

- 6) *******The winning coach must call the League Representative with the following information within a day after the game:**
- o Score/results, # of umpires at the game, problems;
 - o It is the **League Representative's** responsibility to contact the Recreation Department with the results of the games. This should be done within one (1) day after the game. Please state the league, your name, winning team score and losing team score, and the number of officials at each game. Also indicate any sub-umpire's information.
 - o Scores can be given by fax (410) 222-4120 Attn: Sue Hamilton or Ron Mox or e-mail recandparks@hotmail.com.
- 7) Age Requirements: Team eligibility for Girls' County Softball
players age as of April 1, 2009
- 8) **Schedules/Rainouts: Additional games have been built into the schedule for rainouts. No rainout games will be rescheduled. Teams will have a twelve (12) game schedule played in six (6) weeks with NO rain make-ups between April 18 and May 30. Two games per week will be scheduled for ages 8-10, 10-12, and 12-14. There will be a potentially six (6) home games.**
- 9) **Schedule/School Functions: Dates of potential conflict MUST be indicated on the Registration Form at the Team Registration meeting.**
- 10) **Cancellations/Schedule Changes - Changes requested after the posting of the schedules will result in a forfeit by the requesting team. Notification must be given to the opposing coach, League Representative and Sports Supervisor. **Rescheduling/changes will only be considered for a school-planned functions that arise after the initial cutoff date or religious holiday on weekdays and weekends.** Rescheduling will not be done for missing players or tournaments etc. **The Sports Supervisor is the only person that can make schedule changes.****
- 11) **Uniforms**
- a) All players must wear matching shirts of the same color with numbers.
 - b) All players/coaches must wear shoes. No metal spikes or detachable rubber spikes are allowed. Molded sole only.
 - c) Hats or headbands are optional on an individual basis.
 - d) If a pitcher wears a sweatshirt under the uniform, it may be **black, white, grey or the uniform color.**
 - e) In all youth leagues, it is mandatory that the catcher wears a mask, throat and chest protectors. Catcher's helmet (girl's skull cap) must be worn at all times. The hockey goalie style facemask made for softball is approved for usage by catchers. If the umpire feels that there is not adequate throat protection built onto the mask, a throat attachment must be added to the mask before using.
 - f) Helmets **with face/mouth guards** are mandatory for batters and base runners.
 - g) No jewelry allowed.
- 12) **Forfeits:** Forfeits are not accepted on uniforms, field conditions or equipment that is not mandatory. A team may protest, but the game must be played.
- 13) **A team that forfeits two (2) games will be dropped from the league. A win will be given to any team yet to play.**
- 14) **Time Limit:** All games have a **1 hour 45 minute** time limit. Innings that have begun will be completed. When an official determines that due to oncoming darkness the "next inning" will be the last of the game, the unlimited rule of the last inning will apply. Should the last inning not be

completed, score will revert back to the last completed inning. Coaches should check with the umpire the official time at start of the game.

- Tie Breaker: If the game is tied at the end of regulation (**within the 1 hour 45 minute time limit**), extra innings will begin with the last batter of the last inning on second base. Example: If batter #5 is the lead off batter, the #4 batter will be placed on second base. A substitute may be inserted for the runner.

15) Injuries: A team may play with eight (8) players if a player has been injured and all the substitutions have been used. A team may use a substitute not currently playing to replace the injured player. The team must forfeit the game if they have less than eight (8) players.

16) Sliding Rule: **Players should use sliding to prevent injuries in all age groups.**

17) Ejections: **A coach or spectator ejected will receive, at the minimum, an automatic two (2) game suspension. A player ejected will receive a minimum of one (1) game suspension.** Coaches are responsible for the behavior of themselves, players, and spectators. The ejected person(s) MUST leave premises immediately. The Sports Supervisor will determine the length of suspension and further disciplinary action may be given. Refer to the *Recreation & Parks Guidelines and Reference Manual* for additional information.

