

## NGSSA League Rules

# Jr. & Sr. High Rules

Effective Date: Jan 26 2015



Current USSSA rules with the following exceptions:

## General

- 1 All games start at 6:00 PM unless previous arrangements have been made by the coaches and umpires. There will be a ten minute grace period. Fewer than eight players fielded by a team within ten minutes after the designated start time will result in a forfeiture.
- 2 In the event of a double header, both games are subject to a time limit. At the umpire's discretion, there will be no new inning started after 1 hour and 40-45 minutes such that the 2<sup>nd</sup> game starts by 8:00PM. In case of an incomplete inning, the game reverts back to the last complete inning played.
- 3 All canceled games must be rescheduled within 72 hours by the home team coach. Home team coach will be responsible to arrange for a field and a certified umpire.
- 4 RAINOUTS. The decision to play on all games on Northshore School District fields will be determined by HOME TEAM UMPIRE AT THE FIELD. It may be raining hard at 4:00, but sunny and playable at 6:00. It is imperative that the games get played due to field scheduling, so PLAY THE GAME IF CONDITIONS PERMIT. The decision to play all games on North Creek fields will be determined by the city of Bothell Parks Department (check appropriate rainout line).
- 5 NGSSA uses only white, 11 inch USSSA approved softballs during games.
- 6 League Officials will be provided for all Play-Off games. NGSSA certified umpires shall be used for all league play unless agreed by both coaches in the absence of a certified umpire.
- 7 Home team shall have first choice of dugout.
- 8 Umpire judgment calls shall not be argued, these include Balls and Strikes, Outs and Safes.
- 9 SUSPENDED GAME. A game that is stopped by the umpire because of weather conditions and cannot be restarted within 30 minutes, and is less than 4 innings completed, can be resumed at a later date, to be rescheduled within 72 hours by the home team coach. When a suspended game is resumed, it must be resumed under the conditions that prevailed at the point of interruption, as in batting order, pitch count, positioning, etc.
- 10 An official game will be 4 innings (3 ½ innings with the home team ahead) or more with a maximum of 7 innings. If after 4 innings a game must be called, the score will revert back to the last complete inning. A game can end in a tie. Umpires have the authority and final decision to call a stop to games due to darkness, weather or safety conditions.
- 11 All eligible girls are in grades 7-9 (JH Division) and grades 10-12 (SH Division). Players may play in a higher division with NGSSA Board approval.

- 12 7th inning regular season only. At the end of the 6th if the home team is down by 15+ runs the mercy rule shall take effect. The home team will flip flop with the visiting team and bat at the top of the 7th inning and tie or take the lead. If not game over. If so, then the visiting team will then bat and take the lead or get 3 outs.

## Substitutions

- 13 Every team will use the unlimited substitution format and bat every player in a continuous batting order to be set at the beginning of the game. Any player may re-enter the field of play as often as desired, as long as their position in the batting order does not change. Every girl will play at least 3 (three) innings in the field and be entered into the field by the 2nd (second) inning. In addition no girl can sit in back to back innings. It is not necessary to report changes made in the field to the other team. Late comers will be added to the bottom of the batting order.

NO EXCEPTIONS!

DURING TOURNAMENT PLAY THE STANDARD N.G.S.S.A. RULES APPLY, SOME TOURNAMENT RULES ARE DIFFERENT AND TEAMS WILL BE ADVISED, SOME RULES MAY BE CHANGED DURING THE COURSE OF A TOURNAMENT DO TO SOME CIRCUMSTANCE'S THAT MAY HAPPEN THAT DICTATE THE CHANGES TO ACCOMMODATE TOURNAMENT PLAY.

- 14 If a player leaves the game, that player's spot in the batting order is eliminated without penalty. That player may not re-enter the game.

## Batting and base running

- 15 A maximum of one coach per base. Base coaches may be team players and may have adult assistants. Player base coaches shall wear batting helmets.
- 16 There will be no "Home Run" line except as is necessary by ground rule and/or fences.
- 17 There is a maximum limit of 5 runs per half-inning and the teams will change sides; except in a continuous play where all runs scored after the fifth run will count.

Example: four runs in, bases loaded, batter hits a double. Two runners cross plate, time is called.

Effect: six runs scored for the inning. Sides change.

Exception: There will be no limit on runs scored in the seventh and subsequent innings.

