

Fauquier Girls Softball Association

LEAGUE RULES AND REGULATIONS

Last updated 2/19/2011

I. FGSA PLAYER PARTICIPATION is based on the following criteria:

- a. Submission of a timely-filed player registration form.
- b. Submission of the registration fee payable to FAUQUIER GIRLS SOFTBALL ASSOCIATION on or before the established date of registration. Any exceptions must be submitted to the FGSA Executive Board and voted on, on a case by case basis.

II. PLAYER ELIGIBILITY

- a. A player must register with the FAUQUIER GIRLS SOFTBALL ASSOCIATION.
- b. League age is determined by the 1st day of January of the current calendar year; valid for both spring and fall seasons. Maximum age to play softball in FGSA is 18.
- c. Tee-Ball (06U) Division Exception - Minimum age to participate in FGSA activities is Five (5) years-old as of April 1, for the spring season and September 1 for the fall season.
- d. All players will be placed on a team in the appropriate age division. Age Exception Try-outs will be held once each year prior to the start of spring games and are open to players registered by the end of the regular spring season registration deadline. If a parent feels their child needs to play in the next higher division, the following procedure must be followed:
 - i. The parent must petition the President of the League either by email or mail and include the parents name, address, phone numbers, email addresses, child's name, birth date, team assigned to and reason for the age exception request. This request must be in writing and received within 3 days of the close of the regular spring season registration deadline.
 - ii. The child must be within one (1) year from the requested age division. (Ex. a ten year old child can try out for the 12U division; however a nine year old child may not.) League age is determined by the 1st day of January of the current calendar year.
 - iii. The parent will be notified by email or phone call as to the date, time and location of the try-out. It is the responsibility of the parent to have the child at the field and ready to try-out (warmed up) by the scheduled time and date. If you are late or fail to show up, the request is denied.
 - iv. The tryout will consist of hitting, throwing, running, and fielding. All players trying out will be evaluated by a group of league coaches or commissioners not associated with the players. This evaluation group will be determined by the Board of Directors prior to the tryout date announcement. Coaches of the players will not be allowed to be at the fields during tryouts. Parents are not allowed on the field or to interfere with the tryout. All members of the evaluation group must completely agree (100% agreement)

that the child is capable of playing in the requested division. All decisions are final.

- v. Once the child has been evaluated, that evaluation will be forwarded to the President of the league for notification to the parent. The members of the evaluation group will not notify the parents at the field as to the status of the try-out.
- vi. The notification will be approved or denied. If denied, the reason for denial shall be given. **If approved, the child will be placed on a team in the requested division during the normal team selection process. There will be no consideration of special requests (specific coach, location, practice time, practice day, transportation issue, school districts, etc).**
- e. Players who have an age exception approved will be allowed to continue in that age division until the child ages out of the division.
- f. A player can play on only one FGSA recreational team during the scheduled season, to include the post-season tournament.
- g. Once a player begins a year in any given division, she must remain in that division for the duration of the season. Any exceptions must be reviewed and decided on by the FGSA Executive Board.
- h. Any player suspended or barred from participation is ineligible to participate on any team in any division under the jurisdiction of the FGSA until that suspension is lifted. Suspended players must contact the FGSA President to apply for reinstatement of eligibility.
- i. Any player using an assumed name shall be permanently barred from FGSA participation.
- j. If a player is ejected from a game, that person is automatically suspended from the team's next scheduled game. A second offense by the same person shall result in additional disciplinary action, as directed by the FGSA Executive Board.

III. MANAGERS/COACHES:

- a. Managers/coaches must be approved at the beginning of season coaches meeting by the FGSA Executive Board.
- b. Managers/coaches returning to the same division they managed/coached the previous season, take precedence over managers/coaches moving up and/or a new manager/coach coming into the league. This applies to being assigned a team, when registration does not provide enough players to accommodate all those wishing to manage/coach.
- c. Assistant coaches will be chosen after the team is assigned.
- d. The manager/coach or his/her designee shall be the team representative to the FGSA BOARD OF DIRECTORS. If the manager chooses to designate this position, this person will be declared at the start of the season coaches meeting and the team representative shall be responsible for:
 - i. Attending ALL meetings.
 - ii. Informing team members of the outcome of the meetings or protest reviews.
 - iii. Knowing the league rules and informing team members as to their interpretation.
 - iv. Distributing league materials to team members.

- v. Controlling the language and actions of his/her players and spectators.
 - vi. Rosters, protests, and other league paperwork required by these rules, and their timely submission.
 - vii. Notifying his/her team of both cancellations and make-up dates.
- e. If a manager or coach is ejected from a game, that person is automatically suspended from the team's next scheduled game. A second offense by the same person shall result in additional disciplinary action, as directed by the FGSA Executive Board.

