



(Revised February 5, 2019)

General Provisions

The following North Shore Girls Softball League ("NSGSL") league rules supplement and augment USA Softball ("USAS") rules as amended year-to-year. If there is a conflict between league rule(s) and USAS rule(s), the league rule(s) shall be controlling. If a situation is not covered by the league rules, the USAS rules are controlling. Although the league rules and the USAS rules are meant to cover as many situations as possible, they do not cover all. In the rare circumstance where a situation is not covered by the league or USAS rules, the judgment of the umpire will be upheld and the NSGSL rules coordinator should be notified. NSGSL Rules Committee will later consider the situation so that future rules can be clarified. All parties concerned will be provided with a fair opportunity to be heard. However, no protests are allowed.

Team Rules

1. **Player Evaluations:** Players for the 10U division and above are selected on teams by way of draft. In order to properly evaluate the skill level of the players, a player evaluation will be held prior to the draft and each player will be given a numerical score. The league and coaches will use these scores in an attempt to maintain parity among teams.
2. **Pitcher Evaluations:** Pitchers must declare and be evaluated prior to the draft. A pitcher, who does not declare and is not evaluated, may be limited to pitching 1 inning per game.
3. **Scheduling:** It is the responsibility of the team manager to ensure that his or her team is available to play at the times scheduled.
4. **Rescheduling:** Every effort should be made to play games as scheduled. In exceptional circumstances, games may be rescheduled.
5. **Minimum Number of Players:** There will be no forfeits. In the event that a team is unable to field at least seven (7) players, such team may use call up players or "share/borrow" players.
6. **Call ups:** Managers may use players from a lower division to fill vacancies for particular games. Managers may use as many lower division players as necessary to have nine (9) players present for a particular game. Call up players must play outfield positions for at least the first inning. After the first inning, call up players may play any defensive position. Call up players must bat at the bottom of the batting order.

7. **Play ups/Play Downs:** Players wishing to play in the age division above their assigned age division must evaluate in the higher division in order to be eligible for consideration. The Executive Board will make a decision for each individual player on whether to allow the play up/play down. Guidelines for the Executive Board to consider in making this decision, include, but are not limited to: player's evaluation score in the higher division; player's past performance in the recreational and All Star seasons; and balancing the developmental needs of the individual player with the needs of the league.
8. **Team Vacancies:** If a vacancy occurs, the manager is to contact the Player Agent who will assign an appropriate player from the waiting list on a first-come first- served basis. If there is no waiting list, the vacancy will be filled on a case-by-case basis.
9. **Team Responsibilities:** Both the home and away team are responsible for field set up before the game and field clean up after the game. The home team supplies a new ball for the start of the game and the away team supplies a good back up ball.
10. **Team Dugout Position:** The team listed first occupies the first base side dugout.
11. **Pre-game Warm-up:** In the outfield on your assigned side.

Playing Fields

Division	Pitching	Baseline
6U	25 feet	60 feet
8U	30 feet	60 feet
10U	35 feet	60 feet
12U	40 feet	60 feet
14U	43 feet	60 feet

Equipment

1. **Helmets:** All players must wear a helmet when batting, base running, coaching a base or when on-deck. The helmet must be NOCSAE approved with facemask. Players provide their own helmets.
2. **Catcher's Gear:** Catchers will wear an ASA approved catcher helmet and mask, chest protector and shin guards. If the catcher's helmet/mask does not cover the throat area, then a throat guard must also be worn.
3. **Fielder's Mask:** In 8U and up, pitchers must wear a defensive mask while pitching. The player must own her own mask, similar to owning a batting helmet. In 8U and up, 1st and 3rd basemen must wear a fielders mask while playing defense; these players may borrow a

league supplied mask provided to all managers. Fielder's masks are strongly encouraged for all other defensive players.

4. Cleats: Rubber cleats only until 14U where metal spike may be worn.
5. Game Ball:
 - 6U – 10" ASA approved optic yellow reduced impact (RIF1)
 - 8U – 10" ASA approved optic yellow reduced impact (RIF1)
 - 10U – 11" ASA approved optic yellow reduced impact (RIF1 and RIF10)
 - 12U – 12" ASA approved optic yellow
 - 14U – 12" ASA approved optic yellow
6. Jewelry: Jewelry may not be worn. Medical alert bracelets or necklaces are not considered jewelry and may be worn. If worn, medical alert bracelets or necklaces must be taped to the body so that the alert tag is clearly visible.
7. Uniforms: Players must wear league issued uniforms during the games.

