD THE MANAGER FROM "PARENTAL CRITICISM", AND ALLOW THE PARENTS TO MONITOR THE PLAYING TIME OF THEIR DAUGHTERS.**

**00-40** A girl becomes a "defensive player" when she TAKES A DEFENSIVE POSITION ON THE FIELD. This means specifically that a substitute does not begin to be a player at the time she is penciled into the line-up; she only begins to be a defensive player at the time she TAKES THE FIELD as a defensive player.

**00-41** Defensive substitutions may, in general, be made at any time, and defensive re-entry is legal. However, once a defensive substitution is made, the new sub (**with the exception of a pitcher**) must remain in the defensive lineup at least until the current defensive half-inning is complete unless she becomes injured.

**00-42** In any game for which a player arrives on time (i.e., 15 minutes before scheduled game time), a player **SHALL SIT OUT NO MORE THAN TWO FULL INNINGS** on defense (i.e., 6 defensive outs). This rule is suspended in the event a game continues into extra innings, and is not applicable to the PreK/K teams.

**00-43** During the course of the season, each player shall play, on defense, at least 70% of all the defensive innings played by the team. The defensive innings of full games missed by a player, or defensive innings missed due to late arrival or early departure from games shall be counted as defensive innings played for that player. This rule is not applicable to the PreK/K Division.

**00-44** Team managers and coaches shall keep accurate and up-to date records of the playing time of each girl on their team. These records will be kept on forms provided by SRVGAL and open to inspection by the Division Coordinator, League Commissioner or League President at any time.

**00-45** Violations of minimum playing time and/or substitution rules are to be brought to the attention of the Division Coordinator. Such violations may be cause for forfeiture of the game after consideration by the Executive Board. **RECURRING violation of substitution, player-participation and/or minimum-playing-time rules SHALL BE AUTOMATIC CAUSE FOR DECLARATION OF FORFEIT BY THE EXECUTIVE BOARD FOR ALL AFFECTED GAMES.** Parents are encouraged to report violations of these rules to the appropriate Division Coordinator. Please consult the SRVGAL directory of the names and contact information for these coordinators.

### INJURED PLAYERS

**00-46** A girl should not begin a game if she is unable to play (including batting, running, fielding and throwing). No courtesy runner will be allowed for a player who enters the game while injured.

**00-47** When a player becomes injured while running the bases, a substitute runner is allowed.

**00-48** When a player is unable to bat (and run the bases) in her assigned place in the batting order, after an injury in that game, then her place in the batting order will be closed up and an out declared the next (and only the next) time she is supposed to bat. If a player re-enters after her place in the batting order is closed up, her previous position will be opened up for her.

### PITCHING RULES

**00-49** To begin her delivery, the pitcher must take a position with both feet in contact with the pitching rubber. No subsequent backward step with either foot is legal. The first step must be forward, with the foot opposite the pitching arm. The other ("pivot") foot must stay in contact with the ground until the ball is released. This is a partial restatement of the ASA pitching rules.

**00-50** A pitcher's eligibility to pitch in an upcoming game is governed by the specific rules of her division. A pitcher's eligibility limitation is to be determined, in the situations where game postponements occur, by her pitching activity in games as they are **ACTUALLY PLAYED**, not as they were originally scheduled. Thus, if a



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pitcher pitches more than the allowed number of innings in a particular game, she is ineligible to pitch in the **NEXT GAME** she plays, whether or not that game is the next game listed on the schedule.

### BATTING RULES

**00-51** After entering the batter's box, the batter must remain in the box with at least one foot, between pitches and while taking signals (for exceptions see ASA Rule 7 Section 3D). **The batter must not impede the effort of the catcher making a play on a base stealing attempt (i.e. offensive interference) - in this case, the batter should leave the batter's box until the play is completed. If the batter leaves the box illegally or does not return to the box, AFTER A WARNING,** the umpire will call a strike. No pitch has to be thrown and the ball is dead. **NOTE:** Any number of warnings and called strikes can be made with each batter. SRVGAL umpires will make every attempt to be fair and issue adequate warnings.

### RESTATEMENT OF THE DROPPED THIRD STRIKE RULE

**00-52** The following is a restatement of the Dropped Third Strike Rule. This restatement is meant to clarify the rule and is not meant in anyway to modify the rule as it exists in the Rule Book. The Dropped Third Strike Rule is only applicable to certain divisions. Please consult the rules for each division to see if it applies.

A dropped third strike occurs when the catcher fails to catch the third strike (swung at or not swung at by the batter) before the ball touches the ground. The ball can be missed entirely, dropped, and/or the ball strikes the ground prior to being caught. Upon a dropped third strike the batter becomes a batter-runner and may attempt to reach first base. The batter-runner may be put out (force out) at first base or tagged. The Dropped Third Strike Rule only applies when:

1. There are fewer than two outs, i.e. zero or one out, and first base is unoccupied at the time of the pitch. First base is occupied even if a steal from first base is in progress at the time.
2. Anytime there are two outs. Hence, on two outs, batters can always attempt to reach first base whether it is occupied or not.

**EXCEPTION TO THE RULE:** For the BLUE 7<sup>th</sup>/8<sup>th</sup> DIVISION ONLY, when there are two outs and the bases are loaded, the third strike need not be held by the catcher (except when fouled off).