- 18 When the batter delays entering the batter's box after the umpire signals "Play Ball"; after 10 seconds the umpire may declare a dead ball and a strike shall be called on the batter.
- 19 The batter cannot be called out on an uncaught foul ball.

Effect: Unlimited foul balls

Exception: This rule may be different for tournament play.

- 20 All batters and base runners are required to wear protective helmets.

**NO EXCEPTIONS**

This includes season and tournament play. Insurance requires that all girls wear helmets in outside tournament play.

- 21 A safety base shall always be used when the defense is making a play on the batter/runner at first base. The safety base is considered the same as first base. For safety reasons, a batter/runner will use the safety base on any play involving the first baseman. The batter/runner will use the regular base if remaining on first base after the completion of the play. When making a force out at first base, the defense must touch the regular base and may not use the safety base as an alternative base to touch.
- 22 Runners are encouraged to slide into a base other than first base when a play is expected, to reduce the risk of a collision. Head first sliding is prohibited.
- 23 A play is considered complete when all forward motion of the lead runner has stopped. Throwing the ball to the pitcher does not stop the play unless "Time" has been called by the umpire. Completion of play and the decision to call "Time" is at the discretion of the umpire.
- 24 There will be no throwing of a bat.

Effect: If a bat is determined by the Umpire to have been "thrown" instead of dropped after a base hit then the batter shall be given a verbal warning not to throw the bat, both benches shall also be given a verbal warning not to throw the bat, and if another bat is in the Umpire's opinion "Thrown" by a batter than an out shall be called and any advances by the team at bat shall be void on that play, all base runners shall move back to their positions at the time of bat.

## Infield and pitching

- 25 Bases will be set 65 feet apart.
- 26 Pitching distance is 46 feet (Junior High) and 50 feet (Senior High).
- 27 There will be no intentional walk.

Effect: The penalty for an intentional walk will be:

The team that has received an intentional walk will be given the option of batting again (or) not and taking the outcome of that at bat or a 2 base award and all base runners would advance as needed to award the 2 bases. In addition to this penalty the coach shall receive a warning and if the same batter or any other batter in the game is pitched 4 straight unhittable balls without a strike being thrown and in the opinion of the umpire this was another intentional walk than the coach shall be ejected and the pitcher shall be removed from the pitcher's mound for the remainder of the game. The pitcher may play any other position if removed from the pitcher's mound.

- 28 If there are two fences, the out of play line shall be the back fence unless ground conditions prevent it. I.E. holes, puddles, etc.
- 29 The pitched ball must arc at least 4 feet after leaving the Pitcher's hand and before it passes any part of home plate and the pitched ball shall not rise higher than 10 feet above the ground.
- 30 All Jr. High pitchers must wear a face mask for protection while pitching.

## Uniforms and sportsmanship

- 31 Uniform is to be a team jersey, with a number on the back, and must be worn at all games. Hat is optional.
- 32 All catchers are required to wear catcher's mask with throat protector and helmet or will not be allowed to play that position.
- 33 Rings, dangling jewelry, watches and metal cleats must not be worn at any game or practice. This is for the safety of all the girls.
- 34 There will be no negative remarks or cheers said or made to the opposing players by the players, coaches, parents, and or spectators. If no resolution, than the umpire shall have the authority to eject the offending coach, player, parent fan or whoever is causing the conflict or umpire can call a forfeiture of the game.

COACHES WILL BE RESPONSIBLE TO CONTROL THEIR TEAM AND PARENTS

EFFECT:

First warning--by the umpire to offending team.

Second warning---results in suspension of play, until the problem is resolved.

IF NO RESOLUTION, UMPIRE CAN CALL FORFEITURE.

ENFORCEMENT OF THIS RULE IS THE JUDGMENT OF THE UMPIRE.

- 35 The winning coach will be responsible for emailing in the score of the game within 24 hours.

NO EXCEPTIONS

## Code of conduct

### **PLEASE REMEMBER AND INFORM YOUR TEAM AND PARENTS**

- **All teams are responsible for cleaning up the fields after practices and games. Failing to do this may result in the loss of the field.**
- **No alcoholic beverages, smoking, sunflower seeds, or chewing tobacco are allowed on school or park grounds.**
- **No dogs or pets are allowed on the fields at games or practice.**
- **It is recommended that all coaches, male and female find a "team Mom or Dad" to be present at all practices.**
- **The girls "Pay to Play". Let's make it fun for them! Have a great year!**