Game Rules

1. Game Length (Regulation): The game is completed after seven innings. During the weekday games, no new inning may start after one hour and fifteen minutes. During weekend games, no new inning may start after one hour and thirty minutes. An inning starts immediately after the final out of the previous inning even if the new inning runs past the one hour and fifteen minutes limit. Once an inning starts, it will be completed in its entirety. If the home team is ahead and batting after no new inning may start, the umpire may call the game.
2. Game Start: Just before the start of the game, the umpire is responsible for informing the home scorekeeper of the exact start time of the game.
3. Complete Game: In the case of a game called because of darkness or weather, a game is deemed complete after four (4) complete innings, or after 3 ½ innings if the home team is ahead. The game will be scored as of the end of the last completed inning.
4. Game Called: A game may be called at any time, at the discretion of the umpire, due to darkness, rain, or any other condition threatening the players, coaches or spectators. The game is scored as of the last complete inning, as long as a complete game has been play per Rule 3.
5. Tie Game: If the score is tied at the end of regulation, then at umpire discretion, ONE additional inning will be played under international tie break rules. A Game may end in a tie.
6. Umpires: There will be one umpire per game. No one may argue a judgment call by the umpire. Clarification of a call may be requested.

7. Scoring: The home team will provide the scorekeeper and the away team will provide the backup.
8. Protests: There are no protests.
9. Defensive Players: Up to nine players may take defensive positions on the field. All outfielders must be 10 feet behind the bases and base path until the pitcher releases the ball. Teams do not need to have an equal number of players playing defensive positions i.e. one team may have nine defensive players and the other team may have seven.
10. Defensive Infield: There is a limit of six players playing infield positions, including the pitcher and the catcher.
11. Playing Time: A player may not sit out two innings defensively until all players, present from the start of the game, have sat out at least one inning defensively. Every player must play a minimum of one inning in the infield.
12. Batting Order: The Manager will determine a batting order for ALL members of their team (whether or not playing a defensive position) before the game begins and will place this order on the lineup card. The players will bat in this order throughout the game. If a player is late to the game (arrives after first pitch) she will be placed in the last position in the batting order and will bat when this position comes up in the order.
13. Courtesy Runner: A courtesy runner shall be allowed for the pitcher and/or catcher only. The courtesy runner is designated as the last recorded out.
14. Defensive Substitutions: The coach is free to make as many defensive substitutions as is necessary.
15. Injury Substitutions: A coach may substitute for a runner using the next available player in the line-up ahead of the injured player. An injured player may re-enter the game defensively unless the player has missed her next at bat. If missed, she is removed from the game.
16. Injury/Absence Rule: If a player, prior to her next at bat, is injured and cannot return to the game, or must leave at a parent's request, the manager must inform the umpire, scorekeeper and opposing manager. Such a player cannot re-enter the game. The player's at bat is skipped and an out is recorded for the 1st at bat only. The game may continue if the team has at least 7 players remaining. A player absent from the field for any other reason is called out if not back by her next at bat.
17. Playoffs: There will be playoffs at the end of the season and the format and rules will be determined later in the season.

6U Supplemental Rules

1. No run limits and score is not kept.
2. There is no minimum number of players necessary to play a game and players may be borrowed from other teams.
3. Coaches will also act as umpires.
4. Games are 1 hour with goal of playing 4 innings.
5. No limit on defensive players, however only 5 defensive players may play infield. Every player must play one inning in the infield and one inning in the outfield. The catcher will be an adult.
6. A coach will pitch to their own team. The coach's pitching distance is approximately 25' from the back of home plate.
7. Each batter will be given a MAXIMUM of 5 pitches from the coach. After 5 pitches the batting tee must be used. From the batting tee, the batter can take as many swings as necessary to hit the ball into fair territory.
8. Bunting is allowed on coach pitch.
9. Balls and strikes are not called.
10. A team remains at bat until every player on their line-up has had one plate appearance.
11. Outs are acknowledged and the runner(s) who are out will leave the base at the time of the out(s). There are no maximum outs and the team completes their at bat until the last player in the order has batted.
12. A play is stopped when the ball is thrown to the pitcher. The intent of the throw must be to the pitcher. The pitcher does not have to catch the ball.
13. Base runners may not lead off and stealing is not permitted. Base runners may only leave the base when the ball is hit.
14. A player may not advance on an overthrow.
15. Players playing the "pitcher" position must wear a fielders mask while playing defense. The league provides one fielder's mask to each team for this purpose.

