



**OFFICIAL  
RULE BOOK  
2021**

**[www.mgirlssoftball.com](http://www.mgirlssoftball.com)**

# MUNSTER GIRLS SOFTBALL

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# **MUNSTER GIRLS SOFTBALL TOWN RULES**

## **I. MISSION STATEMENT**

The mission of this organization is to encourage participation in girls' softball and to develop a spirit of good sportsmanship and fair play. Managers, coaches and parents should keep in mind at all times that gaining exceptional athletic skill or winning games is less important than building future good citizens.

## **II. DEFINITIONS**

- A. Age/Grade Cutoff - The date or grade that determines the division in which a player participates.
- B. Board of Directors - The Munster Girls Softball Board of Directors.
- C. Continuous Batting Order - All players get a turn at bat regardless of whether they are playing on the field.
- D. Disciplinary Status - A number of games for which a player has been suspended as discussed in Section IV.I below.
- E. Home Team Side - The third base side of the field.
- F. Program - Munster Girls Softball (MGS).
- G. Protest Committee - This committee consists of the Division Commissioners, the Chief Umpire, and the President of the Board of Directors or his/her designee.
- H. A Travel player shall be defined as any player who:
  - 1. Is currently on the roster of any travel team, AND
  - 2. Has played in any sanctioned or tournament game (not a practice game) for that travel team during the current calendar year.

## **III. DOCUMENT HIERARCHY**

- A. Munster Girls Softball follows the National Softball Association (NSA) rules. The Munster Town Rules are in addition to the NSA rules. In case of conflicts between the Munster Town Rules and the current official NSA Rule Book, the Munster Town Rules take precedence.
- B. Interpretation of the Munster Town Rules lies with the President of the Board of Directors.
- C. Any changes to the Munster Town Rules must be approved by the Board of Directors.

## IV. GENERAL

### A. Residency

1. All girls (players) from the age of 5 years (as of January 1) or grade kindergarten through the age of 18 years (as of January 1) are eligible to compete in Munster Girls Softball.
2. First priority will be given to residents of Munster. The Munster Girls Softball Board of Directors reserves the right to close or limit the registration of out of town participants should the Munster Girls Softball League or any division of the Munster Girls Softball League have more out of town participants register than the league can accommodate.
3. Out of town participants shall have a higher registration fee, as set by the Munster Girls Softball Board of Directors, than residents of Munster.

### B. Age/Grade Cutoff

1. Regular Season Play - The age or grade cutoff date is based on the age of the player as of January 1 or the grade the player will enter the following fall, whichever the parent specifies:
  - a. No girl under the age of 5 years or aged 19 years as of January 1 is eligible to play, regardless of grade.
  - b. Instructional Division :  
Age: 5.5 to 6 years as of January 1.  
Grade: K or First Grade
  - c. 8u Division:  
Age: 7 to 8 years as of January 1.  
Grade: Second or Third Grade.
  - d. 10u Division:  
Age: 9 to 10 years as of January 1.  
Grade: Fourth or Fifth Grade.
  - e. 12u Division:  
Age: 11 to 12 Years as of January 1.  
Grade: Sixth or Seventh Grade.
  - f. 14u Division  
Age: 13 to 14 as of January 1.  
Grade: Eighth & Ninth

- g. 18u Division:  
Age: 18 or under as of January 1.

2. Tournament Play - The age cutoff date for Munster players in inter-city tournaments is determined by the rules of the organization sponsoring the tournament.

- a. American Softball Association (ASA): Date is January 1. Anyone who has a birthday before this date must play in the division for the age they will be by January 1.
- b. NSA - Date is the player's birth date on January 1.

C. All players and player parents/guardians, managers, and coaches shall be required to acknowledge and sign a “code of conduct” prior to being permitted to play in any MGS regular, post season, and/or all-star game. The signed “code of conduct” must be turned in to the team manager who in turn must return it to MGS (any board member) before the player, manager, or coach may participate.

## V. **APPLICABILITY**

- A. The Munster Town Rules apply to the Instructional, 8u, and 10u Divisions.
- B. The Munster Town Rules apply to intra league all-star teams and all intra league all-star games.
- C. The Munster Town Rules do not apply to ASA, NSA or United Girls Softball Association, Inc. (UGSI) tournaments.
- D. In addition to its General Rules and NSA Rules, Munster Girls Softball shall have Fall League Rules that apply solely to the Fall League.

## VI. **MANAGERS AND COACHES**

### A. Qualifications

- 1. Managers and coaches should possess leadership abilities and the know-how to deal with children, training them in teamwork, good sportsmanship and discipline.
- 2. A manager must be a resident of Munster or have a child in the program.
- 3. A manager shall be at least twenty-one (21) years of age.
- 4. A manager will be of sound character as determined by the Board. The Board may use any legal means to ascertain a manager's character.
- 5. Managers must complete training as may be required by MGS or Munster Parks and Recreation. Manager and coaching candidates are subject to criminal background

checks.

## B. Manager Selection

1. All managers shall be reviewed and voted on by the Board of Directors.
2. The Board of Directors shall select managers by vote at the start of each new season.
3. Each team shall have only one manager.
4. A manager may not switch teams from year to year within a division.
5. A manager is allowed to manage a maximum of two teams per season. No manager of a non-recreational Travel team may manage an MGS league or affiliated team.

C. Training - The manager or at least one coach for each team must complete the NYSCA or equivalent training program or the Munster Town Rules Training before the season begins.

## D. Coach Selection

1. A manager may have only two (2) official coaches for a team.
2. A coach must be a resident of Munster or have a child in the program.
3. No coach of a non-recreational Travel team may coach an MGS league or affiliated team.
4. The Board of Directors has the right to review and approve the selection of all coaches.

## E. Conduct

1. No manager or coach shall enter into an argument or act in any manner detrimental to the league either on the field or on any of the league's premises.
2. No one, including but not limited to Managers, Coaches, Umpires, Spectators and/or anyone associated with Munster Girls Softball shall subject ANYONE associated with Munster Girls Softball to physical, emotional, verbal, or mental strain.
3. Profane or obscene language may not be used in the presence of a player at any time.
4. Verbal interference, including harmful, abusive, or derogatory remarks or gestures (as interpreted by the umpire) to umpires, opposing team players, managers, or coaches is prohibited for managers, coaches, spectators and players.
5. If in an umpire's judgment a manager or coaches' conduct during the game is considered detrimental to the game, the individual may be ejected from the game. An

umpire shall file an incident report, on forms supplied by the league, each time a manager, coach, spectator or player is ejected from the game or in any other circumstance where the umpire, using his/her discretion, feels conduct is exhibited which is detrimental to the game or not in the best interest of the players, coaches or umpires.

6. Ejection by the umpire of a manager, coach or player will result in the following:
  - a. First ejection shall result in a subsequent one (1) game suspension.
  - b. Second ejection shall result in suspension for the remainder of the season.
7. The fact that an ejection of a person from a game has occurred shall serve as and constitute notice of suspension pursuant to MGS Rule VI (E) (6). The ejected person may appeal his/her suspension of the next game scheduled after the ejection in writing to the MGS Protest Committee before their next scheduled game is played or within 48 hours of the ejection. E-mail shall be considered "in writing" for purposes of this rule. A hearing on the appeal of suspension shall be held within 48 hours of the time of filing the protest.

