

NIPPERSINK GIRLS SOFTBALL LEAGUE

14U – 16U – 20U

2016 RULES

PURPOSE: The purpose of the Lake/McHenry County Girls Fast Pitch Softball League is to build a competitive girls softball league for **all girls at all skill levels and to promote good sportsmanship and fair play for all.** The League shall be considered a recreational league consisting of teams from local areas following an in-house draft procedure for the selection of players. The Recreational League is not meant for the higher level of play competition such as Traveling Tournament Teams, teams selected by try-outs or hand picked teams. If it is determined that a team is a “Traveling Team”, they shall be removed from participation in our league, and monies forfeited. Any games played against the disqualified team shall be removed from the standings.

LEAGUE BOARD OF DIRECTORS: The League Board of Directors shall be made up of representatives from each “town” with one rep per each age bracket.

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IHSA Rules with some in-house variations

League Age Brackets: Age groups are 14U, 16U and 20U

Batting Order: Continuous batting order for both age groups

Birth Date Cut Off: 13-15 January 1 (can't be 16 prior to January 1)
16-18 January 1 (can't be 19 prior to January 1)

Roster: Maximum is 18 girls for both age groups, Minimum is 10. **Rosters must be turned at the League Scheduling Meeting (April 15th).** **Rosters must contain Coach's Name, Team Name, Team Color Uniform and all the girls names. Roster changes are allowed and will be official once emailed to J.R. Wright. No changes will be allowed 2 weeks prior to the league playoff tournament. Coaches can review rosters via [www. NippersinkGirlsSoftball.org](http://www.NippersinkGirlsSoftball.org) website.**

Players: No Travel Players. Travel players are not allowed. If a team is discovered to have an “active” travel player(s), then the team would forfeit games played and could be disqualified from the end of season tournament. An “active” travel player is one who is currently playing for (with) a travel team. It is acceptable for a player that played travel ball last season to come back to our league.

Moving Up An Age Group: A younger qualified girl may be brought up to the next age group by one year automatically and the discretion of the parents and league board for over one year (an evaluation of the girl will be made by non-voting members and a

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recommendation made to the Board). Example: A 12 year old may play on the 14U automatically. A 10 year old playing on the 14U will be at the discretion of the Board. *If a 14 year old is to play on both age levels as a permanent member of the team, she needs to be on the roster of both teams. A younger player NOT approved by the board would be considered a borrowed player and cannot pitch or catch.*

Participation in Game: Continuous batting order will be used and a teams own in-house rules will prevail (in relationship to their own team rules) for the number of defensive innings a player must participate in whether the game is home or away. Example: Team A may have a rule that all girls must play 3 defensive innings, while Team B has a rule that it is the coach's discretion. This is perfectly acceptable. Neither team can enforce their "home town rules" on a visiting team regarding the number of innings played by any girl.

Substitutions for fielders or pitchers: Freedom of substitution except for pitcher as noted below.

Refer to Rulebook for further details

NOTE: The starting pitcher may return as a pitcher. **Only** the starting pitcher may return as a pitcher. This may occur only once per game.

There is **NO LIMIT** to number of innings pitched per week, nor innings per game.

Number of Players on the Field: Maximum 9

Field of 9 Players: If a player leaves the game early, the team WILL NOT be charged an automatic out in that vacant batting position (skip to the next batter) with the minimum number of fielders being seven.

Minimum Number of Players on the Field: To start a game, there must be 7 players for both age groups. No automatic out will be assessed when the game is started with 7 or 8 players. After the first batter, the batting order is frozen. However, a late arriving player may be added at the bottom of the roster regardless of the inning of play. If a field of 7 players can not be fielded, the game is consider a forfeit (score of 7-0). Coaches and

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umpire agreements may be considered and duly noted in the scorebook with signatures from both coaches and the umpire(s).

Borrowing other players: You can borrow players from another team to roster 10, with a maximum of three borrowed players. Borrowed players may be from the teams' home town league or another team within the Nippersink League. Borrowed players must be reported to the other team prior to the beginning of the game. Borrowed players must either be of the youngest age within your age bracket (ie: 13 at 14U or 15 at 16U) or the oldest of the younger age bracket (ie: 11 for 14U or 14 for 16U). They are required to wear their own uniforms and bat at the end of the order. They may play any position EXCEPT pitcher or catcher.

REMINDER: Managers & coaches, please call manager or coach of other team prior to the game if you anticipate a problem to ensure that the game can be played. Agreements can be reached ahead of time much easier than at the field!!!

Boundaries: (Districts, high schools, City) Use common sense.

Pitching Rules: See Rule Book (see above as well) Remember this is a FAST PITCH league, make certain reference is made to the FAST PITCH rules in the book. All pitchers must wear protective face shield when pitching to batters.

For 14U Only - After hitting 2 batters in an inning, the pitcher will be removed for the remainder of the inning. After 3 hit batters, the pitcher will be removed from pitching for the remainder of the game. **Note: Batters must make an attempt to move out of the way. If they don't, then it will not count against the pitcher.**

Sliding per Rule Book: Runners are never required to slide. If the runner elects to slide, the slide shall be legal. A legal slide can be either head or feet first. If a runner slides feet first, one foot and buttock shall be on the ground. If a runner slides, the runner shall be within the reach of the base with a hand or a foot when the slide is completed.