8U Supplemental Rules

1. 3 runs max per inning.
2. No limit on defensive players, however only 6 defensive players may play the infield.
3. If a team is short 9 players, they may borrow player(s) from another team. The borrowed player(s) can only play in the outfield and must be placed at the bottom of the batting lineup.
4. Call ups are not allowed.
5. Two coaches from the defensive team are allowed on the field positioned behind the outfielders. A coach may also assist the catcher with retrieving the ball and is not counted. The purpose for coaches being on the field is to instruct players.
6. Every player must play a minimum of one inning in the infield during the first three innings and a minimum of two innings in the infield during the first 5 innings. Coaches are responsible for equalizing playing time.
7. A pitcher may not pitch more than 2 innings per game. One pitch in an inning is equal to an inning pitched.
8. When a pitcher throws four balls, then the coach on offense will pitch from inside the pitching circle with defensive pitcher having at least one foot inside the circle while the coach pitches. The coach from the team on offense will finish the strike count. The umpire will remain in place calling balls and strikes and the batter is out after 3 strikes. Foul balls are treated as such on the third strike and another pitch shall be thrown until either a hit or a strike out is made.
9. Circle Violation Rule (See ASA 8-7T): The play will end when the ball crosses into the pitching circle. Crossing is defined as the ball making contact with the ground or pitcher inside the pitching circle. The runners may not advance any further once the ball is inside the pitching circle. The pitcher does not need to have control of the ball inside the circle for the play to end. Once the runner returns to a base, she will be declared out if she leaves the base unless a play is made on her or another runner, or the pitcher releases the ball on a pitch to the batter. A play for purposes of this rule is a pitcher throwing the ball outside of the circle. Each team will be given one warning per game before a base runner is called out.
10. Bunting is allowed.
11. No dropped 3rd strike rule.
12. No infield fly rule.

13. Stealing is limited to one base per batter. Home plate is cold. Advancing to home is only permitted when the ball has been put in play by a batted ball or the umpire awards home to the base runner.
14. Overthrow: A player may advance one base on an overthrow. An overthrow is defined as a ball that goes past the fielder on any base, but remains in play. The runner may advance one base with liability to be put out. Any additional attempts at a put out that leads to an overthrow does not release the runner to attempt additional bases. The rule is in addition to the dead ball rule.
15. Hit By Pitch: In most circumstances, a pitch that strikes the batter is a ball and the at bat continues. If the at bat cannot continue (because the batter is crying or actually injured) first base may be awarded. If the bases are loaded and the batter does not continue the at bat, the at bat is over; the next batter will be up and no out will be recorded. Home is cold and a batter hit by a pitch does not change that

10U Supplemental Rules

1. 4 runs max per inning.
2. Every player must play a minimum of one inning in the infield during the first three innings and a minimum of two innings in the infield during the first 5 innings. Coaches are responsible for equalizing playing time.
3. Declared pitchers can pitch up to two consecutive innings, non-declared pitchers can pitch 1 consecutive inning.

Example:

- Declared Pitchers: If a declared pitcher pitches at least 1 pitch in 2 consecutive innings they may not return to pitching until 1 full inning is completed by another pitcher. If a declared pitcher pitches at least one pitch in inning one and one pitch in inning two, they may not pitch again until inning four. If a non-declared pitcher pitches at least 1 pitch in 1 inning they may not return until 1 full inning is completed.
- Non-declared Pitchers: If a non-declared pitcher pitches at least one pitch in inning one, they may not return until inning three.

The above rules apply to the general spring rec season. If needed managers may agree to adjust the pitching rules on a per game basis in order to keep the game productive. If this adjustment will need to occur on a regular basis, they will need to get Player Agent approval. In the event these pitching rules are not benefiting the players progress and game play the Executive Board may vote to change the pitching rules during the season.

12U Supplemental Rules

1. 5 runs max per inning.
2. Every player must play a minimum of one inning in the infield during the first three innings. Coaches are responsible to equalizing playing time.
3. Declared pitchers can pitch up to three consecutive innings, non-declared can pitch 1 consecutive inning.

Example:

- Declared Pitchers: If a declared pitcher pitches at least 1 pitch in 3 consecutive innings they may not return to pitching until 1 full inning is completed by another pitcher. If a declared pitcher pitches at least one pitch in inning one, inning two and inning three, they may not pitch again until inning five. If a non-declared pitcher pitches at least 1 pitch in 1 inning they may not return until 1 full inning is completed.
- Non-declared Pitchers: If a non-declared pitcher pitches at least one pitch in inning one, they may not pitch again until inning three.

The above rules apply to the general spring rec season. If needed managers may agree to adjust the pitching rules on a per game basis in order to keep the game productive. If this adjustment will need to occur on a regular basis, they will need to get Player Agent approval. In the event these pitching rules are not benefiting the players progress and game play the Executive Board may vote to change the pitching rules during the season.