Any person sanctioned under these rules shall be entitled to present his/her protest of suspension in writing before the Protest Committee and shall reserve the right to notice of any hearing on the suspension. The decision of the Protest Committee shall require a simple majority vote. The decision of the Protest Committee shall be FINAL. Any person sanctioned by the League shall first file a protest of suspension and exhaust all hearing procedures as provided by the MGS Rules before taking any other action against the league.

Pending the hearing of an appeal on any suspension, the manager or coach may continue to participate until there is a decision of the MGS Protest Committee.

8. Only managers, coaches and score keepers are allowed in the dugouts during a game.
9. If a team is short of help, the manager can seek a parent to assist him/her during a game. This temporary assistant will be deemed a coach and the manager must take full responsibility for the temporary assistant's actions, behavior, and language.
10. Managers, coaches or temporary assistants found in violation of any rules in this document shall be subject to immediate dismissal from the league by a vote of the Board of Directors.
11. At the discretion of the Board of Directors, managers or coaches may be permanently barred from further participation in the league if they:
  - a. are repeatedly found in violation of the rules;
  - b. take any action that puts player safety in jeopardy, and/or;

- c. take any action that puts the league at risk of liability.

## F. Responsibilities

### 1. Home Team Manager's Responsibilities

- a. Set up the field for play (bases, pitcher's mound, foul lines, when necessary, etc.);
- b. Take out and return all equipment for each game;
- c. Bring game balls for every game. 1- New 1-Gently Used
- d. Make sure all equipment boxes are locked.

### 2. All Managers' Responsibilities

- a. Managers and coaches are responsible for any league equipment and uniforms issued to them. All equipment must be turned in to the Equipment Manager within thirty (30) days after the last game.
- b. All managers and coaches are responsible for policing their areas (dugouts and bleachers) of all trash.
- c. The manager of the winning team of each game must turn in a win/loss card within 24 hours of the end of the game or a loss will be recorded in the standings for both teams.
- d. All managers and coaches are expected to provide additional assistance to the league to conduct on-going maintenance and during special events as requested (e.g., field maintenance, tournaments, fundraisers, etc.).
- e. A manager must immediately report a player termination to their Divisional Commissioner.
- f. A manager must have their players remove any jewelry including earrings while they are practicing or playing. This rule shall not apply to stud earrings (only), which may be worn during practice or games if and only if, they are covered by tape and/or a band-aid.

### 3. Instructional & 8u Managers' Responsibilities

The primary goal for all Instructional and 8u managers and coaches is to provide an equal opportunity for ALL players to learn the fundamentals of the game at ALL positions, both infield and outfield.

## G. Umpire Substitution

1. In the event that the scheduled umpire or a replacement does not show up for a game,

an umpire mutually agreed upon by both teams may be recruited from the coaching staff or fans.

2. If no person can be recruited and mutually agreed upon, the game shall be called and rescheduled.

## H. Protests

Protests for infractions of playing rules, rescheduled games or forfeiture of games must be filed in writing with the Commissioner within twenty-four (24) hours after the completion of the game. The decision will be made by the Protest Committee within forty-eight (48) hours, if possible, after the receipt of the formal protest by the Commissioner.

## I. Player Disciplinary Action

1. A manager shall have the right to take disciplinary action against a player who is repeatedly absent from team practice or games or whose conduct is unbecoming to girl's softball.
2. When a manager wishes to place a player on disciplinary status, the manager must notify the Division Commissioner in writing. The Division Commissioner must review and approve the disciplinary action. The Division Commissioner must notify the Chief Commissioner of the action who may accept, alter or reverse the action.
3. When a disciplinary action is approved, the manager must notify the player and her parents or guardian of the disciplinary action prior to the team's next game.
4. When a player is on disciplinary status, the manager must notify the opposing manager verbally at the time of exchanging starting lineups. This rule overrides the rules concerning the number of innings played outlined in Section VII (H) (3) – (5).

## VII. **PLAYER CONDUCT**

### A. Prohibited Conduct

1. No player shall enter into an argument or act in any manner detrimental to the league either on the field or on any of the league's premises.
2. No player shall subject ANYONE associated with Munster Girls Softball to physical, emotional, verbal, or mental strain.
3. No player shall use profane or obscene language in the presence of anyone associated with Munster Girls Softball at any time.
4. Verbal interference, including, but not limited to, harmful, abusive, or derogatory remarks or gestures (as interpreted by the umpire) to umpires, players, managers, coaches, or spectators is prohibited for players.

5. No player shall participate in any unsportsmanlike conduct (in the opinion of an MGS Board member, umpire, manager, or coach).
6. No player shall be insubordinate to a manager or coach (in the opinion of an MGS Board member, umpire, manager, or coach).

## B. Sanctions for Prohibited Conduct

1. If, in an umpire's judgment a player's conduct on the softball field is considered detrimental to Munster Girls Softball, the player may be ejected from the game. An umpire shall file an incident report, on forms supplied by the league, each time a player is ejected from the game or in any other circumstance where the umpire, using his/her discretion, feels conduct is exhibited which is detrimental to the game or not in the best interest of Munster Girls Softball.
  - a. On the softball field is defined as starting when the first player steps onto the softball field for pre-game warm up (entering the dugout is considered pre-game warm up) until when the last player steps off of the softball field after the "game" has been completed.
  - b. Detrimental conduct that occurs after the final out of the "game" is made shall result in an EJECTION for the next scheduled game.
  - c. Any type of ABUSE, including, but not limited to, harmful, abusive, or derogatory remarks or gestures (as interpreted by the umpire) directed at an umpire while the umpire is on the softball field or after the umpire has left the softball field until the time that the umpire has left Community Park shall result in an immediate EJECTION for the next scheduled game upon receipt of an incident report filed by an umpire.
2. Ejection by the umpire of a player will result in the following:
  - a. First ejection shall result in a subsequent one (1) game suspension.
  - b. Second ejection shall result in a suspension for the remainder of the season.
3. Inappropriate Conduct
  - a. Unsportsmanlike Conduct (in the opinion of an MGS Board member, umpire, manager, or coach)
    - 1) First occurrence shall result in a one (1) game suspension.
    - 2) Second occurrence shall result in a suspension for the remainder of the season.
  - b. Insubordination to a Manager or Coach (in the opinion of an MGS Board member, umpire, manager, or coach)

- 1) First occurrence shall result in a one (1) game suspension.
  - 2) Second occurrence shall result in a suspension for the remainder of the season.
- c. Fighting: Any fighting (in the opinion of an MGS Board member, umpire, manager, or coach) that occurs on the softball field shall result in a suspension for the remainder of the season.

### C. Appeal Process

1. The fact that an ejection of a player from a game has occurred shall serve as and constitute notice of suspension pursuant to MGS Rule VII (B) (2). The ejected player may appeal her suspension of the next game scheduled after her ejection in writing to the MGS Protest Committee before her next scheduled game is played or within 48 hours of the ejection.
2. Email shall be considered “in writing” for purposes of Rule VII.
3. A hearing on the appeal of suspension shall be held within 48 hours of the time of filing the protest.
4. A player sanctioned under these rules shall be entitled to present her protest of suspension in writing before the MGS Protest Committee and shall reserve the right to notice of any hearing on the suspension.

A player sanctioned by the league shall first file a protest of suspension and exhaust all hearing procedures as provided by the MGS Rules before taking any other action against the league.

Pending the hearing of an appeal on any suspension, the player may continue to participate until there is a decision of the MGS Protest Committee.