### WARM-UP PITCHES

**00-53** Currently, according to ASA rules [see Rule 6 – Pitching Regulations (Fast Pitch), Section 9.] not more than one minute may be used to deliver not more than five warm-up pitches between half innings or when a pitcher relieves another. SRVGAL has never enforced the one minute rule. Umpires will enforce the time limit between half-innings and pitcher changes at three minutes (triple the stated ASA limit) to deliver not more than five warm-up pitches. That is, no more than three minutes will be allowed from the time of the last out to the commencement of play of the next half-inning. However, it is hoped that significantly less than three minutes will be required and every effort should be made to reduce time between half-innings. The penalty for delaying play by the defensive team may be the awarding of balls by the umpire. This rule enforcement will help to speed up the games, especially for the weekday games where sunlight is a limiting factor. Umpires will be charged with enforcing the rule uniformly and with commonsense.



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### SPECIFIC RULES APPLICABLE TO PreK/K DIVISION

The PreK/K teams will generally be assigned no less than 13 players, and will field ten defensive players. Every available rostered girl will be assigned a place in the batting order.

The PreK/K teams will play five-inning games, or 75 minutes, whichever comes first. Extra innings will never be played. PreK/K teams will play with only the SRVGAL-supplied, 9-inch Incrediball.

#### SPIRIT

**00-100** The basic philosophy of the PreK/K Division is to help the players develop their softball skills and learn the game. Although softball is by nature a competitive sport, keeping score and playing to win are de-emphasized in the PreK/K Division. Win-loss records and league standings are not maintained. Coaches and parents should employ a positive, teaching approach toward their own team, and should refrain from commentary toward or regarding the opposing team.

#### FIELD OF PLAY

**00-101** Bases in the PreK/K Division will be 55 feet apart.

**00-102** The distance to the "pitching rubber" from home plate shall be 35 feet in a direct line between second base and home plate, measured from the front edge of the pitching rubber to the tip of home plate where the base lines converge. The PITCHER'S CIRCLE is an 8-foot radius around the center of the pitching rubber.

**00-103** An arc of radius fifteen feet shall be drawn on the field, centered on the tip of home plate where the base lines converge. This arc shall serve as the "fair but foul" line; see Rule **00-105**.

#### HITTING

**00-104** The ball will be hit from a "batting tee", which will be positioned in the middle of home plate. The batter is allowed seven swings to hit the ball into play off the batting tee. It is the Umpire's responsibility to remove the batting tee from the home plate area whenever play might involve an offensive or defensive player approaching home plate.

**00-105** Any ball hit into fair territory but which dies before reaching the "fair but foul" line shall be declared a foul ball.

**00-106** If on the seventh swing the ball is not struck, or if the struck ball is declared foul, the batter will be called out.

**00-107** Batters are not allowed to bunt, and may not take a half swing or swinging bunt. If, in the judgment of the umpire, the batter has not taken a full swing, any play that took place as a result of the improper swing shall be nullified, and the improper swing counted. If this should occur on the seventh swing, the batter is out.

**00-108** A half-inning will be the customary three outs, or when a total of **TEN BATTERS** have completed their turns at bat and all play resulting from the tenth batter has been finished, whichever comes first. For the 10th batter, play may be finished by a defensive player controlling the ball and standing on home plate or when the pitcher has control of the ball with both feet inside the pitcher's circle, if there are still runners on base.

#### PITCHER'S POSITION

**00-109** The player who occupies the defensive position of pitcher must stay in contact with the pitching rubber (center of the pitching circle) until the ball is hit.

**00-110** The ball is dead when the pitcher has control of the ball with both feet inside the pitcher's circle.



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### BASE RUNNING

**00-111** Runners must stay in contact with the base until the ball is hit. When a runner leaves a base too soon, the ball is dead and the runner is out. This is a judgment call to be made by the umpire only.

**00-112** Baserunner(s) may only advance one base, with the normal liability to be put out, on a ball that is put into play, but does not leave the infield (as defined by the base lines between 1<sup>st</sup> and 2<sup>nd</sup> base and between 2<sup>nd</sup> and 3<sup>rd</sup> base). If the ball is put into play and reaches the outfield, the runner(s) may advance at will, with normal liability to be put out, until the ball is returned to the infield, after which time the runner(s) may only advance, with normal liability to be put out, to the next base from the runner's location when the ball reached the infield. A runner may NOT advance on any overthrows even if the ball goes into deadball territory. This entire rule will be suspended during the at-bat of the tenth batter in lieu of Rule **00-108** (For the 10th batter, play may be finished by a defensive player controlling the ball and standing on home plate, if there are still runners on base.)

**00-113** Stealing is not allowed in the PreK/K Division. Note, however, that tagging up and running after a caught fly ball is not stealing.

### DEFENSIVE PLAY

**00-114** No defensive player except the catcher shall begin play (for each swing by the batter) closer than 35 feet from the tip of home plate where the base lines converge.