IV. OFFICIALS:

- a. Umpires will be provided by the league for regular season and end of season tournament games.
- b. In the event that an umpire fails to show
 - i. the home team shall supply a home plate umpire
 - ii. the visiting team shall supply a field umpire
- c. In the event that there is no-one willing to umpire a game, the game may be rescheduled with the approval of the division commissioner

V. TEAM DISTRIBUTION:

- a. Players will be separated by age into the six (6) divisions as follows:
 - i. Tee-Ball Division (06U) --- ages 5 & 6
 - ii. Machine Pitch Division (08U)--- ages 7 & 8
 - iii. Pigtail Division (10U) --- ages 9 & 10
 - iv. Ponytail Division (12U) --- ages 11 & 12
 - v. Junior Division (14U) --- ages 13 & 14
 - vi. Senior Division (16U & 18U)--- ages 15 through 18

NOTE: Age groups may be adjusted by the FGSA Executive Board in order to allow more girls to play in a particular season (e.g. league may have a 15 & U division if an 18 & U division is not able to be formed).

- b. Players will be assigned to teams based on league age, school district/home address.
- c. Team Rosters will consist of the following limits unless extenuating circumstances exist (i.e., not wanting to turn away timely registered player)
 - i. Tee Ball = 10 players
 - ii. Machine Pitch = 11 players
 - iii. 10U, 12U, 14U, 18U = 13 players
- d. New teams will be created when a need exists to expand for growth.
- e. Any concerns with the fairness as to how teams are being distributed, should be brought to the attention of the Commissioner of your division or the FGSA President.

VI. TEAM ROSTERS:

- a. Team rosters shall be compiled by the Registrar and President prior to the beginning of the season coaches meeting.
- b. Roster changes will be considered in the following situations:
 - i. Loss of a player due to injury.
 - ii. Relocation (moving away/ into county) after registration closes.
 - iii. Unforeseen circumstances.

- c. All roster changes, i.e., additions, deletions, etc., must be made in writing. A request must be filed and approved in writing by the President prior to that player's participation in league games. Roster changes may only be requested by the team manager/coach.
- d. A player who is dropped from a team may not be reinstated to that team during the same season. No player may be dropped unless approved by the FGSA President.
- e. If it is determined that a team roster is falsified, the team manager or coach responsible shall be suspended from participation in the FGSA.
- f. Players will play on the same team in the fall season as they did in the spring season. Parents may request a change of teams; however the uniform cost will be paid by the parent.
- g. Players returning to the fall season, playing on the same team will use the spring uniform.

VII. UNIFORMS AND EQUIPMENT:

- a. FGSA will provide uniform shirts and shorts for all divisions as follows:
 - i. Shirts: V-neck Dazzle
 - ii. Shorts: Dazzle to match shirts
 - iii. Socks
- b. Uniforms will be ordered through one vendor as designated by the league.
- c. Uniform shirts shall have the league letters FGSA (in a place designated by the league), the sponsor name, the team name screen printed on the front, and a player number and first name screen printed on the back.
- d. All players will be required to wear a pair of sliding shorts or compression shorts that the players must provide. All sliding shorts shall be white for recreational teams.
- e. Each team is issued a shirt for the manager and 1 coach. There is a \$30 limit on both coach's shirts. If the manager/coach chooses a more expensive shirt, they are responsible for the difference. When teams return from the spring season to fall season without a new sponsor, no new coach shirts will be provided
- f. Players who are new to the fall season or those who have changed teams by request will pay the full registration fee and have a new uniform ordered for the season.
- g. Any team may purchase, at their own expense, extra shirts, visors, socks, etc. or they may use additional sponsor funds to purchase these items.
- h. For safety and injury prevention, items such as jewelry (rings, watches, bracelets, earrings, necklaces, etc.) may not be worn during the game.
- i. Players who wear retainers and/or braces should check with their orthodontist concerning mouth guards.
- j. Team equipment is provided by the league. Each team should have at a minimum
 - i. 1 set of catchers gear (helmet, chest protector and shin guards) (*Tee Ball division does not use shin guards*)
 - ii. 5 batting helmets with face masks. (*Tee ball does not require face masks*)
 - iii. 6 practice balls
 - iv. Equipment bag
 - v. 3 bats assorted lengths
 - vi. Game balls – (these may not be available when equipment is handed out.)

vii. First Aid Kit

k. Managers/Coaches will be required to sign for all equipment. All coaches are required to turn in equipment at the end of each playing season.

VIII. SOFTBALL FIELD PLAYING DIMENSIONS:

- a. Tee Ball Division: 06U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching circle distance shall be 35 feet
 - iii. Fences where appropriate, shall be 150 feet min.-175 max.
- b. Machine Pitch Division: 08U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching distance shall be 35 feet .
 - iii. Fences, where appropriate, shall be 150 feet min.-175 max.
- c. Pigtail Division: 10U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching distance shall be 35 feet.
 - iii. Fences, where appropriate, shall be 150 feet min.-175 max.
- d. Ponytail Division: 12U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching distance shall be 40 feet.
 - iii. Fences, where appropriate, shall be 175 feet min.-200 feet max.
- e. Junior Division: 14U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching distance shall be 40 feet.
 - iii. Fences, where appropriate, shall be 175 feet min.-200 feet max.
- f. Senior Division: 16U, 18U
 - i. Distance between bases shall be 60 feet.
 - ii. Pitching distance shall be 40 feet.
 - iii. Fences, where appropriate, shall be 200 feet min.-225 feet max.