5. The decision of the MGS Protest Committee is FINAL.

## VIII. GENERAL RULES

### A. Field Condition

1. The Chief Commissioner or any board member present shall decide whether a field is playable before game time.
2. The home plate umpire shall decide whether a field is safe or playable at any time prior to or during the game.
3. It is prohibited for any team to use the infield for infield practice or warm-ups prior to any game. This rule does not apply to Instructional League games.

## B. Called Game

1. The home plate umpire can call a game at any time because of darkness, rain, panic, temperature, or any other peril.
2. In the event of lightning, the game will be suspended immediately until the playing area is given the all clear alarm by the town lightning protection system. The umpire will be governed by the safety rules posted by Munster Parks and Recreation.
3. A called game will be considered a regulation game when the losing team has completed four full innings at bat or the time limit is satisfied.
4. The home team manager must contact the Division Commissioner within twenty-four (24) hours to reschedule a called game.

## C. Rescheduled Games

1. All rescheduled games will be played on the first Sunday following the called game on which a field is available for play or at a time agreed to by the managers and approved by the Division Commissioner.
2. The Division Commissioner shall notify both managers of the date and time of the rescheduled game.
3. Any team that cannot play a rescheduled game determined by the Division Commissioner shall forfeit the game.
4. When a game is called after it has begun, the rescheduled game must be restarted from the beginning.

## D. Number of Players

1. 10u and 8u Division shall play a maximum of ten (10) players on the field provided at least ten players are present to play. Teams playing with ten (10) players in the field must have at least four (4) players positioned on the outfield grass. Three (3) outfielders must stay in the outfield until the ball is put into play and the 4<sup>th</sup> outfielder must stay on the outfield grass until the ball crosses home plate.
2. Teams must have at least eight (8) players to start or to continue a game. Failure to field at least eight (8) players shall result in a forfeit.
3. A player who arrives after the start of the fourth inning shall not be allowed to play. This rule does not apply to the Instructional and 8u Divisions.
4. A manager has fifteen (15) minutes from the scheduled starting time to field a team. Failure to field a team within the time limit shall result in a forfeit.
5. Quad town teams shall play with the number of player per cross-town rules.

6. Any player that is known to be leaving a game early must:
  - a. Bat last in the batting order.
  - b. The opposing manager must be made aware (prior to the start of the game) that the player will be leaving early.

Provide these conditions are met then there is no penalty for a player leaving early.

However, if the opposing manager is not made aware of a player leaving early prior to the start of the game then the missing player will count as an out (each time she should come up to bat) for the remainder of the game - as per NSA Rule 4, Sec 4C [see below].

*Sec. 4*

- c. When a team is left with a vacant spot in the lineup because of a player as described in Sec. 4 (b), the opposing team may not, with two outs, intentionally or unintentionally walk the previous batter in order to get the "AUTOMATIC OUT" created by the vacant spot in the batting order. This would also include catcher obstruction to the previous batter or the previous batter being hit by a legal or illegally pitched ball. If the previous batter is walked or hit by a legal or illegally pitched ball, the vacant spot is skipped, the "AUTOMATIC OUT" is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.*
- c. This rule shall also apply to 8u tournament games.

#### E. Short Team

1. A short team is a team, which cannot field eight (8) players for a given game.
2. The Board of Directors will compile a call-up list of players who have signed permission forms allowing them to play in the division above their own on a limited basis.
3. The approved call-up list is compiled prior to the start of the season. Players may be added to the list during the season only if the required permission form is completed, signed by a parent or guardian, and turned in to the Division Commissioner. Under no circumstances may a player play on a call-up basis without a signed permission form on file.
4. In the event a manager cannot field an eight (8)-player roster, the manager may borrow a player from the approved call-up list with the permission of the Division Commissioner as follows:
  - 10u Division - Eight (8) year olds from the 8u division;

- 12u Division – 12u lateral players or 10u call-up players
  - 14u Division – 14u lateral players or 12u call-up players
  - 18u Division – 18u lateral players or 14u call-up players
5. 8u & Instructional Teams may field a Team of a minimum of 6 (six) players and may use players from the same Division as “fill-in Players”. **THIS RULE DOES NOT APPLY TO TOURNAMENT PLAY.**
  6. Players within the same division may not be used as move up players.
  7. Move-up players must play outfield positions only and have their turn at bat. They must be placed in the last position in the batting line-up.
  8. A maximum of three (3) players may be borrowed for a game from the approved move-up list.
  9. Once a player is called and shows up for the game, the player must play.

#### F. Player Substitutions

When an injury or illness forces a player from a game, and there is no substitute because all remaining players have already played in the game, the manager can replace the player with anyone on the bench. If a player misses a turn at bat due to injury, illness, or absence that player shall not play a defensive position in the next ½ inning.

#### G. Time Limit - The time limit for games shall be as follows:

1. Instructional, 6U Division, 75 minutes or up to 5 innings
2. 8u, & 10u Divisions: One (1) hour and fifteen (15) minutes or up to 6 innings
3. 12u, 14u, & 18u Divisions: Consult quad-town league rules.
4. No inning shall start after the time limit has expired.
5. The next inning officially starts after the third out is made in the previous inning.
6. Teams have three (3) minutes to take the field and be prepared to play. Teams that are not prepared to play at the end of the three-minute limit will be penalized as follows:
  - Offense: One (1) strike called on the batter.
  - Defense: One (1) ball called on the batter.
7. A team has the option of replacing a pitcher and/or a catcher at any time with a replacement runner.

8. The umpire shall keep the official time. The umpire must advise both managers of the official start time at the beginning of the game.
9. The umpire may suspend the clock when time is called by the leading team or if stalling tactics are used by the team that is leading (stalling in the judgment of the umpire) during the last ten (10) minutes of the game.
10. The time limit is waived for town tournament championship or division championship games. This rule shall apply to 8u Tournament games.

#### H. Number of Innings Played

1. 12u, 14u, 18u divisions- Consult Quad Town rules
2. 10u & 8u divisions - A regulation game shall consist of:
  - a. Six (6) complete innings; OR
  - b. Reaching the time limit specified in Section G.2 or G.1.
3. 6u Instructional division - A regulation game shall consist of:
  - a. Five (5) complete innings; OR
  - b. Reaching the time limit specified in Section G.1.

#### I. Curfew Rules for Fields with Lights

1. If a game scheduled to begin at 6:00 PM is delayed, the game must start by 6:30 PM if there is an 8:00 PM game scheduled for the same field. If the game does not start by 6:30 PM it must be rescheduled.
2. If a game scheduled to begin at 8:00 PM is delayed, the game must start by 9:00 PM. If the game does not start by 9:00 PM it must be rescheduled.
3. For games played on evenings before school days, no inning shall start after 10:00 PM.
4. No inning shall start after 11:00 PM.
5. If, due to curfew rules, a game is not a regulation game, the manager of the home team must notify the Division Commissioner to reschedule the game.
6. If a game is tied after the regular number of innings have been completed and time remains on the clock, one complete extra inning is to be played.