**00-115** The tenth player (called the rover) shall be designated as a fourth outfielder.

### PLAYER PARTICIPATION AND PLAYING TIME

**00-116** In each game that a player arrives on time, she will play on defense for a minimum of 2 innings. At least 1 of these must be as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing. Managers and coaches are strongly encouraged to equalize the defensive playing time for all players on their PreK/K teams.

### UMPIRE

**00-117** Every team will provide one qualified adult umpire for the entirety of each of its games. The home team's adult umpire will start as Head Umpire behind the plate, and the visiting team's umpire will start as the base umpire. The two umpires will exchange positions in the middle of the third inning. No player, coach or observer shall put pressure upon the umpire to influence any judgment call.

### SCOREKEEPING

**00-118** Scorekeeping in the PreK/K Division is done only to ensure that the player participation and batting rules are adhered to. The final score is not to be announced. Scorekeepers should refrain from announcing the score at midpoints during the game, especially if the score is unbalanced. **Please refer to the SPIRIT Statement for the PreK/K Division.**



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### SPECIFIC RULES APPLICABLE TO THE 1<sup>st</sup>/2<sup>nd</sup> DIVISION AND THE WHITE 3<sup>rd</sup>/4<sup>th</sup> DIVISION

1<sup>st</sup>/2<sup>nd</sup> teams and WHITE 3<sup>rd</sup>/4<sup>th</sup> teams will typically be assigned at least 13 players, and will field ten defensive players. Every available rostered girl will be assigned a place in the batting order. 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> teams will use an 11-inch Incrediball.

The 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> teams will play six-inning games (or 120 minutes). Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists.

#### FIELD OF PLAY

**00-200** Bases in the 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> Divisions will be 55 feet apart.

**00-201** The distance to the pitching rubber from home plate shall be 35 feet in a direct line between second base and home plate, measured from the front edge of the pitching rubber to the tip of home plate where the base lines converge. The adult pitcher shall pitch FROM THE PITCHING RUBBER. The PITCHER'S CIRCLE is an 8-foot radius around the center of the pitching rubber. All other field measurements are as given in Rule **00-202**, and the current ASA Official Rules of Softball.

#### FIFTEEN-FOOT RULE

**00-202** A three-foot long line will be marked that crosses the third-base line 15 feet from the tip of home plate where the base lines converge.

**00-203** A runner attempting to score from third base who crosses the 15-foot line will be out if (1) she re-crosses that line while moving back toward third base, or (2) a fielder with possession of the ball touches home plate before the runner, or (3) the runner is legally tagged out by a defensive player.

#### PITCHING – 1<sup>st</sup>/2<sup>nd</sup>

**00-204** There will be no called strikes or balls in the 1<sup>st</sup>/2<sup>nd</sup> Division. The batter will normally receive five pitches or three swinging strikes, whichever comes first. She will receive an extra pitch, however, each time she fouls off the third strike (unless it is held by the catcher or caught on the fly by a fielder). Adults will be used ONLY TO PITCH, but each team will have a player to serve as the FIELDING PITCHER. THE ADULT PITCHER WILL PITCH FROM THE PITCHING RUBBER. At the time each pitch is released, the Fielding Pitcher must have both feet within the pitcher's circle and must be behind an imaginary line drawn through and parallel to the long axis of the pitcher's rubber; she must remain behind the pitcher's rubber until the pitch reaches home plate. If, in the umpire's judgment, the adult-pitcher interferes (even unintentionally) with the fielding of a batted ball, the batter will be called out and the ball is dead; no base runners may advance. While on the field of play, the adult-pitcher shall not coach players after the ball is pitched.

**00-205** Each coach must advise the Head Umpire who the starting Fielding Pitcher is, and of any substitutions made for the Fielding Pitcher during the game.

**00-206** Pitched balls must be returned to the Fielding Pitcher by the catcher.



# San Ramon Valley Girls Athletic League

## Operating Rules

### PITCHING – WHITE 3<sup>rd</sup>/4<sup>th</sup>

**00-207** The strike zone extends from the TOP OF SHOULDERS to the BOTTOM OF THE KNEES. A pitch is a strike if ANY PART of the ball is within the strike zone, **AND** ANY PART of the ball is over ANY PART of home plate.

**00-208** A pitcher may pitch the entire game, *but if she pitches more than three innings, she is ineligible to pitch in the next game for which she is in the batting order.* For the purposes of this rule, an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended once the length of the game exceeds six innings.

**00-209** There will be no walks. After a fourth ball is called on a batter, an offensive-team adult will complete pitching to that batter, from the pitching rubber. Every pitch thrown by the adult-pitcher will be a strike; however, a fouled third strike will not be called an out unless it is held by the catcher or caught on the fly by a fielder. If a pitch thrown by the adult-pitcher hits the batter it is called a strike. The player-pitcher becomes a Fielding Pitcher while the adult is pitching, and will take her place with both feet completely inside the pitcher's circle and no closer to home plate than the pitching rubber. If, in the umpire's judgment, the adult-pitcher interferes (even unintentionally) with the fielding of a batted ball, the batter will be called out and the ball is dead; no base runners may advance. Pitches thrown by the adult-pitcher will be returned to the Fielding Pitcher by the catcher.