HOWEVER, per Nippersink, a runner must avoid contact or collision (injury) or will be called out at the discretion of the Umpire. It is suggested that you have your umpire clarify how they will call this issue prior to the beginning of the game to both coaches/managers.

The catcher or defensive player shall not block the base or plate without the ball. Close plays will be at the discretion of the umpire and will include the possibility of ejection for malicious plays.

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BLOOD RULE: Use Common Sense – open wounds must be treated and covered, bloody clothes must be changed. Call time out when appropriate. Safety first for all!

TIME LIMIT ON START OF GAME: If the umpire or needed number of girls has not arrived by 15 minutes after the scheduled start of the game, the team causing the infraction will forfeit. Home team is considered to have caused the infraction in the event of an umpire no-show. (Please be considerate of the reason for the umpire no-show i.e.: emergency situations, outside source). This needs to be documented in both scorebooks and signed by both coaches/managers. If the coaches/managers wish to agree to an alternate (late start, another date, lending players, etc) it will need to be noted in both scorebooks so as to avoid discrepancy at a later date. In either case, please consider special situations.

TIME LIMIT ON GAME: No time limit shall be enforced unless the field is needed for a game following AND coaches have been informed before the game starts. No new inning shall start after two hours if the field is needed for another game (ie: 1:00 game followed by 3:30 game) to allow for field preparation and warm-ups. PLEASE NOTE: The next inning begins at the exact same moment the third out occurs. Dawdling to leave or take the field does not delay the beginning of the next inning! Please inform your umpires that there is no time limit on our games—we have had a few that try to enforce their “rules” of time. If town has a “lights off time limit) the home team shall notify the visiting team & umpire of the end time. All efforts shall be made to complete as many innings as possible, thus warm ups between innings may have to be shorted or eliminated.

SLAUGHTER RULE/RUNS PER INNING: There is no limit to runs per inning. However, the game is considered over with a 10 run lead after 5 innings or 4-1/2 if home team is ahead. Note there is no 15 run rule.

REGULATION GAME: 7 innings (considered a complete game at 4-1/2 or 5 if called due to weather, darkness, etc)

TIE GAME: If at the end of regulation play, (or called due to darkness, weather, etc) a game is tied, the coaches/managers of the teams shall determine if they wish to play another inning(s), leave the game as a tie, or pick-up the game at the point left off at another time (with 80% of batting order intact). This shall be noted in the scorebook(s) and signed by both coaches/managers and the umpire.

TYPE OF BALL: IHSA rules. Home team to supply one new ball and one good back-up ball for the game.

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UNIFORMS: No steel cleats (Cleats are not required – just suggested). Hats are optional. No plastic visors due to safety. Wet bandanas may be used to cool players in extreme weather – especially the catcher. **SHIRTS ARE TO BE COMPLETELY TUCKED IN WHILE PLAYING OFFENSE.**

UMPIRES: Home team to supply their own umpires. Make certain they are qualified in IHSA SOFTBALL—not baseball, not Little League softball—but High School softball.

If an ump is a no-show and the game can not be played, a make-up game is to be scheduled ASAP. That make-up game shall be on the original visitors' home field, and the original home team shall be responsible for paying the ump(s) as provided by the now home team (original visitor). The original home team can supply the umpire or they can pay the original visiting team for an umpire.

It is recommended to have two umpires (we suggest an “umpire-in-training” for the field if need be.) However, if your plate ump is “good”, one is acceptable.

MAKE-UP OR RESCHEDULED GAMES: Rescheduled games should be done in good faith to ensure a complete season and that all teams have equal numbers for tournament placement standings. Home team is responsible for calling to reschedule their field for the make-up and contacting umpires for such... Make-up games should be scheduled within 72 hours of the postponed game. If the home team does not make contact with the visiting team within 72 hours of the cancelled game, the home team shall forfeit the game. (The game does not have to be played within 72 hours, only re-scheduled!) If a rescheduling cannot be done, the outcome of the game will be determined by the Board.

For 2013, all games must be completed prior to Friday July 12th so that tournament seeding can be done and coaches notified ASAP. Tournament will be completed on Weekend of July 13th.

If games are not completed due to weather, a percentage of games won will be used.

PROTEST COMMITTEE:

The protest committee shall consist of the League Presidents from each town. In the event of “their” town being involved, input shall be permitted, but final voting shall be abstained from.

PROTEST GUIDELINES:

1. A Protest can not be made on a judgment call.
2. A verbal protest must be made before the next legal pitch is made.

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3. The umpire must be informed of the protest, and be noted in the scorebook with the umpire's signature.
4. A written protest letter (by the coach) must be sent to the committee c/o J.R. Wright / PO Box 378/Spring Grove, IL 60081 postmarked within 24 hours of the game. As an alternative, the protest may be faxed within 24 hours to (312) 788-5357.
5. A check for \$20 must accompany the protest (or be mailed within 24 hours if faxed) made out to NSL. If the coach "wins" the protest, the \$20 will be returned. If the coach does not win the protest, the league will retain the fee.
6. The protest committee will attempt to resolve the protest within 72 hours of receipt.
7. **NO PROTESTS WILL BE PERMITTED DURING THE END OF THE SEASON TOURNAMENT. UMPIRES FOR THESE GAMES MUST BE PATCHED.**