#### J. Tie Games

1. A tie game, which falls under the time limit rule, shall be counted in the standings as a tie (i.e., ½ game won and ½ game lost). This rule does not apply to the Instructional division, which does not maintain standings.
2. Tournament game tie-breakers will be governed by NSA Rule 1, Sec. 54:

*After the completion of seven (7) innings or when the time limit has expired and the score is still tied, the tie-breaker procedure will begin. This would involve the last batter of the previous inning, whose turn at bat had been completed, assuming a position on second base. This would be done at the beginning of each half inning; until, at the conclusion of a full inning, a winner is determined.*

3. *Any Pitcher may re enter with no pitch limits*

#### K. Ten and Fifteen Run Rules (Slaughter Rules)

1. Slaughter rules are not applicable to the Instructional Division during the regular season because they do not keep score.
2. Slaughter rules apply to all tournament games, including the 8u Division.
3. 8u & 10u Divisions:
  - a. If a team is behind by fifteen (15) runs or more after completing four (4) full innings at bat (3½ for the visiting team), the game is officially over.
  - b. If a team is behind by ten (10) runs or more after completing five (5) full innings at bat (4½ for the visiting team), the game is officially over.

#### L. Lineup

1. All managers must provide a written lineup card to the opposing manager before the game starts.
2. Instructional Division managers must also designate anyone who did not play two (2) consecutive innings or bat at least once during the player's previous game.

#### M. Batting Order

1. The batting order must remain the same for the entire game, except for injury.
2. Continuous batting order is in effect for all divisions. If a manager intentionally bats a player out of order, the half inning shall immediately end.
3. When a player arrives late to a game, they must be placed at the bottom of the batting order.

#### N. Coaches Box

1. For the Instructional Division, as many adults as a team desires may coach in the outfield to assist the players.
2. For the 8u Division, two (2) adults may coach in the outfield to assist the players.
3. For the 8u and 10u Divisions, one designated person may coach outside the dugout in a defensive coaching box, which shall not extend more than six (6) feet from directly adjacent to the dugout.
4. When a team is on offense for 10u, 12u, 14u & 18u divisions, coaches shall remain in the coach's box as per NSA Rule 1, Sec. 18. Coaches shall not touch the base runner in any manner that can or will assist the runner in running the bases. If, in the opinion of the umpire, a coach touches a base runner in the above prescribed manner, the base runner shall be declared out.

Rule 1, Sec. 18

*COACH: A member of the team at bat who takes his/her place in the coach's box to direct his/her players in running the bases. Two coaches are allowed, one positioned at 1<sup>st</sup> base and one positioned at 3<sup>rd</sup> base. One coach can have in his/her possession, a scorebook and an indicator that shall be used for scorekeeping purposes only. A defensive coach or manager must remain in the dugout at their normal position. If the manager or coach does not comply after a warning from the umpire, he/she will be ejected from the game.*

O. Pitcher's Mound

There shall be an eight-foot radius marked (not necessarily chalked) around each pitcher's mound.

P. Equipment

1. Bats - Only official softball bats may be used during all games. All bats must comply with current NSA standards and be listed on the NSA approved bat list.
2. Batting Helmets - Batting helmets with facemasks must be worn by all players in all games sanctioned or supported by Munster Girls Softball. Batting helmets must be worn by all league players in the batter's box, on the bases, in the on-deck circle and in the coach's box.
3. Sliding shorts & Sliding pads- Sliding shorts and at least 1 sliding pad must be worn by all batters in the 10u and older divisions (where sliding is allowed).

Q. Bat Throwing

If, in the judgment of the umpire, a bat is thrown in anger, the batter may be ejected from the game. No warning is necessary. If the bat is thrown accidentally, the player will be given a warning.

## R. Out of Play

Extensions of the screened backstop are the boundary lines. Any ball beyond the boundary lines is not playable (fly ball, overthrow, etc.). An overthrown ball out of boundary lines will be governed by NSA rules.

## S. Hit by Pitch

Any Pitched ball regardless of contact with the ground that hits the batter while not making an attempt to swing.

The pitcher must be removed after hitting three batters in one inning and may reenter in another inning until-

- a) 2 more total batters hit after reentry
- b) 5 Total batters hit by pitcher in single game
- c) Division specific pitching limits take effect.

The removed pitcher may assume any other fielding position as per the official rules.

## T. Between Inning Practice

Pitchers will be given five (5) practice pitches at the start of the game or prior to their first inning pitched and only three (3) thereafter.

## U. Tournament Home Team Selection

1. 8u & 10u Divisions - For “in town” tournament games, teams will be seeded based on standings –highest placed team is the #1 seed and so on. Higher seeded teams shall be the home team in all tournament games.

## V. Sliding Rule:

Sliding will be governed by NSA Non-Contact Rule 8 (t).

8 (t). *When a defensive player has the ball and is waiting for the runner and the runner remains on his/her feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all other runners must return to the last base touched at the time of the collision, unless Rule 8, Sec. 8 (j) or Rule 8, Sec. 8 (s) applies.*

PENALTY: If the act is determined to be flagrant, the offender is ejected from the game.

8 (j). *In running or sliding for home plate, he/she fails to touch home plate and makes no attempt to return to the base, when a fielder holds the ball in his/her hands while touching home plate and appeals to the umpire for a decision.*

***EFFECT:** Rule 8, Sec. 8. (g-j), These are appeal plays and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead, and before the next pitch is made, the ball remains dead and the runners may not advance. The pitcher must have the ball in his/her possession inside the 16' circle. Any manager, coach, or player may then make an appeal by announcing to the umpire, which runner is being appealed, which base has been missed, or which base has been left too soon. Any player in the game may also make an appeal while the ball is still alive and before the ball becomes dead by tagging the runner or the base being appealed with the ball.*

8 (s). *When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.*

***EFFECT:** Rule 8, Sec. 8. (k-s), The ball is dead and the base runner is out. Other runners must return to the last base legally touched at the time of the illegal action.*

## **IX. DIVISION SPECIFIC RULES**

### **A. 6u Instructional Division**

Note: Instructional rules are intended to encourage instruction and increase play speed.

#### 1. Field Distances

- a. Bases shall be sixty (60) feet apart.
- b. The pitching mound shall be thirty (30) feet from home plate.
- c. Type of Softball: The eleven (11) inch softie junior olympic size optic yellow ball shall be used.

#### 2. Pitching

- a. Players will hit off the tee exclusively for the first half of the season. After mid-season the tee is optional, and a coach may pitch up to a maximum of 5 pitches to a batter. After the fifth pitch the batter will be asked to hit from a tee. The pitcher's position will be a fielding position only.
- b. When a batter is hitting off of the tee, the pitcher must stay on the pitching mound until the ball is struck.
- c. Batting – The entire batting order will bat each inning with no official outs. However, any batter / runner that is declared out must return to the dugout.
- d. Base Stealing - No stealing is allowed.
- e. Base Running

- a) A base runner may proceed only after the batter hits the ball.
- b) A runner may leave the base line a maximum of three (3) feet in either direction to avoid a collision with a fielder.
- c) Runners cannot advance when the pitcher has possession of the ball in the pitcher's circle or when the ball is thrown in the direction of, to, or through the circle by a fielder.
- d) No bases may be taken on an overthrow.
- e) Mandatory safety base at 1st base shall be used.
- f) Fielding – Only six (6) players shall be allowed to play in the infield at any one time. All additional players shall be positioned in the outfield.

## B. 8u Division

Note: 8u rules are intended to prepare girls for more competitive play.

### 1. Field Distances

- a. Bases shall be sixty (60) feet apart.
- b. The pitching mound shall be thirty (30) feet from home plate.
- c. Type of Softball: The eleven (11) inch softie junior olympic size optic yellow ball shall be used.

