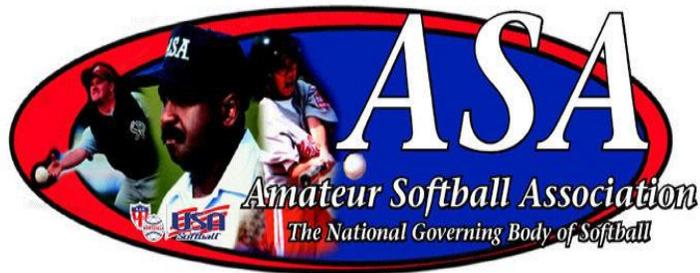


Merrimack Valley Girls Softball League



A RECREATIONAL SOFTBALL LEAGUE FOR THE YOUNG LADIES OF BILLERICA AND
TEWKSBURY

LEAGUE RULES AND REGULATIONS

2016 EDITION

Reminders ...

Weather/Complete Games

In cases of inclement weather or darkness, a game shall be considered complete at that point. Should the inning not be completed, the score will revert to the last complete inning.

Rain Policy/Make Up Games

Make-up Games will be automatically rescheduled by the Director(s) of Scheduling and teams will be notified of this change.

Pitching Philosophy:

The MVGSL expects **all** pitchers follow the ASA rules for pitching as close as possible. Specifically, in **NO** case shall any player take the first forward step forward with the “pivot” foot. The foot on the same side as the ball (i.e. ball in right hand, the first step must be made with the left foot). The action of “crow hopping” should be avoided – your “pivot” foot should be in contact with the ground at all times.

Playing Time: Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal. (Rule #118)

Playing Rules for All Merrimack Valley Girls Softball Leagues.

Merrimack Valley Girls Softball League will follow the ASA Playing rules with the following exceptions:

101. **Curfew:** Games officiated by ASA umpires will last one hour (1) and forty (40) minutes maximum (Regular season) **meaning no new inning may start after one hour and forty minutes after the start of the game.** Coaches should record the start time and verify the time with the ASA umpire prior to the game.

Note: Playoffs do not have a curfew, and will be played to conclusion

102. **Mercy Rule:** The game will officially end after the game has become official (4th inning in the Junior 10U League, 5th inning in Intermediate and Senior Leagues) games will officially end any time after the trailing team has batted when trailing by 15 runs or more. An inning does not need to be completed.

Explanation: Beginning in the 6th inning (Bottom of the 5th, if the home team is winning) if a team leads by 15 runs or more, the game is halted. For example, in the top of the 6th the visiting team goes up by 15 runs the game stops at that point.

103. **Equipment:** All shirts will be supplied by each program. All players must wear SOFTBALL PANTS unless otherwise specified in these rules.

104. **Playoffs:** Every team will be in the playoffs.

105. **Rain Policy:** In the case of rain, **one (2) hour prior to the scheduled start time**, check the Web Site: www.tewksburygirlssoftball.com or www.billericagirlssoftball.com. Make-up Games will be automatically rescheduled by the Director of Scheduling and teams will be notified of this change.

106. Less than 2 hours before game time, The Umpire will make the decision at the field. Please be sure to contact your League Director who will coordinate the rescheduling of your game with the Director of Scheduling.

107. **Behavior:** Coaches please remember that your behavior and attitude will be an example for your team. Be POSITIVE at all times. Do not argue with the umpires. Coaches are responsible for the behavior of their parents.

108. **Game scores:** After each game, scores and pitching stats shall be called or e-mailed to your League Director by both coaches. This is important so we can keep the website and standings up to date. If a game does not become official, both managers should call their League Director.
109. **Inning Run Rule:**
- 14U Senior league,** A maximum of six (6) runs can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.
- 12U Intermediate League,** A maximum of five (5) runs can be scored in any one inning. Once the fifth (5th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the seventh (7th). A Game can end in a tie.
- 10U Junior league,** A maximum of four (4) runs can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. The last inning is the sixth (6th). A Game can end in a tie.
110. **Courtesy Runner:** The use of a courtesy runner for pitchers and catchers to help expedite the game. The courtesy runner will be the last person that made an out, unless it is the pitcher or catcher.
111. During the play-off season, games will be played to its entirety, Run ahead rule is in effect.
112. All coaches are expected to comply with the spirit of the rules.
113. If a team has an impact positional player, the League reserves the right to limit the players time at that position.
114. **Continuous Batting Order:** Continuous batting is in effect for all leagues. All players in attendance at a game will be placed in the batting order for the entire game, regardless of whether or not they were in the field the previous inning.
115. **Playing Time:** Playing time in the field is to be divided equally between all players present. Coaches are required to track the number of innings per game for each player and insure that the innings per game are equal.
116. Appeals on home runs going out of the park (over the fence) shall not be allowed (i.e., appealing if a player missed a base or not).
117. The Board of Directors reserves the right to modify these rules at any time by Majority Vote.

