

COVENTRY GIRLS SOFTBALL LEAGUE, Inc.
2009 Rules and Regulations
FOR
Instructional, Junior, Fast Pitch and Senior Divisions

1. All Rules will be governed by ASA current rulebook as adopted by the International Joint Rules Committee of Softball; as modified by the rules listed. Any need for interpretation will be governed by the Executive Board. All executive Board decisions will be rendered within one (1) week.
2. Every player **must** play a minimum of three (3) full innings in the field. One of these **must** be within the first three (3) innings of the game. Failure to comply with this rule would constitute: **FIRST OFFENSE** – Manager/Coach suspension from the balance of the game plus the next game. **SECOND OFFENSE** – Manager/Coach suspension for the balance of the season and all of the following season from all league activities.
3. All players **must** bat in order regardless of fielding status. A benched player may not bat.
4. All players on the roster **must** be listed on the score sheets.
5. All Team Roster sheets **must** include the first and last names of the players and their uniform number.
6. Eleven (11) players, if available, **must** be used in the field.
Fast Pitch Division: Ten (10) players, if available, **must** be used in the field
7. A minimum of nine (9) players **must** be fielded at all times. Less than nine (9) players is cause for a forfeit. Injured players, at the discretion of the umpire may not be on the field as part of the nine (9).
Fast Pitch Division: A minimum of eight (8) players **must** be fielded at all times. Less than eight (8) players is cause for a forfeit. Injured players, at the discretion of the umpire may not be on the field as part of the eight (8).
8. If opposing managers cannot field a team at the Umpire's call, the game shall be declared a double forfeit.
EXCEPTION: to Numbers 6, 7 and 8. If a team cannot (9) players due to a school or religious activity (i.e. Honors Night, First Communion etc.) the game may be rescheduled. To reschedule a game, notification of the commissioner shall occur a minimum of forty-eight (48) hours prior to game time.

Fast Pitch Division EXCEPTION: to Numbers 6, 7 and 8. If a team cannot (8) players due to a school or religious activity (i.e. Honors Night, First Communion etc.) the game may be rescheduled. To reschedule a game, notification of the commissioner shall occur a minimum of forty-eight (48) hours prior to game time

9. Any player who arrives at the designated bench area after the start of the game will be put at the bottom of the batting order. If a player arrives after the completion of three (3) full innings, she will not play in the game.
10. If a player misses three (3) games without an excuse, the Division Director and Commissioner will investigate. If investigation shows encroachment of the rules and/or by laws, the appropriate action will be taken by the executive board within one (1) week.
11. Games will start at the scheduled time, if nine (9) players are available, but no later than fifteen (15) minutes thereafter. In the case of evening games at Paine Field, no game shall start after 8:45 p.m. and no inning of any game shall start after 11:00 p.m. Day games will start at the discretion of the League Commissioner. If the regular umpire is not available by the late start time, the game will be postponed and played at a later date, or by mutual consent of both managers, a substitute may officiate.

Fast Pitch Division: Games will start at the scheduled time, if eight (8) players are available, but no later than fifteen (15) minutes thereafter. In the case of evening games at Paine Field, no inning of the first game shall start after 8:45 p.m. and no game shall start after 11:00 p.m. Day games will start at the discretion of the League Commissioner. If the regular umpire is not available by the late start time, the game will be postponed and played at a later date, or by mutual consent of both managers, a substitute may officiate.

12. It will be the responsibility of the League Commissioner to cancel games up to one (1) hour prior to game time. After that, it will be the responsibility of the Umpire.
13. Games will not be postponed for any reason other than the weather, or lack of an Umpire, unless approved by the League Commissioner.
14. In case of electrical storms, the game will be suspended or delayed at the discretion of the Umpire.
15. A suspended game (i.e. game ending in a tie or because of darkness, weather, or curfew) shall continue from the point of suspension with the original line-up.
16. A game called by an Umpire shall be regulation if five (5) or more complete innings have been played, or if the team second at bat has scored more runs in four (4) or more innings than the other team has scored in five (5) or more innings. The umpire is empowered to call a game at anytime because of darkness, rain, fire, panic, or other causes that place the patrons or players at peril. For games called prior to five (5) innings, see Rule 15.
EXCEPTION: All playoff games **must** be completed in their entirety except as stated below in Rule Number 18. In case of an incomplete playoff game (called due to darkness, rain, etc.) the game will resume at the point of interruption with the original lineup.
17. For rescheduled games, the League Commissioner shall notify the team managers two (2) to four (4) days prior to the rescheduled game. Attempts shall be made to play the rescheduled game at the site of the original game.