### 2. Player Rotation

- a. Players must play at least two (2) complete, consecutive innings and bat at least once. If, because of game conditions, a player has not played the minimum number of innings specified, the player must start the next game and play at least two (2) complete, consecutive innings and bat at least once.
- b. With the exception of the pitcher and catcher, NO player can sit out two innings without everyone else sitting out one inning, and no player can sit out three innings without everyone else sit out two etc...
- c. Extenuating circumstances when occurring must be discussed with umpire and opposing coach. Both coaches must email commissioner the situation from their side and discuss the situation and how it could be prevented in the future.
- d. Failure to comply with these requirements shall result in the suspension of the manager for the next two (2) games. A second violation of the rules will be reviewed by the Board of Directors and necessary action shall be taken.

### 3. Pitching

- a. A player may pitch a maximum of three (3) innings or nine (9) outs in regular season games and a maximum of four (4) innings or twelve (12) outs in tournament games.
- b. Travel players may pitch no more than two (2) innings per game, including tournament play.
- c. Any coach will pitch underhand, i.e. "soft toss," from or as close to, the regulation pitcher's rubber as circumstances may warrant.
- d. A player pitcher will pitch underhand until the batter either 1) hits the ball, 2) is thrown 3 strikes, or 3) is thrown 4 balls. If the batter is thrown 4 balls, their coach will pitch the remainder of the time at bat. The batter's strike count from the pitcher's thrown balls remains when the coach comes in to pitch and the batter will be allowed a total of 3 strikes before being asked to return to the bench. A coach may instruct/coach a player while they are pitching as long as play is not inhibited or delayed.
- e. There will be no walks in the 8u Division.
- f. When a coach is pitching, the player pitcher must stay within the pitching mound's imaginary circle and play defense.
- g. A pitcher may pitch a maximum of three (3) innings or nine (9) outs in regular season games and a maximum of four (4) innings or twelve (12) outs in tournament games.
- h. A pitcher may re-enter the game only once.

### 4. Base Stealing - No stealing is allowed.

### 5. Base Running

- a. A base runner may proceed after the batter hits the ball. Base runners will be called out for leaving the base early.
- b. Leadoffs will be permitted after May 31<sup>st</sup>. A base runner may take a lead off, after the ball has exited the pitchers hand. There will be no leadoffs during coach pitch. The runner may be put out while off base, but cannot proceed to the next base.
- c. A runner may leave the base line a maximum of three (3) feet in either direction to avoid a collision with a fielder.
- d. A base runner shall only advance one (1) base on a batted ball that does not leave the infield.

- e. A base runner may advance multiple bases on a batted ball that is hit into the outfield. Runners must stop advancing when an infielder has possession of the ball in the infield.
- f. No bases may be taken on an overthrow, except on throws from outfield to infield, until ball is controlled.
- g. Mandatory safety base at 1<sup>st</sup> shall be used.

## 6. Batting

- a. A coach will pitch whenever a pitch hits a batter. No base will be taken.
- b. Swinging strikes count against the “3 strike” count for any batter. (see 8u rule 3-d above).
- c. Any strikes a batter receives before the coach begins pitching will remain when the coach begins pitching. (Example: A batter has a count of 3 and 1 when the coach begins pitching. The batter then has two remaining strikes when the coach begins pitching.).

## 7. The half of an inning is over when:

- a. the defensive team makes three outs; OR
- b. the 5<sup>th</sup> run of the inning crosses the plate.

## 8. Bunting is not allowed.

- a. Infield Fly Rule - No infield fly rule applies.
- b. Dropped Third Strike - The dropped third strike rule does not apply.
- c. Umpire Equipment
- d. It is mandatory for anyone performing the duties of umpire to wear proper umpire equipment. Umpire equipment is available in the equipment lockers.
- e. Managers and Coaches shall encourage batters to swing at all pitches in and near the strike zone.
- f. One umpire will be used for all 8u games.
- g. 8u Division shall play a maximum of ten (10) players on the field provided at least ten players are present to play. Teams playing with ten (10) players in the field must have at least four (4) players positioned on the outfield grass, 3 outfielders must stay in the outfield until the ball is put into play and the 4<sup>th</sup> outfielder must stay on the outfield grass until the ball crosses home plate.

9. **TOURNAMENT PLAY**-All 8u Rules shall apply to tournament play unless shown hereafter in this section as specific tournament rules.
  - a. Regular tournament games - play by time limit.
  - b. Championship game- no time limit.
  - c. All 8u teams will participate in tournament play.
  - d. MGS Rule VIII (D) (3) requiring a minimum of 8 players to start or continue a game applies for tournament play.
    - (1) If a team cannot field the minimum of 8 players, that team may borrow up to 3 players from another 8u team to reach a maximum of 8 players. Borrowed players must play outfield positions only. If a team cannot reach the minimum of 8 players, even with 3 borrowed players, that team will forfeit the game.
    - (2) MGS Rule VIII (D) (7) applies for any player that is known to be leaving a game early during tournament play.
    - (3) No coaches are allowed on the field of play.
    - (4) All other 8u rules apply.

### C. **10u Division**

1. Bases and Pitching Distances - The bases shall be sixty (60) feet apart and the pitching mound shall be thirty-five (35) feet from home plate.
2. Type of Softball - The eleven (11) inch Junior Olympic size optic yellow ball shall be used.
3. Player Rotation
  - a. If there are extra players on the bench, they must be rotated into the field each inning of the game. No player will sit two consecutive innings. No player will sit out a second inning until all other players have sat out one inning.
  - b. With the exception of the pitcher and catcher, NO player can sit out two innings without everyone else sitting out one inning and no player can sit out three innings without everyone else sit out two etc...
  - c. Extenuating circumstances when occurring must be discussed with umpire and opposing coach. Both coaches must email commissioner the situation from their side and discuss the situation and how it could be prevented in the future
  - d. Failure to comply with these requirements shall result in the suspension of the manager for the next two (2) games. A second violation of the rules will be reviewed by the Board of Directors and necessary action shall be taken.

#### 4. Pitching

- a. A player may pitch a maximum of three (3) innings or nine (9) outs in regular season games and a maximum of four (4) innings or twelve (12) outs in tournament games.
- b. Travel players may pitch no more than two (2) innings per game, including tournament play.
- c. A pitcher may re-enter the game only once.

#### 5. The half of an inning is over when:

- a. the defensive team makes three outs; OR
- b. the 5<sup>th</sup> run of the inning crosses the plate.