118. Please do your best to help maintain the playing conditions of our infields. At the conclusion of each game, take a few minutes and fill in any holes at the pitcher's mound and home plate. Also, please ask your players to clean up your dugout of all trash after each and every game. Notify your League Director of any trash bins which require emptying
119. **The second team listed in the schedule is the Home Team! The Home Team will occupy the First Base side.**
120. The home team is responsible for paying the umpire. Checks will be provided by the Programs Treasurer. (Please return any unused checks to your League Director at the end of the season.)
121. If a coach feels there has been a MVGSL rule infraction during the course of a game, he/ she must report this to their League Director within 24 hours of the end of that game. The League Director will then take the appropriate action to resolve the issue.
122. If a player/coach/manager is ejected in a game, they are automatically suspended for the remainder of that game, plus the team's next game. The suspended player/coach/manager may face further disciplinary actions by the Board of Directors depending on the situation.
123. **Players Staying Down in a League.** Any player that stays down in a league for an extra year **cannot** pitch in any games during the season.
124. **Equipment.** All players **MUST** wear a helmet with cage.

10U Junior League Specific Rules

201. 60' between bases
202. 35' between pitchers plate and the back of home plate.
203. Runners can take a lead **after** the ball leaves the pitcher's hand.
204. Stealing of Bases:
 - A team MAY NOT steal second base
 - A team MAY steal 3rd base (Tag play on the runner)
 - A team MAY NOT home
 - All stolen bases are 1 base per pitch (no extra bases for errant throwes)
205. A player may attempt to throw a runner out taking a lead. The runner may not advance on a bad throw, even if the ball gets past the fielder. Going back to the base is a FORCE PLAY! The runner can be tagged out or forced out.
206. Only players and coaches allowed on the field. Including the Bench Area!
207. Ten (10) defensive players allowed on the field.
208. The batting order is continuous and includes all players at the game.
209. Each girl must play at least three (3) innings in the field, If for weather or darkness, she does not get her three (3) innings, she must start the next game.
210. NO INFIELD FLY rule!
211. A ball is considered out of play when it passes the imaginary line made from the end of the Backstop to the outfield, if there is no fence.
212. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
214. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty
215. If a player hits three (3) batters in a game, she must be removed from pitching. (In the Junior 10U league, if both coaches agree she can stay in the game).
216. 11" softballs will be used
217. Games will be six (6) innings long.

218. Each player may **pitch a total of nine (9) outs per game**. More than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered “free” innings.

219. A **maximum of four (4) runs** can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Junior U10 League, the last inning is the sixth (6th). A Game can end in a tie.

220. Lightning will result in the immediate suspension of the game. (See Rule #312 for application of game results)

221. Outfielders must be in position, at least on the edge of the outfield grass or where the outfield grass would be (outfield territory). Prior to each pitch, all players must be in traditional softball positions.

222. There will be no dropped third strike. (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.)

223. ASA Umpires will be used

12U Intermediate League Specific Rules

301. 60' between bases.
302. 40' between the pitching plate and the back of home plate.
303. Runner may leave the base when the ball leaves the pitcher's hand.
304. Only players and coaches are allowed on the field. This includes the bench area.
305. Ten (10) Defensive players are allowed on the field.
306. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
307. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
308. **The Infield Fly Rule is in Effect!!**
309. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty
310. 12" softballs will be used.
312. Games will be seven (7) innings long.
313. Each player **may pitch a total of twelve (12) outs per game**. Any more than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings
314. A maximum of five (5) runs can be scored in any one inning. Once the fifth (5th) run crosses the plate the inning is over. The lone exception is the last inning which there is no limit. In the 12U Intermediate League, the last inning is the seventh (7th). A Game can end in a tie.
315. If a player hits three (3) batters in a game, the umpire may remove that pitcher from pitching if he/she believes that a player is causing a safety issue.

316. ASA Umpires will be used.
317. Runners allowed to steal any base (one base per pitch, per team, not per player); ***A team may steal home 2 times per inning.***
- Note:** With only one base per ball pitched, a player cannot take second on a base on balls.
- Note:** NO DOUBLE STEALS only 1 runner may steal 1 base per pitch.
318. There will be no dropped third strike. (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.)
319. The Batting order is continuous and includes all players in the game.
320. Teams will not be penalized for playing short handed

14U Senior League Specific Rules

401. 60' between bases.

402. 43' between the pitching plate and the back of home plate.
403. Runner may leave the base when the ball leaves the pitcher's hand.
404. Only players and coaches are allowed on the field. This includes the bench area.
405. Ten (10) Defensive players are allowed on the field.
406. Each Girl must play at least three (3) innings in the field. If for some reason a girl does not get her innings, she must start the next game.
407. In case of inclement weather or darkness, a game shall be considered complete at that point. Should an inning not be completed, the score will revert to the last complete inning.
408. The **start** time for games is the time posted on the game schedule. There will be no rescheduling of games due to vacations of coaches or players. Teams can play short-handed without penalty.
409. 12" softballs will be used.
410. Games will be seven (7) innings long.
411. A **maximum of six (6) runs** can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. The lone exception is the last inning which there is no limit. In the Senior League, the last inning is the seventh (7th). A Game can end in a tie.
412. If a player hits three (3) batters in a game, the umpire may remove that pitcher from pitching, if he/she believes a player is causing a safety issue.
413. Each player **may pitch a total of twelve (12) outs per game**. Any more than this will result in a forfeiture of the game.

Note: Extra inning games do not count toward the innings pitched rule, and are considered "free" innings
414. ASA Umpires will be used.
415. The Batting order is continuous and includes all players in the game.
416. Players must wear softball pants or softball shorts, the color of the pants does not matter.