IX. PLAYING RULES:

a. TEE BALL DIVISION (06U)

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES.
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation; however both team coaches should arrive early enough to assist in field preparation.
- iv. Score shall not be kept.
- v. Teams shall play with an ASA approved 11-inch Softie optic yellow softball.
- vi. Catchers shall wear an NOCSAE approved helmet with throat protector and chest protector.
- vii. Batting helmets are REQUIRED ANY TIME a player's team is on offense (at bat), whenever a player enters the playing field.
- viii. Batting helmets must meet the NOCSAE standard. (All FGSA helmets meet this standard).
- ix. Stealing is not allowed.
- x. No extra bases on overthrown balls.
- xi. All players bat every inning.
- xii. A player may, at the sole discretion of the coach, be pitched to by the coach instead of using a tee. If the player does not hit the ball after 3 pitches, the tee shall be used.
- xiii. All players play in the field every inning
- xiv. Game time limit is 1 hour 15 minutes or three (3) innings.
- xv. When the last batter of the inning has hit, all runners run the bases until out or they come to home plate.
- xvi. There is no minimum number of players required to play a game.
- xvii. Each manager/coach is required to carry these Rules and Regulations to each game in case of violations by an official and/or team. A copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue.

b. MACHINE PITCH DIVISION (08U)

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES:
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation and being the official scorer; however both team coaches should arrive early enough to assist in field preparation.
- iv. Score shall be kept, however scores will not be recorded with the commissioner or league.
 - v. Teams shall play with an ASA approved 11-inch Softie optic yellow softball.
 - vi. Catchers shall wear an NOCSAE approved helmet with throat protector, chest protector and shin guards.
 - vii. Batting helmets are REQUIRED ANY TIME a player's team is on offense (at bat), whenever a player enters the playing field.
 - viii. Batting helmets shall have masks and shall meet the NOSCAE standard. (All FGSA helmets meet this standard)
 - ix. Stealing is not allowed
 - x. When a ball is overthrown to a base in attempt to make an out, by force or by tag, runners may only advance one base after the overthrow (this pertains to an overthrow within the field of play or out of play). The coaches shall call time after players have advanced one base.
 - xi. A coach or assistant coach will operate the pitching machine, and he/she will pitch to his/her own players (not to the opposing team players). When operating the pitching machine, the coach will simulate the circular pitching motion prior to the release of the ball. This motion will assist the batter with timing. The machine will be set at 35 feet. If the pitching coach interferes with a hit ball or blocks the play for a fielder, or if the batted ball strikes the pitching machine, the ball will be called dead, and the batter will be awarded first base.
 - xii. There is a five (5) pitch limit to each batter, unless the 5th pitch is fouled off. There is unlimited foul offs. Pitching machines will be set to the same speed settings for both teams during the games. To be consistent and assist in improving the player's ability to hit and field, the following machine settings schedule will be followed.
 1. For game 1, speed setting 5 shall be used.
 2. For game 2 and 3, speed setting 6 will be used
 3. For game 4 and 5, speed setting 7 will be used.
 4. For game 6 and 7, speed setting 8 will be used,
 5. For game 8 and beyond, speed setting 9 will be used.
 6. The commissioner may alter this schedule as needed.
 - xiii. A regulation game shall consist of Five (4) innings (or 4+1/2 if the home team is ahead). In the case of rain or an abbreviated game, four (4) innings

(or 3+1/2 if the home team is ahead). An inning consists of each team having 3 outs or 6 runs. Game time limit is 1 hour 15 minutes.

- xiv. No Tie Breakers. Games can end in a tie.
- xv. Teams may field ten (10) players on defense. The placement of the 10th player is at either a rovers (short field) position or has a 4-across outfield. Ten players must play defense, if available.
NOTE: A player will be placed in the pitching position, and that player will field balls hit to that position.
- xvi. A team may start and finish with a minimum of seven (7) players. A team unable to field the 7-player minimum must forfeit the game. NOTE: It will be the coach's decision to place the players in the defensive positions he/she chooses.
- xvii. All players that are present for the game will be entered into the lineup and will bat for the entire game. Any 10 of those players can play in defensive positions at any time, and all players must play in a defensive position for at least 2 consecutive innings.
- xviii. When the ball is in the control of any infielder inside the infield diamond, any runner, who is more than half way to the next base, may advance to that base, with the risk of being tagged out. If any runner is less than half way to the next base, the coaches should call 'Time', and send that runner back to the closest base.
- xix. The Infield Fly Rule shall not apply.
- xx. Each manager/coach is required to carry these Rules and Regulations to each game in case of violations by an official and/or team. A copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue.