#### 6. Batting and Base Running

- a. Bunting is allowed.
- b. A base runner may step off the base after the ball leaves the pitchers hand. Base runners will be called out for leaving the base early.
- c. Mandatory safety base at 1<sup>st</sup> shall be used.
- d. Base runners can continue to advance until the ball is controlled in the pitching circle.
- e. NOTE: NSA “Look Back Rule”, Rule 8, Sec 8(x) applies. This is the “Hesitation” rule. It reads as follows:

Look Back Rule: When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the pitcher has the ball within the sixteen (16) foot circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out

**EXCEPTION:** *The runner is not out if a play is made by the pitcher (a fake throw is considered a play).*

**NOTE:** *When a walk or a dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball, if the pitcher has possession of the ball in the sixteen (16) foot circle. The batter-runner may continue past first base and is entitled to run toward second base as long as he/she does not stop at first base. If he/she stops after rounding first base, then that runner must comply with Rule 8, Section 8 (x).*

#### 7. Base Stealing

Base stealing is allowed under the following NSA guidelines:

- a) Base runners are entitled to advance with liability to be put out:

1) When, after the pitcher releases the ball, the runner attempts to advance to the next base without the aid of a base hit, put out, or a fielding (including batter) error (stealing base). (NSA Rule 8, section 3)

- b) Base runners **can not** steal home until after May 31<sup>st</sup>..
- c) Base runners can steal only one base per pitch, and shall not advance on an over throw.
- d) NOTE: NSA “Look Back Rule”, Rule 8, Sec. 8 (x) applies. This is the “Hesitation” rule. It reads as follows:

Look Back Rule: When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the pitcher has the ball within the sixteen (16) foot circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out

**EXCEPTION:** *The runner is not out if a play is made by the pitcher (a fake throw is considered a play).*

**NOTE:** *When a walk or a dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball, if the pitcher has possession of the ball in the sixteen (16) foot circle. The batter-runner may continue past first base and is entitled to run toward second base as long as he/she does not stop at first base. If he/she stops after rounding first base, then that runner must comply with Rule 8, Section 8 (x).*

## 8. Sliding at home

- a. On plays at the plate where a tag or collision may occur the runner is:
  - i. Expected to avoid collision
  - ii. Slide
- b. Failure to slide or avoid collision- the runner will be called out.

## 9. Infield Fly Rule - No infield fly rule applies.

## 10. Dropped Third Strike - The dropped third strike rule does not apply.

## 11. Players must wear official MGS uniform shorts, black athletic shorts, or softball pants along with the uniform shirt. If shorts are worn, the player must also wear a regulation sliding pad.

## 12. 10u Division shall play a maximum of ten (10) players on the field provided at least ten players are present to play. Teams playing with ten (10) players in the field must have at least four (4) players positioned on the outfield grass, 3 outfielders must stay in the outfield until the ball is put into play and the 4<sup>th</sup> outfielder must stay on the outfield grass until the ball crosses home plate.

D. 12u ,14u, 18u Division –2019 Quad Town League Rules and Guidelines

**2019 Quad Town Softball League  
18 & Under, 14 & Under, 12 & Under  
Recreational Town or City Teams Only  
League Rules and Guidelines**

**Games/Time Limits**

- Games shall consist of seven (7) innings. **Slaughter rule:** If one team is 12, 10 or 8 runs ahead after 3, 4 or 5 innings, or after 2½, 3½ or 4½ innings, if the home team is ahead by 12, 10 or 8 or more runs respectively, the team with the 12, 10 or 8 run lead shall be the winner. In addition, if a game is halted due to rain, or darkness, and four (4) innings have been completed, prior to the expiration of the One (1) hour and 30 minute time limit, the four (4) innings shall constitute a complete game. Games that are not complete will be continued from the exact point where they left off. Tie games shall be completed via the international tiebreaker rule. International tie breaker for all tied games at the end of regulation. Teams will send the last player to make an out in the previous inning to 2nd base to start their half of the inning with no outs.

**\*\*\*\*\*Cancellation of Games & Make-up Games\*\*\*\*\***

*Games will not be re-scheduled because managers or coaches can't be there. No exceptions will be granted. In the event of bad weather, each town will communicate with each other to determine cancellation. In the event of severe and prolonged rain, games may be canceled ahead of the scheduled start time, and the visiting coach notified via a telephone call. It is each team's responsibility to have a minimum of seven (7) players at the field by the scheduled start time. Failure to do so will result in a forfeit. A game may be started, played and finished with as few as seven (7) players. Double forfeitures will be ruled when neither team is present.*

**\*\*\*\*\*Line-ups-Offense\*\*\*\*\***

*A continuous batting order is used. The team batting order shall consist of a minimum of seven (7) players. All players should be listed in the pre-game batting order. Players must bat in their appropriate slot. If a player listed on the line-up fails to appear, that slot in the batting order will be eliminated without penalty. If the player arrives late, her manager must enter her at the bottom of the batting order. All late arrivals will be placed at the bottom of the batting order if on the line up or not, without penalty. In the event of injury, illness to a player or if the player leaves prior to the completion of the game, the following procedure will be followed; If it's a base runner, the last batter to have made an out will be inserted for the base runner. If it is a batter, the next time the player is due to bat, her spot will be eliminated without penalty if she cannot re-enter. She may re-enter if **injured** or **ill** at any time during the game if she is physically able. In the event of an ejection, the next time the ejected player is due to bat, her spot will count as an out.*

*Each girls name (no nicknames) and numbers must be on the line-up card and scorebook for every game so that it matches the team roster, so if any coach needed to check a scorebook it would match the team roster.*

**Run Limits per Inning**

12U and 14U Division – 5 runs maximum per inning. The inning is over after the 5<sup>th</sup> run scores for the team batting.

### **Line-ups-Defense**

A maximum of nine (9) players is allowed on the field. A game may be started, played and finished with as few as seven (7) players. If one team has seven (7) players and the other has a full compliment of players, there is no penalty to be assessed against the team with its full compliment. That team may still field nine (9) players. Substitutions are allowed every inning without consequence to the replaced player. Substitutions are to play the complete inning unless injured. **With the exception of the pitcher and catcher, NO player can sit out two innings without everyone else sitting out one inning and no player can sit out three innings without everyone else sits out two ect....**

**Exception to this rule is unless a player is being disciplined.** It will be left up to each manager to abide by this rule. Please use the honor system. The opposing manager will not check and see if you are playing your girls fairly. The parents on the team will be the judge of you as a manager. However, if the opposing manager finds out that you did not play any player at least every other inning, then you might be subject to a forfeit for that game. This notification must be addressed within 2 days after the game. Please, let us not even have to enforce this rule. Unlimited substitutions will be allowed.

### **Batting Helmets & Bats**

All batters, base runners and on-deck hitters must wear batting helmets. Face guards on the helmets is MANDATORY. All bats must be official softball bats. If the opposing manager wants to check your bats, they must be approved by that opposing manager. No Little League or baseball bats of any kind can be used for softball.

### **Metal Spikes**

**No metal spikes will be allowed by any players in any division.**

### **Game Ball**

The league will be using the Optic 12" or 11" N.S.A. approved ball. The home team will provide two game balls.

### **Dugouts**

The home team will occupy the third base dugout. Each team will clean up their side of the field and dugout after each game, including dugout and spectator stands areas. Please inform parents and spectators.

### **Pitching**

NSA fast pitch regulations shall apply. Pitchers may pitch an unlimited number of innings per week. If any pitcher in any age division, starts hitting girls with the softball while pitching (meaning a direct hit) **she will be removed from the pitchers mound for that particular game under the following**

**conditions: the pitcher hits 3 girls in any particular inning or hits 5 girls per game. 18U and 14U will pitch from 43'. 12U will pitch from 40'.**

### **Reporting Scores**

The winning team will go to [www.stjohnsoftball.com](http://www.stjohnsoftball.com) website on the front page under to report the final score of each game after each game. Failure to report the game score within 48 hours after the start of scheduled game time, will result in a LOSS for both teams. Tell game date, game time, who played, and who won.

### **Umpires**

The home team will provide a home plate and a field umpire.

