

Approved 2-5-2011

Framingham Girls Fastpitch Softball Senior and Junior A League Home Rules and Regulations

The Framingham Girls Fastpitch Softball league will abide by all rules and regulations as stated under GIRLS FAST PITCH SOFTBALL, 18 and under in the Amateur Softball (ASA) rule book. Framingham home rules are as follows:

Zero Tolerance Policy

Please reference your signed Code of Conduct

Age Grouping and Roster

- Senior League teams will consist of 6th, 7th and 8th grade players.
- Junior A League teams will consist of 5th, 6th and 7th grade players.
- Each Senior League roster will consist of twelve (12) players. If a Senior team will have 10 or fewer players available for a game they may call up a player(s) from their Junior A affiliate team only provided the total roster for the game does not exceed 12.
- If a team plays with 8 players an out will be taken when the missing ninth player bats.
- Each Junior A League team will consist of no more than twelve (12) players. If a Junior A team will have 10 or fewer players available for a game they may call up players from an approved call list based on position need. Rosters may not exceed 12 players as a result of call ups. If a team plays with 8 players an out will be taken when the missing ninth player bats.

Coaches

- One coach and at least one assistant coach per team. These are the only approved coaches allowed on the field. To be added)
- Coaches and Assistants must attend initial coaches meeting to review rules prior to season and must complete interview, CORI process and a signed Code of Conduct form. Practice field assignments to be made by the League

General Pre Game Rules

- All week-day games will start at 6:00 PM unless the board defers the time because a game is under a lights location prior to the start of the season. A team not fielding 8 players by 6:15 shall forfeit the game. Every time the 9th player is scheduled to bat an automatic out is taken. If the number of players drops below 8 players during a game a forfeit must be taken even if an injury or a player ejection occurs.
- 9 Field Players are allowed on defense at the Senior and Junior A level.
- A game can be canceled if determined by the umpire that the field is unsafe for the players. All canceled games must be made up within 1 week after the date of the cancellation. Only the Umpire can call a game due to unsafe conditions once a game begins.
- If a league approved umpire is not present at 5:55, the two coaches must agree on a replacement umpire. Replacement umpire must use appropriate protective equipment. If a replacement umpire cannot be agreed upon by 6:10 the game must be rescheduled. Home coach should call 508-380-6681 or 508-380-6680 (cell) if umpire is a no show.
- Visiting team takes infield at 5:35-5:45 home team takes infield at 5:45-5:55. Home team coaches will discuss all ground rules with the umpire and visiting team at 5:55. Ground rules include field rules set by the town, including items such as curfews.
- The duration of a game is 2 hours and five minutes from the start or six innings whichever comes first. If an inning is not concluded the score will revert back to the score at the end of the last completed inning. The international tie breaker will be used if the game is tied after 6 complete innings and 2 hours and 5 minutes has not elapsed. One inning only will be played using the tie breaker...lighting permitted. If still tied, the game is recorded as a tie.
- No protesting of a judgment call is allowed. You may ask for a clarification to the umpire related to a call when it involves an interpretation of a rule. Formal protest rules must be applied. Notification of a formal protest must be made to the home plate umpire and opposing coach at the time of the incident and must be noted in the home team scorebook. Your league commissioner must be notified within 2 hrs. at game end specific to the protest.
- Games will be scheduled to last 6 innings, where innings 1-5 will have a 5 run limit (Seniors), 4 run limit (Junior A). The sixth(6) inning will be an unlimited run inning. In each inning, play does not stop when the

5th run for Seniors crosses the plate or in the case of Junior A when the 4th run crosses the plate. Play will continue until the ball is controlled by the pitcher or becomes dead. Runs scored beyond the limit **will not** count for that inning.