**00-209a** Upon hitting the third batter with a pitched ball in a single inning, the pitcher must be immediately removed from the pitching position for the remainder of that inning. The player may return to the pitching position in subsequent innings.

**00-210** While on the field of play, the adult-pitcher shall not coach players **AFTER** the ball is pitched.

### GENERAL

**00-211** The third strike need not be held by the catcher (unless it is fouled off).

**00-212** Baserunner(s) may only advance one base, with the normal liability to be put out, on a ball that is put into play, but does not leave the infield (as defined by the base lines between 1<sup>st</sup> and 2<sup>nd</sup> base and between 2<sup>nd</sup> and 3<sup>rd</sup> base). If the ball is put into play and reaches the outfield, the runner(s) may advance at will, with normal liability to be put out, until the ball is returned to the infield, after which time the runner(s) may only advance, with normal liability to be put out, to the next base from the runner's location when the ball reached the infield. A runner may NOT advance on any overthrows even if the ball goes into deadball territory.

**00-213** A half-inning will be (1) three outs, or (2) when a total of ten batters have completed their turns at bat and all play resulting from the tenth batter has been finished defined by when the ball is dead, whichever comes first. For this rule "ball is dead" is defined by Rule 00-212 above, a third out, the ASA definition for Dead Ball, or when a defensive player controlling the ball is standing on home plate, if there are still runners on base. **EXCEPTION TO THIS ENTIRE RULE:** The top and bottom halves of the sixth and any subsequent innings will be the same as regulation softball rules (i.e., only three outs will end a half-inning).

### DEFENSIVE POSITIONING, ROVER AND INFIELD FLY

**00-214** All defensive players (except the catcher) must position themselves for each pitch at least 35 feet from the tip of home plate, and may only move closer after the pitched ball reaches home plate. *However, as long as a team is **not** playing shorthanded, four players are to be designated as outfielders and may NEVER field a batted ball until the ball has crossed the imaginary line drawn between the bases. If an outfielder fields a batted ball before it crosses the base line, play is stopped, all runners are safe and are awarded the base to which they are going. The batter will be awarded first base and credited with a base hit.*

**00-215** Rule eliminated in 2007

**00-216** For the 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> Divisions, there is no infield-fly rule.



# San Ramon Valley Girls Athletic League

## Operating Rules

### STEALING AND BASE RUNNING

**00-217** There will be no stealing. Note, however, that tagging up and running after a caught fly ball is not stealing.

**00-218** Runners may not advance on an overthrow from the catcher back to the Fielding Pitcher after a pitch that was not batted into fair territory.

**00-219** Runners may not leave a base until the ball crosses over HOME PLATE or is hit by the bat.

**00-220** When a runner leaves a base too soon, the ball will be declared dead, a NO PITCH will be called, and the runner leaving the base too soon is out.

### BUNTING

**00-221** Bunting is illegal in the 1<sup>st</sup>/2<sup>nd</sup> and WHITE 3<sup>rd</sup>/4<sup>th</sup> Divisions. If, in the sole judgment of the Head Umpire, a batter bunts a pitch or DELIBERATELY hits the pitch so softly as to have the effect of a bunt, that batter shall be called out; the ball is dead and no base runner may advance.

### INFIELD PLAYING TIME

**00-222** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.

### UMPIRES

**00-223** Every team must provide one qualified adult umpire for the entirety of each of its games. Teams may employ their Manager or Coach as an umpire, but while umpiring the Manager/Coach may not engage in any activities normally associated with coaching their team.

**00-224** The initial Head Umpire shall be determined by coin toss. Umpires change positions every TWO innings.



# San Ramon Valley Girls Athletic League

## Operating Rules

### SPECIFIC RULES APPLICABLE TO BLUE 3<sup>rd</sup>/4<sup>th</sup> DIVISION

BLUE 3<sup>rd</sup>/4<sup>th</sup> teams will draft twelve players, and field nine defensive players. Every available rostered girl will be assigned a place in the batting order. The BLUE 3<sup>rd</sup>/4<sup>th</sup> teams will use an 11-inch Incrediball.

BLUE 3<sup>rd</sup>/4<sup>th</sup> teams will play six-inning games. Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists.

#### FIELD OF PLAY

**00-250** Bases in the BLUE 3<sup>rd</sup>/4<sup>th</sup> Division will be 55 feet apart.

**00-251** The distance to the pitching rubber from home plate shall be 35 feet in a direct line between second base and home plate, measured from the front edge of the pitching rubber to the tip of home plate where the base lines converge. The PITCHER'S CIRCLE is an 8-foot radius around the center of the pitching rubber. All other field measurements are as given in the current ASA Official Rules of Softball.

#### STEALING

**00-252** Base stealing is **NOT PERMITTED** in the BLUE 3<sup>rd</sup>/4<sup>th</sup> Division. Each base runner may leave her base when the pitched ball crosses home plate (and not before), but when the ball is not put into play by the batter, she must return to her base without liability to be put out.

**00-253** When a runner leaves a base too soon, the ball is declared dead, a NO PITCH is called, and the runner leaving the base too soon is out.