### **Protests**

**Protest fee is \$100.00 per game. This fee is non-refundable if you win or lose the protest. Written protests must be submitted to the Quad Town Board of Directors within twenty-four (24) hours of occurrence. No exceptions will be granted. The coordinator will submit the manager's protest to the home plate umpire of said game and the home team umpire-in-chief, and a ruling will be made within ninety-six (96) hours of its receipt. Any league decision will be decided with one vote via e-mail or written ballot from one representative of each town involved in Quad Town..**

### **Travel Girls / Organized Teams**

A girl will be considered a travel ball player (TBP- OT) in the Quad Town League if she plays in 'A' or 'B' game/tournament or subs (regardless if rostered or not), for any TB/OT in any or all NSA, ASA, USSSA, Little League or Babe Ruth sanctioned tournaments or if she is rostered on a TB team roster for the months of the calendar year of TB or prior to and during the current Quad Town Season. All (TBP- OT) must be declared on the Quad Town League Team Roster and Line ups by May 1<sup>st</sup> of every season and TB Team Name stated by their name.

The maximum number of travel team players/OT player that can be either on the roster or playing as a substitute for a Quad Town League team will be three (3) per game. Only three (3) girls who are on a traveling team will be allowed to be on the roster of a Quad Town League team. Three (3) girls on the roster only regardless of age division can play on one particular Quad Town League team. Because the Quad Town League has a continuous batting order, no particular Quad Town League team can have any more than (3) travel girls on the roster or substitutes playing in any one particular game. Travel girls who are playing as a substitute must wear their town team uniform when playing as a substitute in any game.

Travel Ball Pitchers will be allowed in 14U and 18U. 14U will have a two inning restriction for **Quad Town Tournament ONLY! No restrictions for regular season and end of season tournament.**

12U Travel Ball players / Organized team players will be restricted from catching and pitching.

A girl will be considered a organized team player if any of the following exist: If the girl belongs to another team outside of the Quad Town listed town ball organizations, if the team plays organized scrimmages, round robins, sanctioned or non sanctioned tournament games, if the player belongs to a team that is formed by tryouts or any team that Quad Town does not feel fits the "town ball" criteria of Quad town tournament or Quad Town regular season play will not be permitted to pitch or catch in the 12U division. This rule will also apply for the 8U and 10U division during Quad Town Tournament.

**Penalty:** If throughout the Quad Town Year including Quad Town tournament we find out and verify that a team has more than 3 TBP on their roster, that team will forfeit all remaining regular season games and be disqualified from participating in the QT year end tournament. This decision will be final and not up for discussion or no league protest will be allowed.

### **All other Rules**

When there is no applicable local rule, NSA fast pitch rules shall apply.

### **Substitute Player Rules**

**A player(s) from a lower age group from the same town or city or a player(s) from the same age group from the same town or city or a player(s) that is a member of the Quad Town League 18U, 14U or 12U Girls Softball Quad Town League may be used as a substitute. 12U can bring up 10U girls from the same town or city. They can be used as a substitute(s) in the 18U, 14U or 12U Divisions under the following conditions:**

The substitute player(s) may not play in place of a regular roster player. I. E. if a team has nine or more roster players at a game then the substitute(s) may not play the field or bat.

If the team has fewer than nine roster players at a game then a substitute(s)/ pull ups or same division may play. Max. pull ups/lateral are limit to 3 players.

The substitute player(s) shall not miss any of the scheduled games in her age group in order to substitute in an older group or same age group.

Substitute player(s) must be listed on lineup card. At no time shall there be more than 3 TB/OT players on a team.

TB/OT player(s) shall not be used as substitute player(s), unless they are on an existing league team (Town/Quad-Town)

Substitute player(s) must have her own team shirt to wear during the game (shirt from team on which she is listed on the roster).

Number of substitute players shall be limited to three (3) per team per game. Will not be allowed to pitch or catch and must play the outfield. Pull ups and lateral must be from the same town/city.

Substitute player(s) must be at the bottom of the batting order.

Substitute player(s) must be a member of the town or city league for who she is substituting for or a player that is a member of the Quad Town Softball League 18U, 14U or 12U, Girls Softball League. 12U can bring up 10U girls from the same town or city. 18U can use 18U, 14U. 14U can use 14U, 12U. 12U can use 12U, 10U players.

**In an effort to be more competitive in all-star play, MGS will now offer opportunities to**

**join a tournament all-star team (See Article X below). These opportunities will be offered based on the availability of managers/coaches and may not be available each year at every division level. If there is a tournament all-star team formed at a division level for a season, then there will not be an intra-league tournament team selected for that division that season (See Article XI below).**

## **X. TOURNAMENT ALL-STARS**

A Tournament All-Star Team may be formed at any division level as long as there is a board approved manager for the team and enough interested players to join the team. These teams will require a financial commitment from the parents of the players that is above and beyond the initial MGS registration fee. This amount will be determined by the manager of the team each year, with direction from and approval of the MGS Board, prior to holding tryouts. The financial details will be related to parents before the selection of the team (preferably in the advertisements for the tryouts).

### **A. ALL-STAR MANAGERS AND COACHES**

1. Commissioner of each division has first choice of taking and managing their respective all-star team. If the Commissioner passes, the manager with the most seniority in that division has next choice. If there is not a manager in the division willing to manage a full-season tournament all-star team, then an intra-league all-star team will be selected from the intra-league all-star participants (See Article XI below).
2. Managers will have discretion to select 3 parents or coaches to assist with their All-Star team
3. All-Star coaching selection will then be approved by the Board.

### **B. ALL-STAR SELECTION PROCESS**

1. Tryouts shall be scheduled and sufficiently advertised by the Division Commissioner or other designated board member and shall be held for any and all MGS players wishing to be selected for All-Stars.
2. Attendance by a player at the tryouts is mandatory, unless excused by the Division Commissioner. Attendance at the tryouts does not guarantee a position on the team. If a tryout is scheduled and not enough players attend to fill a team, the All Star manager with the approval, of the commissioner, shall approach girls in the division to fill the team.
3. All All-Star managers, All-Star coaches, and Board Members present at the tryout shall vote on the various players with the 12 highest vote getters being offered a spot on the team.

4. If a player does not accept the All-Star position or cannot play due to injury or any other conflict, the next highest vote getter will be asked to join the team.
5. Teams shall be picked for All-Stars at the appropriate time to prepare for All-Star Tournaments, but in no event before April 1<sup>st</sup>.
6. Any new players added to an All Star team must come from the next highest vote getters at the All Star selections. If none of these players, which were not selected, wish to join the team, then the manager, with the permission of the Division Commissioner, shall approach girls from the division to play on the team

**C. ALL-STAR PLAY**

1. All Star managers shall be encouraged to give each All Star a reasonable and fair opportunity to participate in games. This does not require "equal" participation but an attempt at being reasonable.
2. No All Star player shall sit for more than one game at a time without playing.
3. Individual tournament rules should be followed.

# XI. MUNSTER GIRLS SOFTBALL DRAFT RULES

## A. PURPOSE

When the Board of Directors determines that a draft is to be held, the purpose of the draft is to provide parity within the 8u, 10u, 12u, 14u & 18u Divisions and within the Cross Town teams.

## B. DOCUMENT INTERPRETATION

Interpretation of the MGS Draft Rules lies with the President in consultation with the Munster Girls Softball (MGS) Board Members present at the draft.