- A 15 run mercy rule is in effect after the losing team completes 4 at bats (3 1/2 if the home team is ahead). Any team with a 6 run lead or larger may not steal. If a team goes ahead in any subsequent inning, the opposing team must be allowed the opportunity to bat in that inning. For example, the visiting team is ahead by 15 runs in the top of the fourth, the home team must bat.
- A suspended game is an official game if 4 complete innings or 3 ½ innings (home team ahead) are played. Games called because of darkness or inclement weather reverts to the score after the last complete inning. Any game not considered complete must resume from the point of when it was suspended. Important note, the home book is the official book of record.. Pitching innings will count in the pitching week in which the game was started.
- 40 foot pitching distance, fixed rubber is mandatory at the Senior and Junior A Level.
- Coaches should expedite the game as much as possible. For example, have the catcher ready for the next defensive inning or have a coach warm up a pitcher as the catcher is putting on her equipment. Also let the players know what positions they will be playing before the start of the next defensive inning.
- Both Home and Visiting team coaches are responsible for field set up and take down – including foul lines, bases and scoreboard.
- The umpire will suspend play at the first sign of lightening or thunder with all players instructed to leave the field. The game may resume after a period of at least 30 minutes without lightening or thunder.

Uniforms and Helmet Rules

- Junior and Senior level girls must wear approved helmet attire with secured face masks and fastened chin straps..
- All players must wear a league issued uniform including team shirt and navy pants or shorts. Appropriate navy blue softball shorts will be allowed. Sliding shorts, sliding pad on the leg and a visor are recommended but not mandatory. Violations will come before the Disciplinary Committee for action.
- All hair should be pulled back
- No earrings or other jewelry
- All League uniforms shirts are required and must be tucked in.
- Mouth guards are highly recommended for all players.
- Compression pants are recommended.

Player Rules

- Each Senior and Junior A player shall play a minimum of 3 defensive innings. The minimum play rule should be considered early in the season because of darkness. A continuous batting order is to be used consisting of all players present at the game. Players arriving late to a game must be added to the end of the batting order.
- Discretionary benching of a player is allowed. The coach must notify the opposing coach as to such occurrences before the start of or during the game.
- In the judgment of an umpire or coaches that an injury that requires immediate medical attention occurs, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.
- An injured player or discretionary benched player in the continuous batting order is unable to play she will be skipped in the order and the opposing team will not get an automatic out.

Pitching Rules

- Pitching weeks run Sunday – Saturday. Senior and Junior players are limited as follows:
Senior and Junior A League
For 2 Games..... 6 innings per week
For 3 Games..... 9 innings per week
Pitching innings for makeup games are counted in the week the game is made up – if a fourth game is required in a week due to make up games then pitching inning totals will increase to 12 innings.
- The starting pitcher only can be re-inserted once during a game at the Senior and Junior A Level. No other pitcher may be reinserted as a pitcher once removed from that position. Violation of this rule results in immediate ejection from the game of the player and an automatic out at each subsequent scheduled at bat for that player. One pitch constitutes one inning pitched.
- Home coaches are responsible for reporting final scores to the league. Both coaches are responsible for submitting pitching innings before leaving the field. Pitching slips must be left in the equipment trailer.

Stealing

- Senior and Junior A Level - Runners are allowed to leave the base on the pitchers' release. Stealing of second, third, and home base is allowed.

Overthrows

- Runners at the Senior and Junior A Level may advance on an overthrow at second or third and are allowed to advance from third to home on a wild pitch or passed ball.

Bunting

- Bunting is allowed at the Senior and Junior A levels. Batters may not fake bunt and then swing away. Batter will be called out .

Playoffs

- All teams qualify for the playoffs. Schedule TBD
- Players not playing in a minimum of 5 games during the regular season will not be eligible for the playoffs at the coach's discretion – coaches may also exclude a player from playoff eligibility for failure to attend practice sessions and /or other behavior deemed detrimental to the team or the league.
- Playoff rules and schedule are subject to review and modification by the League Board of Directors with any changes to be announced prior to the end of the regular season.