

JACKSON

GIRLS

SOFTBALL

LEAGUE

2007

RULES

COACH'S EDITION

COACHES CONDUCT

Coaches are a focal point of the league. You must make the league go. You are the "Center of Attention" and as such your conduct must be a good example for the girls and the league. "The aim is to teach good sportsmanship and to learn something about the game of softball". Each game is important but they are not the "Seventh Game of the World Series".

REMEMBER:

EVERYONE LIKES TO WIN BUT OUR MAIN GOAL IS TO TEACH THESE GIRLS BASIC SKILLS OF SOFTBALL. AT THE END OF THE SEASON IF THEY CAN THROW, KNOW WHERE TO GO WITH THE BALL ONCE IT IS HIT RATHER THAN DRAWING PICTURES IN THE DIRT, YOU HAVE CERTAINLY ACCOMPLISHED WONDERFUL THINGS IN THE SHORT BALL SEASON. HOPEFULLY WE CAN WALK AWAY FROM EACH GAME WITH EVERY GIRL SMILING AND ASKING: WHEN IS THE NEXT GAME.

GOOD LUCK TO EACH OF YOU!!!

RULE CHANGES FOR 2007

Gen Rule #27:	If teams at game time do not have enough players to start the game, they may bring up players from a lower division to play in the outfield ONLY. At least. Five (5) players off of the original roster must be ready to play and up to three (3) players may be pulled up to begin the game with eight (8) players to avoid a forfeit. Players must be on the roster of the JGSL.
12, 15 & 18 Divisions #4	Games ending in a tie after time limit or 7 innings will go down as a tie (excluding tournament play). NO extra inning.

GENERAL RULES

1. Unless amended in each age group or general rules, ASA softball rules will apply.
2. Home team will keep the official score. After each inning the teams will verify the scores with the umpires.
3. Players will wear helmets with face guards and chin straps on live ball play from dugout to dugout. Players coaching bases must wear a helmet. Coaches are encouraged to have all safety equipment worn at practices.
4. Team coaches only can make an appeal to an umpire. The umpire's decision is final. Appeals should be made after the play. They cannot be made after the game or innings later.
5. Umpires have the authority to expel unruly coaches, players and fans. Also after prompt warnings an umpire may declare an automatic out for poor sportsmanship. If this occurs after the last batter of the game, an umpire can declare a forfeit, no matter what the score.
6. No smoking or drinking on the field or in the dugout at any time during a game or practice session.
7. No player may sit out more than one inning in a row with a maximum of 3 innings. Every coach will be required to have on hand a line up showing where a player played every inning. These must be kept on file for the whole season. Every girl will bat in the game. If you have 13 girls present for a game your batting order will be 1 through 13, therefore a girl arriving late will go to the end of the order.
8. The free substitution rule will apply. Any girl can be substituted when a time out is called.
9. With 7 players or less is a forfeit. A forfeit will be called 10 minutes after official game time. No automatic outs for less than 10 players.
10. No inning should start after the allotted time limit for your age group. An inning starts when the third out in the bottom of an inning is recorded. Official game times should be kept by the umpire and recorded by the home team scorer.
11. Outfield is defined as in the grass.
12. Games are 7 innings with a 15 run rule after the 3rd and 8 runs after the 5th.
13. Home team has first base dugout. Both teams are responsible for cleaning the dugouts and general areas after each game. Both teams of early games will mark the field.

14. Coaches must mutually agree to play a game when only one umpire is present (except coaches pitch and T-Ball). Otherwise the game is cancelled.
15. A batter is out if a bat is thrown hard enough to be outside a 6 foot circle outside the batters box.
16. Home team coach of the last game of the night has the responsibility of turning off the lights.
17. No glass bottles or glass containers are allowed in the city park. All trash must be picked up in each dugout after each game.
18. There will be one Head coach and one Assistant coach per team.
19. Ties at the end of the regular season for 1st, 2nd and 3rd places will be played off with one game.
20. Number of wins will determine places.
21. Winning team will be responsible to notify the league of the score and any comments of each game.
22. We will use a double base at first base.
23. We encourage all coaches to rotate players as much possible in all leagues.
24. The league is divided into two divisions.