## C. GENERAL

1. Evaluation and move up tryout for 8u, 10u, 12u & 14u Divisions and the draft shall be conducted by the President or his/her designee, with assistance by the Division Commissioners and members of the MGS Board.
2. Evaluation and move up tryout will be conducted for all players, and those players moving up to the next division.
3. The number of teams in each division and the number of players to be on each team will be determined based on the number of players registered and the number of volunteer managers. The optimum number of players per team will be:
  - a) (8) for the 6u Division
  - b) (12) for the 8u and 10u Divisions
  - c) (11) for the 12u, 14u and 18u divisions
4. 8u and older divisions will participate in redrafting each season.
5. Team Reduction - If the number of teams in a division must be reduced by one or more, the team(s) that will be dissolved shall be the team(s) that affect the least number of returning players. The names of the players on the affected teams shall be placed into the Hat Round.
  - a) In the event that there are multiple teams to be dissolved:
    1. The team that does not have a returning manager shall be dissolved.
    2. If the managers of all affected teams are returning, the names of the teams eligible to be dissolved shall go into a hat. The President or Board member present will pick a name from the hat. The team that is picked shall be dissolved.
6. The order of the individual drafts shall be:

- a) Pitcher
- b) Catcher (if warranted)
- c) General
- d) Hat Round

7. Each participating team will pick a number from a "hat" designating their order in each round of the draft.

8. All Travel Players registered to play must be equally distributed throughout the respective divisions.

9. Managers' Daughters

a) Managers' daughters who wish to play on their parent's team are automatically a member of that manager's team and are not eligible to be drafted by another team and are evaluated to be assigned as draft pick in a particular draft round. They are considered to be one of the two protected players (See Section VI.B. below.)

b) Manager daughters will try out and be ranked appropriately by the board of directors.

1. Managers will lose the round of draft pick where their daughter is deemed to qualify. ie- daughter has poor tryout- is ranked low, manager loses 5<sup>th</sup> round draft pick as that is where their daughter is placed onto the team. Player is protected from other teams

c) Manager's daughters who are considered proven pitchers will be the team's protected pitcher during the pitcher draft.

10. Sisters in the Same Division

a) Sisters that do not wish to play on the same team will be treated individually in the drafts as any other players.

b) Sisters that want to be on the same team:

1. When the first sister is drafted, the second will be picked no later than three rounds later. This applies to the Pitcher, Catcher and General Drafts.

2. Hat Round - If both sisters are in the Hat Round, they will both be automatically selected when one is selected. If this results in too many players on that team, the prior pick for that team will be put back into the hat.

11. Request for Assistant Coach

a) Managers may request one (1) assistant coach and his/her daughter to be placed on the team prior to the draft. The request must be made each year. The request may be approved pending the following:

1. The requested player must attend evaluations.

2. Pitching status of the requested player is to be determined. If she is considered a proven pitcher, and the team currently has one or more proven pitchers, she may be required to enter the Pitcher Draft where her protection is not guaranteed.
- b) If the request is approved, she will tryout and be ranked appropriately by the board of directors ie- daughter has a good tryout, is ranked highly, the team loses a 2<sup>nd</sup> round draft pick and coaches daughter is placed onto the team in that round. Player is protected from other teams
- c) If the request is denied, the player will be placed into the General Draft.

#### **D. PITCHER DRAFT**

A pool of players for the Pitcher Draft will be selected by the Chief Commissioner with assistance from managers, Division Commissioners and MGS board members. This group will designate proven pitchers from the previous year for each division. In addition, open evaluations will be held for any player wishing to be included in the pitcher pool. The Commissioners and board members present at the evaluations will select players from the evaluations to include in the pool.

1. The basis for each player's inclusion in the pool will be documented by the Commissioner.
2. Parents or guardians of players who have been selected for the Pitcher Draft pool will be asked to confirm that they wish their daughter to participate in the Pitcher Draft. If a player selected for the pitcher pool declines to participate in the Pitcher Draft that player may not pitch for any League team, regular or All-Star, for that entire season.
3. Any player that is not selected for the pitcher pool is eligible to pitch for their team at any time.
4. Those teams with one or more returning proven pitchers on their team may protect one pitcher from the pitcher draft and not participate in the pitcher draft. This player is then protected from any further draft rounds.
5. Each team participating in the pitcher draft will make one selection.
6. Once a pitcher is drafted in the Pitcher Draft, that player is protected from any further draft rounds.
7. The number of rounds of pitcher draft will be determined by the draft administrator and coaches dependent on the quality and quantity of pitchers at the tryout.

#### **E. CATCHER DRAFT**

For the 8u and older divisions, a Catcher Draft will be held as warranted. A pool of players for the Catcher Draft will be selected with assistance from managers, Division Commissioners and MGS board members. This group will designate proven catchers from

the previous year for each division. In addition, open evaluations will be held for any player wishing to be included in the catcher pool. The Commissioners and board members present at the evaluations will select players to include in the pool.

1. Those teams with one or more returning proven catchers on their team may protect one catcher from the Catcher Draft and not participate in the Catcher Draft. This player is then protected from any further draft rounds.
2. The draft sequence will begin with the expansion teams (if any). If there is more than one expansion team in a division, the team with the lowest number in the selection order will go first. Thereafter, the order will be from last to first.
3. Each team participating in the Catcher Draft will make one selection.
4. Once a catcher is drafted in the Catcher Draft, that player is protected from any further draft rounds.
5. If a player is not drafted in the catcher round, she returns to her original team and is treated the same as any other player in the Expansion and General Drafts.

#### **F. OLDER DIVISION**

1. Players in the 8u division who do not wish to return to their team from the previous year may designate themselves as "free agents" at the time of registration.
2. Players wishing to be considered free agents must attend evaluations. Names of players who designate themselves as free agents and do not attend evaluations will be placed in Hat Round.
3. Free agents will be eligible to be drafted in the Pitcher, Expansion or General Drafts.
4. If a free agent is re-selected by their former team they must remain on that team.

#### **G. GENERAL DRAFT**

This draft will include all players that participated in evaluations.

1. The starting point for this draft will be selected opposite of the pitcher draft
  - a) Team with 1<sup>st</sup> pitcher selection will receive last general draft pick
2. The general draft sequence will alternate from first to last to last to first.

#### **H. HAT ROUND**

1. The names of all players moving up to the next division and Major Division players designated as free agents or players new to MGS that did not try out will be placed in a hat to be drawn randomly. The names of returning members of any dissolved team(s) will also be placed in the hat.

2. The sequence for the hat round will be from first to last if the last pick in the General Draft was in the first to last order. The sequence will be from last to first if the last pick in the General Draft was in the last to first order.
3. If the number of players in the hat is not evenly divisible by the remaining number of openings on the teams, blank pieces of paper will be added to the hat to bring the number of possible selections up to that number.
4. Drawing will continue until all remaining players and blanks have been selected.

## **I. UNASSIGNED PLAYERS**

A player that is not assigned to a team during the draft due to signing up late or for whatever reason will be assigned to a team according to the following rules:

1. If all teams in a division have an equal number of players, the unassigned player shall be assigned to the team that was next in the draft sequence.
2. If all teams in a division do not have an equal number of players, then:
  - a) The player will be assigned to the team with the least number of players, or
  - b) If more than one team has the least number of players, the unassigned player shall be assigned to the team that was next in the draft sequence of those teams with the least number of players.
3. If there is more than one unassigned player, the names of the players will be placed in a hat and eligible teams (as described in A. and B. above) will select the names from a hat beginning with the eligible team that is next in their original order in the draft sequence.