c. **PIGTAIL DIVISION (10U)**

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES:
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation and being the official scorer; however both team coaches should arrive early enough to assist in field preparation. The home team should arrive at the playing field one half-hour (30 minutes) before the scheduled game start time to take their practice time. The visiting team should be ready to take the field for their practice time one quarter-hour (15 minutes) before the start of the game. The line-ups are to be given to the score keepers and home plate umpire five (5) minutes prior to the game time
- iv. Score shall be kept by both teams and the home team scorer shall be the official scorebook. Score will be recorded with the commissioner by the home team coach.
- v. Each team is allowed 5 minutes for pre-game infield warm-ups prior to the start of the game.
- vi. Teams shall play with an 11-inch .47core ASA approved optic yellow softball.
- vii. Catchers shall wear an NOCSAE approved helmet with throat protector, chest protector and shin guards.
- viii. Batting helmets are **REQUIRED AT ANY TIME** when a player's team is on offense (at bat) whenever a player enters the playing field.
- ix. Batting helmets shall have masks and shall meet the NOSCAE standard. (All FGSA helmets meet this standard).
- x. Stealing is allowed upon ball release from pitcher's hand. Stealing is only allowed one base at a time up to 3rd base only. Runners will not be allowed to advance to an extra base in the event of an overthrow on a steal attempt.
- xi. Stealing home is not allowed.
- xii. A regulation game shall consist of six (6) innings (or 5+1/2 if the home team is ahead). In the case of rain or an abbreviated game, four (4) innings (or 3+1/2 if the home team is ahead) An inning consists of each team having 3 outs or 6 runs. Game time limit is 2 hours with no new inning after 1 hour 45 minutes.
- xiii. A team may start and finish with a minimum of eight (8) players. A team unable to field the 8-player minimum must forfeit the game. NOTE: It will be the coach's decision to place the players in the defensive positions he/she chooses.
- xiv. All players that are present for the game will be entered into the lineup and will bat for the entire game. Any 10 of those players can play in defensive positions at any time, and all players must play in a defensive position for at least (2) complete, consecutive innings and have at least one (1) at bat.

(Exceptions will only be made for players that arrive after the 3rd inning has been completed, in which case, note arrival time of player in scorebook.)

- xv. When the ball is in the control of any infielder inside the infield diamond, any runner, who is more than half way to the next base, may advance to that base, with the risk of being tagged out. If any runner is less than half way to the next base, the umpire should call 'Time', and send that runner back to the closest base.
- xvi. The Infield Fly Rule shall not apply.
- xvii. If, after the completion of Regulation Play (number of innings) and/or Regulation Time (2 hours), the score is tied, the following tie-breaker will be played to determine a winning team: The batter on the visiting team who was the last out in the previous inning will go to second base; then the batting order continues from that spot until three (3) outs are made or six (6) runs scored. Then, in the same way, the home team takes its turn to complete the inning. The process is repeated until the tie is broken or the game is postponed.
- xviii. If a batting position becomes vacant (due to injury or the player leaving early), the slot will not be considered an out when it comes due at the plate. If a team starts with 8 players and loses a player, the game is considered a forfeit (all teams must have at least 8 players to play).
- xix. A regular rotating travel pitcher, one who plays on any travel / tournament team, who is in the regular rotation as a pitcher for the travel team, can pitch in the FGSA league. Travel pitchers can pitch a maximum of 2 consecutive innings in any FGSA game, regular season or tournament. Only one travel pitcher per team is allowed in each division until all teams have a travel pitcher in that division. Travel pitchers are permitted to play in the league, in any position other than pitcher. The FGSA Executive Board will make the decision about travel pitchers and their status. **All travel players must be declared before games begin for the season. A travel player, who is not declared, will be considered an ineligible player and all games where that player is entered in the lineup will be forfeited as well as the Coach and player being suspended from participating until issue is resolved by the Executive Board.**
- xx. No walks are allowed. When a pitcher has thrown four balls to a batter, the coach from the batter's team will finish out the strike count for their player. (i.e. A player with one strike and four balls, the coach will pitch no more than two pitches, unless 2nd pitch is fouled, and the batter fails to hit the ball in fair territory, the batter will be declared out). The no walk rule shall be suspended during end of season tournament play. The umpire shall stay in the game during the coach pitching, to make sure that the pitched balls were indeed in a generous strike zone. All coach pitches shall emulate the fast pitch motion and speed for this division resulting in a flat pitched ball. The umpire will determine if the pitch from the coach is legal. No Lob Tossed balls are to be allowed. There is no stealing while the coach pitch rule is in effect.