#### OFFENSIVE PLAY

**00-254** Through the fifth inning, the offensive team may not score more than five (5) runs per inning.

#### PITCHING

**00-255** The strike zone extends from the TOP OF THE SHOULDERS to the BOTTOM OF THE KNEES. A pitch is a strike if ANY PART of the ball is within the strike zone, **AND** ANY PART of the ball is over ANY PART of home plate.

**00-256** A pitcher may pitch the entire game, *but if she pitches more than three innings, she is ineligible to pitch in the next game for which she is in the batting order.* For the purposes of this rule, an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended once the length of the game exceeds six innings.

**00-257** There will be no walks. After a fourth ball is called on a batter, an offensive-team adult will complete pitching to that batter, from the pitching rubber. Every pitch thrown by the adult-pitcher will be a strike; however, a fouled third strike will not be called an out unless it is held by the catcher or caught on the fly by a fielder. If a pitch thrown by the adult-pitcher hits the batter it is called a strike. The player-pitcher becomes a Fielding Pitcher while the adult is pitching, and will take her place with both feet completely inside the pitcher's circle and no closer to home plate than the pitching rubber. If, in the umpire's judgment, the adult-pitcher interferes (even unintentionally) with the fielding of a batted ball, the batter will be called out and the ball is dead; no base runners may advance. Pitches thrown by the adult-pitcher will be returned to the Fielding Pitcher by the catcher.

**00-257a** Upon hitting the third batter with a pitched ball in a single inning, the pitcher must be immediately removed from the pitching position for the remainder of that inning. The player may return to the pitching position in subsequent innings

**00258** While on the field of play, the adult-pitcher shall not coach players **AFTER** the ball is pitched.



# San Ramon Valley Girls Athletic League

## Operating Rules

### BUNTING

**00-259** Bunting is illegal. If, in the sole judgment of the Head Umpire, a batter bunts a pitch or DELIBERATELY hits the pitch so softly as to have the effect of a bunt, that batter shall be called out; the ball is dead and no base runner may advance.

### DEFENSIVE PLAY

**00-260** The catcher need not hold the third strike, unless it is fouled off.

**00-261** All defensive players (except the catcher) must position themselves for each pitch at least 35 feet from the tip of home plate, and may only move closer after the pitch leaves the pitcher's hand.

**00262** In the BLUE 3<sup>rd</sup>/4<sup>th</sup> Division, there is no Infield-Fly Rule.

### INFIELD PLAYING TIME

**00-263** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.



# San Ramon Valley Girls Athletic League

## Operating Rules

### SPECIFIC RULES APPLICABLE TO RED 3<sup>rd</sup>/4<sup>th</sup> DIVISION

RED 3<sup>rd</sup>/4<sup>th</sup> teams will draft twelve players, and will field nine defensive players. Every available rostered girl will be assigned a place in the batting order.

RED 3<sup>rd</sup>/4<sup>th</sup> teams will play six-inning games. Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists. RED 3<sup>rd</sup>/4<sup>th</sup> teams will use an 11-inch Incrediball.

#### FIELD OF PLAY

**00-300** Bases in the RED 3<sup>rd</sup>/4<sup>th</sup> Division will be 60 feet apart.

**00-301** The distance to the pitching rubber from home plate shall be 35 feet in a direct line between second base and home plate, measured from the front edge of the pitching rubber to the tip of home plate where the base lines converge. The PITCHER'S CIRCLE is an 8-foot radius around the center of the pitching rubber. All other field measurements are as given in the current ASA Official Rules of Softball.

#### STEALING

**00-302** Runners starting at first or second base are entitled to steal only **ONE** base per pitch with liability to be put out. Runners starting at third base may **NOT** steal home. A runner attempting to advance beyond one base may be tagged out while between bases, however not while in contact with a base. After all play ceases and the ball is dead, a runner who occupies a base beyond the one base which she was entitled to steal, will be returned to the correct base without liability to be put out.

**00-303** A base runner may leave a base when the ball leaves the pitcher's hand (not before). When a runner leaves a base too soon, the ball is declared dead, a NO PITCH will be called, and the runner leaving the base too soon is out.

#### PITCHING

**00-304** A pitcher may pitch the entire game, *but if she pitches more than **three** innings she is ineligible to pitch in the next game for which she is in the batting order.* For purposes of this rule an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended once the length of the game exceeds six innings.

**00-305** The strike zone extends from the **BOTTOM OF THE KNEES** to the **TOP OF THE SHOULDERS**. A pitch is a strike if **ANY PART** of the ball is within the strike zone, **AND** **ANY PART** of the ball is over **ANY PART** of home plate.

#### OFFENSIVE PLAY

**00-306** The offensive team may not score more than five (5) runs per inning through the fifth inning. The top and bottom halves of the sixth and any subsequent innings will be played according to the regulation softball rules (i.e., only three outs will end a half-inning).

#### DEFENSIVE PLAY

**00-307** The catcher need not hold the third strike unless it is fouled off.

#### INFIELD PLAYING TIME

**00-308** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.



# San Ramon Valley Girls Athletic League

## Operating Rules

### SPECIFIC RULES APPLICABLE TO WHITE 5<sup>th</sup>/6<sup>th</sup> DIVISION

WHITE 5<sup>th</sup>/6<sup>th</sup> teams will typically be assigned at least 13 players, and will field ten defensive players. Every available rostered girl shall be assigned a place in the batting order.