Lower Division .	T-ball (5 & 6 years old)
	Coaches Pitch . (8 & under)
	10 & Under
Upper Division -	12 & Under
	15 & Under
	18 & Under
25. Umpires will have final say if field is playable.
26. No jewelry of any type except for medical alert ID will be allowed. Sunglasses will be allowed with umpire's approval.
27. If teams at game time do not have enough players to start the game, they may bring up players from a lower division to play in the outfield ONLY. At least Five (5) players off of the original roster must be ready to play and up to three (3) players may be pulled up to begin the game with eight (8) players to avoid a forfeit. Players must be on the roster of the JGSL.

T-BALL

(5 & 6 YEAR OLDS)

GENERAL RULES

1. Use 11+ safety ball.
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 60 minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. No stealing. Runner must stay on base until the ball is hit off the tee.
7. No infield fly rule.
8. Catchers must wear a batting helmet and stand in the appropriate catchers circle.

SPECIAL RULES

1. Pitchers must keep one foot on pitching rubber until the ball is hit.
2. A ~~No~~ Hit+circle will be marked off on the field by drawing a radius line in front of the home plate. Three points will be measured for the line as follows:
 - 12qdown the 1st and 3rd base lines
 - 12qdirectly in front of home plateAny ball which goes beyond the line will be declared a hit regardless if the batter strikes the tee when hitting it but should make contact with the ball. A maximum of three practice swings per batter per inning.
3. Coaches should square batter up with the tee before batting.
4. No bunting.
5. There will be no bat around in the last inning.
6. The ball must be thrown and not rolled.
7. Play stops and runners can only advance to the base they are going to once the ball is thrown in from the outfield.
8. One base on over throws.
9. Team on defense is allowed two coaches on the field. This coach must not interfere with play.
10. Coaches should discourage girls from throwing the bat. They will be called out if they are warned repeatedly.
11. Keep all outfield players in the outfield grass until the ball is hit.

12. Any one player will only be allowed to play any one position once per game.

13. Every player must be given the opportunity to play an infield position, this includes pitcher and catcher position.

COACHES PITCH

(7 & 8 YEAR OLDS)

GENERAL RULES

1. Use 11+ safety ball.
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 75-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. No stealing. Runner must stay on base until the ball leaves the pitchers hand or hit off the tee.
7. No infield fly rule.
8. Catchers must wear full protective equipment at all games . this includes the throat protector.

SPECIAL RULES

1. Coach on offensive team will pitch a maximum of 3 balls to batter. If batter is unable to hit the ball in fair territory the ~~tee~~ will be used. Maximum of 3 swings off tee.
2. No bunting.
3. Once an infielder has control of the ball in the pitching circle then play stops. Runners can advance to the base they were going to at their own risk. They do not have to return to the base they just left.
4. One base on overthrows at the runners risk.

10 & UNDER

1. Use 11+ safety ball.
2. Bases are 60 ft. and pitchers mound is 35 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 5 runs or 3 outs per inning.
6. Stealing . The ball must be to the catcher, a pass ball or wild pitch before a runner can leave the base. A runner will be called out immediately if she leaves base too soon.
7. No infield fly rule or dropped third strike is allowed.
8. Catchers must wear full protective equipment at all games . this includes the throat protector.
9. After a second defensive conference in the same inning you must change pitchers.

SPECIAL RULES

1. No girl can pitch more than 3 innings in one game. Any part of an inning constitutes one inning.
2. Once an infielder has control of the ball in the pitching circle the play stops. Runners can advance to the base they were going to at their own risk. They do not have to return to the base they just left. One base on an over throw at the runners risk.
3. If the catcher has possession of the ball at home plate, the runner either has to slide or give herself up. NO CRASHES.