- xxi. It is illegal for the batter to offer to bunt and swing away in an attempt to drive the ball. If the batter offers the bat in an attempt to bunt, the batter must continue to bunt the ball. A ball or a strike will be called for a pitch not bunted. If a batter shows bunt and swings away, it's an immediate dead ball and the batter is declared out, all runners (if any) return to the previously occupied base
- xxii. Bunting is prohibited when a Coach is pitching.
- xxiii. The windmill wind-up will be allowed in ALL FGSA League play, however, per ASA rules, a legal delivery shall be a ball which is delivered to the batter in an underhanded motion.
- xxiv. All illegal pitches will be strictly enforced. ASA rules will apply.
- xxv. Players will not be placed in the line-up until they are present at the game.
- xxvi. Managers are **REQUIRED** to provide a score book and have a current year copy of these League Rules and Regulations and the current year Official ASA Guide and Playing Rules at each game.
- xxvii. Any manager wishing to take disciplinary action against a player for minor infractions, i.e., missed practices, abusive language, disruptive conduct, etc., shall file a written explanation to the Executive Board within 24 hours following the disciplinary action.
- xxviii. Each manager/coach is required to carry these Rules and Regulations to each game in case of violations by an official and/or team. A copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue
- xxix. All teams will participate in a single or double-elimination tournament as is indicated at the beginning of the season, following the regular season. End of Season Tournaments will be played over one weekend. Standings for the seeding of the tournaments will be determined by Win/Loss Percentage, then head to head and then Runs Against. If the tournament is cancelled due to weather, then final standings for the season will be used to determine champion and runner-up.

d. **PONYTAIL DIVISION (12U)**

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES:
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation and being the official scorer; however both team coaches should arrive early enough to assist in field preparation. The home team should arrive at the playing field one half-hour (30 minutes) before the scheduled game start time to take their practice time. The visiting team should be ready to take the field for their practice time one quarter-hour (15 minutes) before the start of the game. The line-ups are to be given to the score keepers and home plate umpire five (5) minutes prior to the game time.
- iv. Score shall be kept by both teams and the home team scorer shall be the official scorebook. Score will be recorded with the commissioner by the home team coach.
- v. Each team is allowed 5 minutes for pre-game infield warm-ups prior to the start of the game.
- vi. Teams shall play with a 12-inch .47core ASA approved optic yellow softball.
- vii. Catchers shall wear an NOCSAE approved helmet with throat protector, chest protector and shin guards.
- viii. Batting helmets are **REQUIRED AT ANY TIME** when a player's team is on offense (at bat) whenever a player enters the playing field.
- ix. Batting helmets shall have masks and shall meet the NOSCAE standard. (All FGSA helmets meet this standard).
- x. Unlimited stealing is allowed upon ball release from pitcher's hand.
- xi. A regulation game shall consist of six (6) innings (or 5+1/2 if the home team is ahead). In the case of rain or an abbreviated game, four (4) innings (or 3+1/2 if the home team is ahead). An inning consists of each team having 3 outs or 6 runs. Game time limit is 2 hours with no new inning after 1 hour 45 minutes.
- xii. A team may start and finish with a minimum of eight (8) players. A team unable to field the 8-player minimum must forfeit the game. NOTE: It will be the coach's decision to place the players in the defensive positions he/she chooses.
- xiii. All players that are present for the game will be entered into the lineup and will bat for the entire game. Any 9 of those players can play in defensive positions at any time, and all players must play in a defensive position for at least (2) complete, consecutive innings and have at least one (1) at bat. (Exceptions will only be made for players that arrive after the 3rd inning has been completed, in which case, note arrival time of player in scorebook.)
- xiv. The Infield Fly Rule shall apply
- xv. If, after the completion of Regulation Play (number of innings) and/or Regulation Time (2 hours), the score is tied, the following tie-breaker will be

played to determine a winning team: The batter on the visiting team who was the last out in the previous inning will go to second base; then the batting order continues from that spot until three (3) outs are made or six (6) runs scored. Then, in the same way, the home team takes its turn to complete the inning. The process is repeated until the tie is broken or the game is postponed.

- xvi. If a batting position becomes vacant (due to injury or the player leaving early), the slot will not be considered an out when it comes due at the plate. If a team starts with 8 players and loses a player, the game is considered a forfeit (all teams must have at least 8 players to play).
- xvii. A regular rotating travel pitcher, one who plays on any travel / tournament team, who is in the regular rotation as a pitcher for the travel team, can pitch in the FGSA league. Only one travel pitcher per team is allowed in each division until all teams have a travel pitcher in that division. Travel pitchers must be distributed evenly across all teams in the division. The FGSA Executive Board will make the decision about travel pitchers and their status. **All travel players must be declared before games begin for the season. A travel player, who is not declared, will be considered an ineligible player and all games where that player is entered in the lineup will be forfeited as well as the Coach and player being suspended from participating until issue is resolved by the Executive Board.**
- xviii. The windmill wind-up will be allowed in ALL FGSA League play, however, per ASA rules, a legal delivery shall be a ball which is delivered to the batter with an underhanded motion.
- xix. All illegal pitches will be strictly enforced. ASA rules will apply.
- xx. Players will not be placed in the line-up until they are present at the game.
- xxi. Managers are REQUIRED to provide a score book and have a current year copy of these League Rules and Regulations and the current year Official ASA Guide and Playing Rules at each game.
- xxii. In the event of rules violations by an official and/or team, a copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue.
- xxiii. Any manager wishing to take disciplinary action against a player for minor infractions, i.e., missed practices, abusive language, disruptive conduct, etc., shall file a written explanation to the Executive Board within 24 hours following the disciplinary action.
- xxiv. All teams will participate in a single or double-elimination tournament as is indicated at the beginning of the season, following the regular season. End of Season Tournaments will be played over one weekend. Standings for the seeding of the tournaments will be determined by Win/Loss Percentage, then head to head and then Runs Against. If the tournament is cancelled due to weather, then final standings for the season will be used to determine champion and runner-up.