WHITE 5<sup>th</sup>/6<sup>th</sup> teams will play seven-inning games. Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists.

#### FIELD OF PLAY

**00-350** The field of play will conform with Rule **00-351** and current ASA rules, with 60 feet between bases; and the front edge of the pitching plate at 35 feet from the tip of home plate.

#### FIFTEEN-FOOT RULE

**00-351** A three-foot-long line will be marked that crosses the third-base line 15 feet from the tip of home plate where the base lines converge.

**00-352** A runner attempting to score from third base who crosses the 15-foot line will be out if (1) she re-crosses that line while moving back toward third base, or (2) a fielder with possession of the ball touches home plate before the runner, or (3) the runner is legally tagged out by a defensive player.

#### STEALING

**00-353** No stealing is allowed. Note, however, that tagging up and running after a caught fly ball is not stealing.

**00-354** Runners may not advance on an overthrow from the catcher back to the pitcher after a pitch that was not hit into fair territory.

**00-355** Runners may not leave a base until the ball **CROSSES HOME PLATE**. When a runner leaves a base too soon, the ball is declared dead, a **NO PITCH** is called, and the runner leaving the base too soon is out.

#### PITCHING AND CATCHING

**00-356** A pitcher may pitch the entire game, *but if she pitches more than four innings she is ineligible to pitch in the next game for which she is in the batting order*. For purposes of this rule, an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended if the length of the game exceeds eight innings.

**00-356Aa** Upon hitting the third batter with a pitched ball in a single inning, the pitcher must be immediately removed from the pitching position for the remainder of that inning. The player may return to the pitching position in subsequent innings

**00-357** The WHITE 5<sup>th</sup>/6<sup>th</sup> strike zone extends from the **BOTTOM OF THE KNEES** to the **TOP OF THE SHOULDERS**. A pitch is a strike if **ANY PART** of the ball is within the strike zone, **AND ANY PART** of the ball is over **ANY PART** of home plate.

**00-358** There will be no walks. After a fourth ball is called on a batter, an offensive-team adult will complete pitching to that batter, from the pitching rubber. Every pitch thrown by the adult-pitcher will be a strike; however, a fouled third strike will not be called an out unless it is held by the catcher or caught on the fly by a fielder. If a pitch thrown by the adult-pitcher hits the batter it is called a strike. The player-pitcher becomes a Fielding Pitcher while the adult is pitching, and will take her place with both feet completely inside the pitcher's circle and no closer to home plate than the pitching rubber. If, in the umpire's judgment, the adult-pitcher interferes (even unintentionally) with the fielding of a batted ball, the batter will be called out and the ball is dead; no base runners may advance. Pitches thrown by the adult-pitcher will be returned to the Fielding Pitcher by the catcher.

**00-359** While on the field of play, the adult-pitcher shall not coach players **AFTER** the ball is pitched.

**00-360** The third strike need not be held by the catcher unless it is fouled off.



# San Ramon Valley Girls Athletic League

## Operating Rules

**00-361** The offensive team may not score more than five (5) runs per inning through the fifth inning. The top and bottom halves of the sixth and any subsequent innings will be played according to the regulation softball rules (i.e., only three outs will end a half-inning).

### DEFENSIVE POSITIONING, ROVER AND INFIELD-FLY

**00-362** As long as a team in **not** playing shorthanded, four players are to be designated as outfielders and may NEVER field a batted ball until the ball has crossed the imaginary line drawn between the bases. If an outfielder fields a batted ball before it crosses the base line, play is stopped, all runners are safe and are awarded the base to which they are going. The batter will be awarded first base and credited with a base hit.

**00-363** Rule eliminated in 2007.

**00-364** For the WHITE 5<sup>th</sup>/6<sup>th</sup> Division, there is no infield-fly rule.

### INFIELD PLAYING TIME

**00-365** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.

### SAFETY FACE MASKS

**00-366** All designated 1st and 3rd defenders and pitcher will wear a full face softball mask while playing that designated position SRVGAL will supply three per team. Players are allowed to supply their own.



# San Ramon Valley Girls Athletic League

## Operating Rules

### SPECIFIC RULES APPLICABLE TO WHITE 7<sup>th</sup>/8<sup>th</sup> DIVISION

WHITE 7<sup>th</sup>/8<sup>th</sup> teams shall typically be assigned at least 13 players, and shall field ten defensive players. Every available rostered girl will be assigned a place in the batting order.

WHITE 7<sup>th</sup> /8<sup>th</sup> teams will play seven-inning games. Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists.

#### FIELD OF PLAY

**00-400** The field of play will be in accordance with Rule **00-401** and current ASA rules (60 feet between bases; pitcher's rubber at 40 feet from the tip of home plate).

#### FIFTEEN-FOOT RULE

**00-401** A three-foot-long line will be marked that crosses the third-base line 15 feet from the tip of home plate where the base lines converge.

**00-402** A runner attempting to score from third base who crosses the 15-foot line will be out if (1) she re-crosses that line while moving back toward third base, or (2) a fielder with possession of the ball touches home plate before the runner, or (3) the runner is legally tagged out by a defensive player.