18) Games:

- a) Contact the opposing coach for directions to their field.
- b) Balls: 11" non-restricted for the 8-10 league (yellow ball), 12" non-restricted flight for all others.
- c) Mandatory participation for any player in uniform.
- d) No free substitution for any age group.
- e) **ALL ages, a team may start with eight (8) players if nine (9) uniformed players are not available, with the ninth (9th) spot in the batting order being an automatic out.**

19) Tournament: **Weather permitting, an end of season tournament will be scheduled by the Recreation & Parks Department.**

FEE: \$ 50.00 per team Umpires paid on the field

RULES:

All county leagues play under rules of the National Federation of State High School Associations. Select teams play straight ASA rules. The following exceptions are in effect:

A. 8-10 LEAGUES

1. All 8-10 Leagues
2. Games consist of 6 innings. In case of darkness, rain, etc., 4 innings is considered a complete game (3½ if home team is ahead).
3. No inning will begin **after 1 hour 45 minutes.**
4. 55 ft. bases and 33 ft. to the pitching mound.
5. No infield fly.
6. Courtesy runner allowed for catcher after reaching 1st base with two outs. The runner must be the last batter who was out.
7. **Must bat the entire roster every game.**
8. Maximum **4 run** limit per inning with last inning unlimited.
9. Mandatory participation; all players in uniform must play.
10. **Pitching - Slingshot motion or windmill will be optional.**
11. Batter may not run on dropped third strike.
12. No stealing home. Runner on base may only advance when: walked, ball has been hit or there is a defensive play on any base runner after the ball has been hit. Runner may take a lead when ball leaves pitcher's hand and must retag between pitches. Ball is dead when the ball crosses the plate.
13. Teams may play 10 players on the field at one time. Additional fielder must play in the outfield or short field position)
14. No bunting.
15. Number of Officials: 1
16. Games will be played primarily on Thursday and Saturday. **Tentative Season begins Saturday, April 18, 2009. Rosters & Contract are due to Recreation & Parks by April 10, 2009.**

B. 10-12 LEAGUES

1. Games consist of 6 innings. In case of darkness, rain, etc., 4 innings is considered a complete game (3½ if home team is ahead).
2. No inning will begin **after 1 hour 45 minutes.**
3. 60 ft. bases and 35 ft. to the pitching mound.
4. Courtesy runner allowed for catcher after reaching 1st base with two outs. The runner must be the last batter who was out.
5. **OPTIONAL: Teams may bat the entire roster.**
6. **No free substitutions BUT if you bat the entire roster you may sub in the field. Batting order must remain the same.**
7. Maximum **4 run** limit per inning with last inning unlimited.
8. Mandatory participation; all players in uniform must play.
9. Teams may play 10 players on the field at one time. Additional fielder must play in the outfield or short field position)
10. Batter may not run on dropped third strike.
11. No stealing home. Runner can only steal home when she steals 2nd or 3rd and continues, without stopping at 3rd. Once the runner has stopped at third base, she may only score when batted in by a batter. (including being forced to score because of a walk or hit batsman) or a play on a runner (including the runner at 3rd base). The ball is NOT dead when it crosses the plate. The runner at third base may not

advance at their own risk. If a runner is subsequently played on by the defensive team, the runner at third base may advance.

12. Number of Officials: 1 or 2
13. Games will be played mostly on Tuesday or Saturday, however games may be played on another day. **Tentative Season begins Saturday, April 18, 2009. Rosters & Contract are due by April 10, 2009.**

C. 12-14 LEAGUES

1. Games consist of 7 innings. In case of darkness, rain, etc., 5 innings is considered a complete game (4½ if home team is ahead).
2. No inning will begin **after 1 hour 45 minutes.**
3. 60 ft. bases and 40 ft. to the pitching mound.
4. Courtesy runner allowed for catcher after reaching 1st base with two outs. The runner must be the last batter who was out.
5. **OPTIONAL: Teams may bat the entire roster.**
6. Maximum 4 run limit per inning with last inning unlimited.
7. Mandatory participation; all players in uniform must play.
8. Number of Officials: 2
9. Games will be played mostly on Wednesday and Saturdays however games may be played on another day. **Tentative Season begins Saturday, April 18, 2009. Rosters & Contract are due by April 10, 2009.**

D. 14-18 LEAGUES - BY THE BOOK

1. **Player must have been in High School during the calendar year of the season they are playing.**
2. Games consist of 7 innings. In case of darkness, rain, etc., 5 innings is considered a complete game (4½ if home team is ahead).
3. No inning will begin **after 1 hour 45 minutes.**
4. 60 ft. bases and 40 ft. to the pitching mound.
5. Courtesy runner allowed for catcher after reaching 1st base with two outs. The runner must be the last batter who was out.
6. 12 run slaughter rule in effect after 5 completed innings. (4½ if home team is ahead.)
7. Mandatory participation; all players in uniform must play.
8. Number of Officials: 2
9. Games will be played mostly on Thursday and Sunday and occasional Friday evening, however games may be played on another day. **Tentative Season starts the week of May 3, 2009. Rosters and Contracts are due by April 24, 2009.**