e. **JUNIOR DIVISION (14U)**

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES:
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation and being the official scorer; however both team coaches should arrive early enough to assist in field preparation. The home team should arrive at the playing field one half-hour (30 minutes) before the scheduled game start time to take their practice time. The visiting team should be ready to take the field for their practice time one quarter-hour (15 minutes) before the start of the game. The line-ups are to be given to the score keepers and home plate umpire five (5) minutes prior to the game time.
- iv. Score shall be kept by both teams and the home team scorer shall be the official scorebook. Score will be recorded with the commissioner by the home team coach.
- v. Each team is allowed 5 minutes for pre-game infield warm-ups prior to the start of the game.
- vi. Teams shall play with a 12-inch .47core ASA approved optic yellow softball.
- vii. Catchers shall wear an NOCSAE approved helmet with throat protector, chest protector and shin guards.
- viii. Batting helmets are REQUIRED AT ANY TIME when a player's team is on offense (at bat) whenever a player enters the playing field.
- ix. Batting helmets shall have masks and shall meet the NOSCAE standard. (All FGSA helmets meet this standard).
- x. Unlimited stealing is allowed upon ball release from pitcher's hand.
- xi. A regulation game shall consist of six (6) innings (or 5+1/2 if the home team is ahead). In the case of rain or an abbreviated game, four (4) innings (or 3+1/2 if the home team is ahead). An inning consists of each team having 3 outs or 6 runs. Game time limit is 2 hours with no new inning after 1 hour 45 minutes.
- xii. A team may start and finish with a minimum of eight (8) players. A team unable to field the 8-player minimum must forfeit the game. NOTE: It will be the coach's decision to place the players in the defensive positions he/she chooses.
- xiii. All players that are present for the game will be entered into the lineup and will bat for the entire game. Any 9 of those players can play in defensive positions at any time, and all players must play in a defensive position for at least (2) complete, consecutive innings and have at least one (1) at bat. (Exceptions will only be made for players that arrive after the 3rd inning has been completed, in which case, note arrival time of player in scorebook.)
- xiv. The Infield Fly Rule shall apply
- xv. If, after the completion of Regulation Play (number of innings) and/or Regulation Time (2 hours), the score is tied, the following tie-breaker will be

played to determine a winning team: The batter on the visiting team who was the last out in the previous inning will go to second base; then the batting order continues from that spot until three (3) outs are made or six (6) runs scored. Then, in the same way, the home team takes its turn to complete the inning. The process is repeated until the tie is broken or the game is postponed.

- xvi. If a batting position becomes vacant (due to injury or the player leaving early), the slot will not be considered an out when it comes due at the plate. If a team starts with 8 players and loses a player, the game is considered a forfeit (all teams must have at least 8 players to play).
- xvii. A regular rotating travel pitcher, one who plays on any travel / tournament team, who is in the regular rotation as a pitcher for the travel team, can pitch in the FGSA league. Only one travel pitcher per team is allowed in each division until all teams have a travel pitcher in that division. Travel pitchers must be distributed evenly across all teams in the division. The FGSA Executive Board will make the decision about travel pitchers and their status. **All travel players must be declared before games begin for the season. A travel player, who is not declared, will be considered an ineligible player and all games where that player is entered in the lineup will be forfeited as well as the Coach and player being suspended from participating until issue is resolved by the Executive Board.**
- xviii. The windmill wind-up will be allowed in ALL FGSA League play, however, per ASA rules, a legal delivery shall be a ball which is delivered to the batter with an underhanded motion.
- xix. All illegal pitches will be strictly enforced. ASA rules will apply.
- xx. Players will not be placed in the line-up until they are present at the game.
- xxi. Managers are REQUIRED to provide a score book and have a current year copy of these League Rules and Regulations and the current year Official ASA Guide and Playing Rules at each game.
- xxii. In the event of rules violations by an official and/or team, a copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue.
- xxiii. Any manager wishing to take disciplinary action against a player for minor infractions, i.e., missed practices, abusive language, disruptive conduct, etc., shall file a written explanation to the Executive Board within 24 hours following the disciplinary action.
- xxiv. All teams will participate in a single or double-elimination tournament as is indicated at the beginning of the season, following the regular season. End of Season Tournaments will be played over one weekend. Standings for the seeding of the tournaments will be determined by Win/Loss Percentage, then head to head and then Runs Against. If the tournament is cancelled due to weather, then final standings for the season will be used to determine champion and runner-up.