#### STEALING AND BASE RUNNING

**00-403** No stealing is allowed. Note, however, that tagging up and running after a caught fly ball is not stealing, nor is advancing after an overthrow from an infielder or outfielder.

**00-404** Runners may not advance on an overthrow from the catcher back to the pitcher after a pitch that was not hit into fair territory.

**00-405** Runners may not leave a base until the ball **CROSSES HOME PLATE**. When a runner leaves a base too soon, the ball is declared dead, a **NO PITCH** is called, and the runner leaving the base too soon is out.

**00-406** A batter, who receives a base on balls, cannot advance past first base at the time she is awarded first base. If the batter-runner advances further, once the ball becomes dead, the runner is returned to first base. This is a curtailment of the Look Back Rule.

#### PITCHING AND CATCHING

**00-407** A pitcher may pitch the entire game, *but if she pitches more than four innings she is ineligible to pitch in the next game for which she is in the batting order*. For purposes of this rule an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended if the length of the game exceeds eight innings.

**00-408** In the WHITE 7<sup>th</sup>/8<sup>th</sup> Division, the strike zone shall extend from the **BOTTOM OF THE KNEES** to the **TOP OF THE SHOULDERS**. A pitch is a strike if **ANY PART** of the ball is within the strike zone, **AND ANY PART** of the ball is over **ANY PART** of home plate.

**00-409** The third strike need not be held by the catcher unless it is fouled off.

#### OFFENSIVE PLAY

**00-410** The offensive team may not score more than five (5) runs per inning through the fifth inning. The top and bottom halves of the sixth and any subsequent innings will be played according to the regulation softball rules (i.e., only three outs will end a half-inning).



# San Ramon Valley Girls Athletic League

## Operating Rules

### DEFENSIVE PLAY

**00-411** The tenth player (called the rover) must stay outside the baseline in fair territory until the ball is hit and then may field the ball without restriction.

**00-412** There is no infield-fly rule.

### INFIELD PLAYING TIME

**00-413** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.

### SAFETY FACE MASKS

**00-414** All designated 1st and 3rd defenders and pitcher will wear a full face softball mask while playing that designated position SRVGAL will supply three per team. Players are allowed to supply their own.



# San Ramon Valley Girls Athletic League

## Operating Rules

### SPECIFIC RULES APPLICABLE TO RED AND BLUE 5<sup>th</sup>/6<sup>th</sup>, RED AND BLUE 7<sup>th</sup>/8<sup>th</sup>, SRVGAL HIGH SCHOOL AND TOURNAMENT DIVISIONS

RED and BLUE 5<sup>th</sup>/6<sup>th</sup> and RED and BLUE 7<sup>th</sup>/8<sup>th</sup> teams will draft twelve players. High School Division and Tournament Division teams will generally be assigned 13 players. All RED and BLUE 5<sup>th</sup>/6<sup>th</sup> and RED and BLUE 7<sup>th</sup>/8<sup>th</sup> teams, High School and Tournament Division teams will field nine defensive players. Every available rostered girl will be assigned a place in the batting order.

RED and BLUE 5<sup>th</sup>/6<sup>th</sup> and RED and BLUE 7<sup>th</sup>/8<sup>th</sup> and High School and Tournament Division teams will play seven-inning games. Extra innings will be played to resolve a tie, unless a conflict with Rules **00-6** or **00-8** exists.

#### FIELD OF PLAY

**00-450** The field of play will conform to ASA rules, except in the BLUE 5<sup>th</sup>/6<sup>th</sup> Division where the distance to the pitchers rubber shall be 35 feet rather than the standard 40 feet.

#### STEALING

**00-451** RED 5<sup>th</sup>/6<sup>th</sup>, RED 7<sup>th</sup>/8<sup>th</sup>, High School and Tournament Divisions: Stealing is allowed per current ASA rules. Runners may not leave a base until the ball LEAVES THE PITCHER'S HAND. When a runner leaves a base too soon, the ball is declared dead, a NO PITCH is called, and the runner leaving the base too soon is out.

**00-452** BLUE 5<sup>th</sup>/6<sup>th</sup> and BLUE 7<sup>th</sup>/8<sup>th</sup> Divisions: Stealing of **second** and **third** base is allowed per current ASA rules. **A runner at third base may not advance on a wild pitch or a passed ball.** However, if the catcher makes a play on the runner at third, a play on another runner or overthrows the return throw to the pitcher, the runner at third may attempt to advance with liability to be put out. Runners may not leave a base until the pitched ball CROSSES HOME PLATE. When a runner leaves a base too soon, the ball is declared dead, a NO PITCH is called, and the runner leaving the base too soon is out.

#### PITCHING AND CATCHING

**00-453** A pitcher may pitch the entire game, *but if she pitches more than four innings she is ineligible to pitch in the next game for which she is in the batting order.* For purposes of this rule an inning is defined as a minimum of one pitch. This rule **DOES NOT RESET** when division play-offs begin. This rule is to be suspended once the length of the game exceeds eight innings.