12 & UNDER

GENERAL RULES

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 40 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 8 runs or 3 outs per inning.
6. Stealing . Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games . this includes the throat protector.
9. After a second defensive conference in the same inning you must change pitchers.

SPECIAL RULES

4. No girl can pitch more than 4 innings in one game. Any part of an inning constitutes one inning.
5. If the catcher has possession of the ball at home plate the runner either has to slide or give herself up. NO CRASHES.

15 & UNDER

GENERAL RULES

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 40 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 10 runs or 3 outs per inning.
6. Stealing . Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games . this includes the throat protector.
9. After a second defensive conference in the same inning you must change pitchers.

SPECIAL RULES

1. No girl can pitch more than 5 innings in one game. Any part of an inning constitutes one inning.
2. If the catcher has possession of the ball at home plate the runner either has to slide or give herself up. NO CRASHES.
3. Nine players on field, three in the outfield at all times unless shorthanded.

18 & UNDER

GENERAL RULES

1. Use a .47 core ball.
2. Bases are 60 ft. and pitchers mound is 40 ft.
3. 90-minute time limit or 7 innings.
4. Games ending in a tie after time limit or 7 innings goes down as a tie. NO extra inning.
5. Maximum of 10 runs or 3 outs per inning.
6. Stealing . Runner must stay on base until the ball leaves the pitchers hand.
7. Infield fly in effect and can run on dropped third strike.
8. Catchers must wear full protective equipment at all games . this includes the throat protector.
9. After a second defensive conference in the same inning you must change pitchers.

SPECIAL RULES

1. No limit on the number of innings a girl can pitch per game.
2. If the catcher has possession of the ball at home plate the runner either has to slide or give herself up. NO CRASHES.
3. Nine players on field, three in the outfield at all times unless shorthanded.

ASA RULES THAT NEED TO BE STRESSED!

- NO BLOCKING OF HOME PLATE AND CRASHING INTO THE CATCHER.
- INTERFERENCE RULE.
- PITCHERS PIVOT FOOT ON THE RUBBER.
- TIME OUT TO TALK TO PITCHER
- UMPIRES ARE GOING TO BE URGED TO ESTABLISH AN AGGRESSIVE STRIKE ZONE.

COURTESY RULE:

Remember there are other teams. Not only in girls softball but men's, boys and women's teams. If you are having a practice make sure the field is available to our league on the day and only use it an hour if other teams are waiting.

GOOD LUCK AND HAVE A GREAT SUMMER!!!

IF YOU HAVE ANY PROBLEMS OR QUESTIONS PLEASE CONTACT A LEAGUE OFFICIAL.

REMEMBER NO ONE WINS IN AN ARGUMENT OR DISAGREEMENT THAT GETS OUT OF HAND.

“JUST A LITTLE GIRL”

She stands at the plate with heart pounding fast.

The bases are loaded; the die has been cast.

Mom and Dad cannot help her, she stands all alone.

The ball meets the plate; she swings and she misses.

There's a groan from the crowd with some boos and some hisses.

A thoughtless voice cries “Strike out the bum.”

Tears fill her eyes; the games no longer fun.

So open your heart and give her a break.

For it's moment's like this, a woman you can make.

Keep n mind when you hear someone forget.

She's just a little girl and not a woman yet.

Fields we will be playing on are:

- Field #3** Low Water Bridge (Jackson City Park)
- Field #4** Behind Pool (Jackson City Park)
- Field #5** Below Pool (Jackson City Park)
- Field #7** Litz (Take Woodland Drive or Morton Street, they run east and West and you can turn north on Howard Street or White Oak Street to get to this field.)
- Saxony** Saxony Lutheran School in Fruitland off of I-55

Coaches be sure to tell the parents about the new field numbers and locations. Remember, Jackson is growing by leaps and bounds and some parents may not be familiar with Jackson Parks.

Have a great season!