f. **SENIOR DIVISION (16U and 18U)**

- i. Games will be played in accordance with the Official Fast Pitch Softball rules of the American Softball Association (ASA) except where amended by FGSA LEAGUE RULES:
- ii. When playing an out of league team at their field, FGSA teams are required to follow their rules. When playing an out of league team at our fields, the out of league team shall follow FGSA rules.
- iii. The home team is responsible for field preparation and being the official scorer; however both team coaches should arrive early enough to assist in field preparation. The home team should arrive at the playing field one half-hour (30 minutes) before the scheduled game start time to take their practice time. The visiting team should be ready to take the field for their practice time one quarter-hour (15 minutes) before the start of the game. The line-ups are to be given to the score keepers and home plate umpire five (5) minutes prior to the game time.
- iv. Score shall be kept by both teams and the home team scorer shall be the official scorebook. Score will be recorded with the commissioner by the home team coach.
- v. Each team is allowed 5 minutes for pre-game infield warm-ups prior to the start of the game.
- vi. Teams shall play with a 12-inch .47core ASA approved optic yellow softball.
- vii. Catchers shall wear an NOCSAE approved helmet with throat protector, chest protector and shin guards.
- viii. Batting helmets are **REQUIRED AT ANY TIME** when a player's team is on offense (at bat) whenever a player enters the playing field.
- ix. Batting helmets shall have masks and shall meet the NOSCAE standard. (All FGSA helmets meet this standard).
- x. Unlimited stealing is allowed upon ball release from pitcher's hand.
- xi. A regulation game shall consist of six (6) innings (or 5+1/2 if the home team is ahead). In the case of rain or an abbreviated game, four (4) innings (or 3+1/2 if the home team is ahead). An inning consists of each team having 3 outs or 6 runs. Game time limit is 2 hours with no new inning after 1 hour 45 minutes.
- xii. A team may start and finish with a minimum of eight (8) players. A team unable to field the 8-player minimum must forfeit the game. NOTE: It will be the coach's decision to place the players in the defensive positions he/she chooses.
- xiii. All players that are present for the game will be entered into the lineup and will bat for the entire game. Any 9 of those players can play in defensive positions at any time, and all players must play in a defensive position for at least (2) complete, consecutive innings and have at least one (1) at bat. (Exceptions will only be made for players that arrive after the 3rd inning has been completed, in which case, note arrival time of player in scorebook.)
- xiv. The Infield Fly Rule shall apply
- xv. If, after the completion of Regulation Play (number of innings) and/or Regulation Time (2 hours), the score is tied, the following tie-breaker will be

played to determine a winning team: The batter on the visiting team who was the last out in the previous inning will go to second base; then the batting order continues from that spot until three (3) outs are made or six (6) runs scored. Then, in the same way, the home team takes its turn to complete the inning. The process is repeated until the tie is broken or the game is postponed.

- xvi. If a batting position becomes vacant (due to injury or the player leaving early), the slot will not be considered an out when it comes due at the plate. If a team starts with 8 players and loses a player, the game is considered a forfeit (all teams must have at least 8 players to play).
- xvii. A regular rotating travel pitcher, one who plays on any travel / tournament team, who is in the regular rotation as a pitcher for the travel team, can pitch in the FGSA league. Only one travel pitcher per team is allowed in each division until all teams have a travel pitcher in that division. Travel pitchers must be distributed evenly across all teams in the division. The FGSA Executive Board will make the decision about travel pitchers and their status. **All travel players must be declared before games begin for the season. A travel player, who is not declared, will be considered an ineligible player and all games where that player is entered in the lineup will be forfeited as well as the Coach and player being suspended from participating until issue is resolved by the Executive Board.**
- xviii. The windmill wind-up will be allowed in ALL FGSA League play, however, per ASA rules, a legal delivery shall be a ball which is delivered to the batter with an underhanded motion.
- xix. All illegal pitches will be strictly enforced. ASA rules will apply.
- xx. Players will not be placed in the line-up until they are present at the game.
- xxi. Managers are REQUIRED to provide a score book and have a current year copy of these League Rules and Regulations and the current year Official ASA Guide and Playing Rules at each game.
- xxii. In the event of rules violations by an official and/or team, a copy of these rules must be presented to the scorekeeper, the opposing team, and the officials immediately following an alleged violation. The violation must be corrected before the game may continue.
- xxiii. Any manager wishing to take disciplinary action against a player for minor infractions, i.e., missed practices, abusive language, disruptive conduct, etc., shall file a written explanation to the Executive Board within 24 hours following the disciplinary action.
- xxiv. All teams will participate in a single or double-elimination tournament as is indicated at the beginning of the season, following the regular season. End of Season Tournaments will be played over one weekend. Standings for the seeding of the tournaments will be determined by Win/Loss Percentage, then head to head and then Runs Against. If the tournament is cancelled due to weather, then final standings for the season will be used to determine champion and runner-up.

X. FORFEITURES:

- a. If the required number of players has not been met by 10 minutes past the scheduled start time, the game is forfeited. When an extreme emergency prevents a team from arriving, the game will be declared no contest until the President reviews the circumstances and renders a decision.
- b. Using an ineligible player will result in a forfeit.