18. The game will be called if:
After five (5) full innings, one team is leading by twelve (12) runs or more.
After four and one half (4 ½) innings the home team is leading by 12 runs or more.
19. The twelve (12) run rule will be in effect for all divisions, all games.
20. Championship Playoff games will have two (2) umpires.
21. In the case of injury to the batter/base runner, a player who made the last out in the last inning is designated as a pinch runner. Only one (1) pinch runner can be used per player, per game.
22. If a player is injured at bat, the “On Deck” batter will assume the count and continue.
23. If a player is injured during a game, play will stop immediately. The Umpire’s discretion will determine the position of runners when play is resumed.
24. The pitching distance is forty (40) feet for the Fast Pitch Division, forty-three (43) feet for the Junior Division and fifty (50) feet for the Senior Division.
25. The distance between the bases is sixty (60) feet for the Junior and Fast Pitch Division and sixty-five (65) feet for the Senior Divisions.
26. All players **must** wear a full uniform as provided by the CGSL. Girls not in full uniform will not play. Bare feet or sandals are not allowed. Hats **must** be worn with the brims forward. Shirts **must** be tucked into pants. No metal spikes may be worn.
Exception: Hat will be optional in the Senior Division.
27. Catchers **must** wear a facemask with helmet and chest protector. Shin guards are optional. Batters, on deck batters and runners **must** wear League approved helmets with chinstraps.
Fast Pitch Division: NOCSAE Approved Facemask / Guard on the helmet is required. Catchers must wear a throat protector or hockey type helmet. Shin guards are required. Batters, on deck batters and runners **must** wear league approved helmets with chinstraps.
28. A batter is called “OUT” if she throws her bat... “NO WARNINGS”.
29. If an offensive player intentionally flips off her helmet while running bases, she will be called “OUT” at the discretion of the Umpire.
30. The intentional throwing of equipment or unsportsmanlike conduct by any player, coach, or manager may be cause for ejection from the game, at the Umpire’s discretion. Anyone ejected from a game will be automatically suspended from the following game.

31. The game bag will be picked up and returned the same day of the game by the HOME TEAM.
32. Practices may not be held on outside fields prior to permits being handed out or March 15. Practices held prior to March 15 must be optional.
33. There may only be one (1) intentional walk per player per game.
Fast Pitch Division: Per ASA guidelines, the pitch must be legally delivered to the batter.
34. There will be unlimited third strike foul balls in the Junior and Fast Pitch Division. The THIRD STRIKE RULE will be in effect for the Senior Division. THIRD STRIKE RULE being defined as: BATTER WILL BE OUT IF AFTER two (2) STRIKES THE BATTER HITS TWO (2) FOUL BALLS. THIS WILL NOT BE CONSIDERED A STRIKEOUT.

Fast Pitch Division: Per ASA guidelines, if bunt attempt is foul on 3rd strike, the batter will be considered a strikeout. A batter remains out even after the catcher fails to catch the third strike before the ball touches the ground (dropped third strike).
35. The original schedule of regular season games shall have all divisions completing play no later than the end of June.
36. There will be no batting practice at Paine 1 prior to a game once both teams have arrived.
37. In the Junior Division, the limit of runs scored in each of the first five (5) innings shall be seven (7). This limit is NOT in effect for the last two (2) innings of a game. In the Fast Pitch Division, the limit of runs scored in each of the first five (5) innings shall be four (4). This limit is NOT in effect for the last two (2) innings of a game.
38. The "Infield Fly Rule" is in effect for the Junior, Fast Pitch, and Senior Divisions.
39. In the Junior Division, a coach from the defensive team may stand behind the Umpire to retrieve balls that get past the catcher and the Umpire. This coach must not get in the way of the game and cannot slow down play to instruct his/her team in the field or to adjust fielders. Any interference by this coach will be addressed and controlled by the Umpire. This is not applicable to Fast Pitch.
40. No "warm up activities" are permitted outside the field of play. This includes playing catch, swing bats, etc.
41. No new inning will be started in any game after one and one-half hours of playing time. Less than five innings of play, the game will still be considered an official game due to time limits. Pause in games due to weather or injury will resume at the official lapsed game time as noted by the umpire. Late starts to games due to the grace period at the start of the game will not consume official game time. Playoff games are not subject to time constraints.

42. All Divisions:

- a. Home team on schedule will have the third base dugout.
- b. Both teams are responsible for set up and clean up of the field.

43. Additional Fast Pitch Rules:

- a. Pitching
 - i. Per ASA guidelines, pitcher must start with 2 feet on the rubber.
 - ii. Pitchers may not be used in more than 4 innings in a game and may not pitch in more than 3 consecutive innings at a time.
- b. Stealing
 - iii. There is no stealing of home plate.

PROTEST

- A. Protests are not allowed on Umpire judgment or decisions unless rule infraction occurs.
- B. Procedure: The protesting Manager or Coach must notify the plate Umpire before the next pitch of the game in which the protest is filed. The Umpire then notifies the opposing team manager. Pertinent information, such as ball, strikes, outs etc. must be noted on score sheets by both managers at the point of protest. Once done, the game may continue.
- C. The League Commissioner must be notified in writing of the protest within forty-eight (48) hours of the protest.
- D. The League Commissioner will convene over three (3) non-affiliated persons selected by the president to serve as a protest committee. Both team managers may be present to explain the protest.
- E. A decision will be rendered within one (1) week.