**00-454** In the RED and BLUE 5<sup>th</sup>/6<sup>th</sup> the strike zone shall extend from the BOTTOM OF THE KNEES to the TOP OF THE SHOULDERS. In the RED and BLUE 7<sup>th</sup>/8<sup>th</sup>, High School and Tournament division the strike zone shall extend from the TOP OF THE KNEES to the ARMPITS. In all divisions, a pitch is a strike if ANY PART of the ball is within the strike zone, **AND** ANY PART of the ball is over ANY PART of home plate.

#### OFFENSIVE PLAY

**00-455** For the BLUE 5<sup>th</sup>/6<sup>th</sup> division ONLY, the third strike need not be held by the catcher (except when fouled off). For the BLUE 7<sup>th</sup>/8<sup>th</sup> division ONLY, when there are two outs and the bases are loaded, the third strike need not be held by the catcher (except when fouled off). Also, for the BLUE 5<sup>th</sup>/6<sup>th</sup> and BLUE 7<sup>th</sup>/8<sup>th</sup> and the High School Divisions, the offensive team may not score more than five (5) runs per inning through the fifth inning. The top and bottom halves of the sixth and any subsequent innings will be played according to the regulation softball rules (i.e., only three outs will end a half-inning).

#### INFIELD PLAYING TIME (HIGH SCHOOL DIVISION only)

**00-456** In each regular season game that a player arrives on time, she will play at least one inning as an infielder. A player must not play in the infield if the player and/or parent stipulates that the player does not wish to play in the infield, in writing.



# San Ramon Valley Girls Athletic League

## Operating Rules

### MINIMUM PLAYING TIME (HIGH SCHOOL DIVISION only)

**00-457** In the unlikely event that teams are formed with sufficient numbers of players that some players must sit out for three innings, no player may sit out three innings until all other players have sat out two innings. This rule is suspended in the event a game continues into extra innings. This is an exception and extension of rule **00-41**.

### MINIMUM REQUIRED NUMBER OF PLAYERS (HIGH SCHOOL DIVISION only)

**00-458** The minimum required number of players for the High School Division shall be six (6).

### SAFETY FACE MASKS

**00-459** All designated 1st and 3rd defenders and pitcher will wear a full face softball mask while playing that designated position SRVGAL will supply three per team. Players are allowed to supply their own.



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## Operating Rules

### SPECIFIC RULES APPLICABLE TO 10U - 18U STOMPERS TEAMS

All SRVGAL Stompers teams are subject to the following rules, even when "on the road":

#### TEAM ROSTER

**00-500** Once selected and rostered to play on a SRVGAL Stompers team, no player may be cut except for failure to abide by SRVGAL rules. A Stompers team manager who intends to cut a player for rules violation must first consult with the SRVGAL President and Stompers Coordinator. The player has automatic right of appeal to the SRVGAL Board of Directors.

#### CONDUCT

**00-501** A Stompers team manager who intends to discipline a player for any reason shall notify the League Commissioner before instituting disciplinary action.

**00-502** Should a Stompers team manager intend to discipline a player for chronic absence, tardiness, or adverse behavior, the manager may bench the girl after compliance with Rule **00-501**, provided the manager informs the girl and one of her parents of her right to appeal to the SRVGAL Board of Directors.

**00-503** A player may be dismissed from a Stompers team if she misses three games and/or official scheduled practices, or if she is involved in any form of physical violence, or if she is under the influence of alcohol or narcotics pursuant to Rule **00-501**. The player may appeal to the SRVGAL Board of Directors.

**00-504** Use of profane or abusive language and smoking by players is forbidden at all Stompers games and practices, and may be cause for disciplinary action. The on-site use of alcoholic beverages by ANYONE either before, during, or after Stompers games and practices is strictly prohibited.

**00-505** Stompers managers and coaches shall be responsible for the conduct of the players and observers associated with their teams. No persons other than properly designated managers, coaches, umpires, players and other League officials are allowed on the playing field during games and practices. Negative or abusive comments by any adult, bystander, or player associated with a Stompers team are prohibited, and shall be cause for disciplinary action by the SRVGAL Board of Directors.

**00-506** Any person may refer to the SRVGAL Disciplinary Committee any player or adult (including parents) associated with a Stompers team whose conduct appears detrimental to the best interests of SRVGAL. The Committee will consider all such complaints and recommend action to the Board of Directors. Said person has the right of appeal before Board action is finalized.

**00-507** In general, the SRVGAL Stompers Coordinator, within Board-established guidelines, has the authority to settle disputes regarding Stompers teams. When questions or problems remain, the chain of command is: Coach, Manager, Stompers Coordinator, President, Board of Directors.

#### PLAYING TIME

**00-508** SRVGAL minimum playing-time rules do not apply to Stompers teams.

#### OTHER RULES

**00-509** In all Stompers games, each team member must be in her SRVGAL-supplied uniform, and WEAR IT IN THE PROPER MANNER at all times, or she may not play.

**00-510** An adult woman shall be in attendance at all Stompers practices and games. It is the team Manager's responsibility to see that this rule is complied with.

**00-511** Each Stompers team shall have a first-aid kit at all games and practices.

**00-512** Should an accident or injury occur, the SRVGAL Secretary should be contacted as soon as possible. Insurance claims should also be referred to the SRVGAL Secretary. Please consult the SRVGAL directory for the name and contact information for this person.