XI. PROTESTS:

- a. No protests on Officials' judgments are allowed. If a ruling is believed to conflict with ASA Rules or these League Rules, or a question of eligibility is involved, the manager or coach may protest the game BEFORE the next pitch. The scorer MUST enter the protest in the score book. A WRITTEN PROTEST MUST BE SUBMITTED TO THE FGSA EXECUTIVE BOARD, POST-MARKED WITHIN 48 HOURS AFTER COMPLETION OF THE GAME. A postage meter machine tape will not be accepted as a postmark.
- b. Each protest must contain the following information:
 - i. Date, time, and place of game.
 - ii. Names of officials and official scorekeeper.
 - iii. The section of the ASA Rules or League Rules under which the protest is made.
 - iv. The decision for and condition(s) surrounding the reason for the protest.
 - v. All essential facts involved in the matter being protested.
- c. The protest will be reviewed by the FGSA Executive Board, whose decision will direct whether the protest is denied or the game is to be replayed or forfeited. The decision of the FGSA Executive Board is final.
- d. If ANY of these procedures for protests are not followed, the protest WILL NOT BE ACCEPTED.

XII. CANCELLATION OF GAMES:

- a. Games/Practices may be canceled by the President or his/her designee up until game time. After game time, managers and/or the umpire will have jurisdiction for cancellations. Lightning or thunder will ALWAYS cause game cancellations or delays.
- b. Rescheduling of games will be the responsibility of the division commissioner. All make-up games SHOULD be rescheduled within two (2) weeks.
- c. Postponement due to inclement weather or poor field conditions will be determined by the Managers and the Scheduled Umpire. All three will assess the field and weather conditions prior to the start of the game, a majority rule decision will be made to play or postpone at that time. Once the game has started the Umpire will assume all authority to suspend play and will hold the final decision. Key issue to consider is at no time will the safety of the players, managers, umpire or spectators be jeopardized when considering playing a game.
- d. Notification of make-up dates for postponed games will be made within a 2 week period. Scheduling of make-up games is to be coordinated by the Division Commissioner for field assignment and umpire scheduling with the President or his/her designee.

XIII. RULES OF CONDUCT AND RESULTING PENALTIES:

- a. All players, coaches, and parents are required to abide by the FGSA code of conduct, which is part of the registration process. This code of conduct can be found on the website under documents and in each coach handbook.
- b. A team playing an ineligible player shall automatically forfeit all games in which that player participated. Participation is defined as being in a team line-up for any given game.
- c. No recruitment of players from other FGSA teams will be allowed.
- d. Managers, Coaches, Players, and Spectators MAY NOT:
 - i. At any time lay a hand upon or shove an official, participant, spectator or FGSA Officer. PENALTY: Suspension from all League activities for a period of one (1) year.
 - ii. Strike an official at any time, or be guilty of physical attack as an aggressor upon any player, manager, coach, or spectator. PENALTY: Suspension from all League activities for a time to be determined on a case by case basis. In no case will suspension be for less than one (1) year.
 - iii. Cause or instigate demonstrations of dissent against an official or his/her decision. PENALTY: Warning by the official and/or ejection from the game. If ejected, the person(s) ejected is (are) suspended from the next game played by the respective team.
 - iv. Refusal to abide by an official's decision. PENALTY: Ejection from the game and suspension from the League until his/her case has been reviewed by the FGSA Executive Board. Probationary reinstatement is possible.
 - v. Use unnecessarily rough tactics in the play of the game against the body or person on the opposing team. PENALTY: Ejection from the game and suspension from the League until his/her case has been reviewed by the FGSA Executive Board. Probationary reinstatement is possible.
 - vi. Make an abusive verbal attack upon any Official, League Officer, player or spectator. PENALTY: Ejection from the game and suspension from the next game his/her team plays.
 - vii. Disobey or attempt to circumvent League Rules and Regulations or the intent thereof. PENALTY: Suspension from the League for the remainder of the season.
- e. Any manager, coach, or player who is ejected from a game is automatically suspended from the next game his/her team plays. A second offense will result in additional disciplinary action as directed by the FGSA Executive Board.
- f. Any manager, coach or player who is placed on probationary status and is reported again for violating these "Codes of Conduct" and/or League Rules and Regulations will be given a MINIMUM penalty of suspension for the remainder of the season.
- g. Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectator may result in forfeiture of the game to the opposing team.
- h. Codes of Conduct ARE NOT subject to protest or review.
- i. No person or persons shall possess and/or partake in alcoholic beverages or illegal drugs of any kind while participating as a manager, coach, team member, spectator,

or official at programs administered by the FGSA. Offenders will be asked to leave the facilities. In ALL cases, the offender is subject to prosecution.

- j. No players, coaches, umpires, or spectators shall smoke on the field, in the dugout, or in the bleachers near the dugouts or near any FGSA players. Smoking is prohibited on Fauquier County school property
- k. Continued violation of any of these Rules and Regulations by a team or player may result in forfeiture of the game, removal of the player from the league, or the team being dropped from the league

Any questions or situations not included in these rules, or interpretations thereof, shall be referred to the FGSA EXECUTIVE BOARD for final disposition.