

# FTGS Local Rules- All Leagues

(last revised April 2010)

1. A regulation game shall consist of 6 innings or 1 hour 15 minutes, whichever is first. No new inning will start after the time limit of 1 hour 15 minutes has elapsed. Innings in progress should be finished unless the home team is batting and they are already ahead. Games that are tied when the time has expired will automatically go to the ASA International Tiebreaker rule. **EXCEPTION: Sprite division plays only three innings.**

## **International Tie-Breaker Rule**

In the event that the Tie-Breaker rule is used the following procedures shall apply:

At the start of the inning in which the tie-breaker rule is used, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number 5 batter is the lead off batter, the number 4 batter in the batting order will be placed on second base). The umpire and the scorekeeper will determine that the proper runner has been placed at second base and the inning shall begin.

2. A game called by an umpire for any reason shall be regulation if 4 or more innings have been completed. **EXCEPTION: Sprite division games are complete after 2 innings.**
3. Minimum number of players to begin a game is 8. No team shall continue to play with less than 6 players. The batting order shall consist of all the girls present and on time for the game. All girls shall bat when their turn comes even if they are not playing in the field at the time. Players that are not present at the start of the game shall be placed on the bottom of the lineup. Upon her arrival, inform both scorekeepers. A team must have 8 players to start at the SCHEDULED game time. There will be a grace period of 10 minutes only for the arrival of an eighth player before the game is declared a forfeit. If a player leaves, inform scorekeeper to bypass their position in the batting order (no out). Areas in this paragraph that are highlighted in yellow do not apply to the Sprite division. Please see Sprite rules for specifics.
4. Each team may score only 8 runs in any one inning. **EXCEPTION: player batting in the eighth run shall be allowed to proceed on bases until she is stopped and all preceding runners shall be allowed to score if they are not stopped. PLEASE NOTE THAT SCORE IS NOT KEPT IN THE SPRITE DIVISION.**
5. Bat Throwing: The first time will result in a team warning by the umpire. The umpire notifies scorekeepers. The second time a bat is thrown on that team by any player she is called out. This is an umpire judgment call.
6. Scorekeepers are official timekeepers. There shall be no coaching by scorekeepers during the game. There will be one warning, second time they will be ejected. **SCOREKEEPERS MUST SIT AT THE SCORER'S TABLE.** Home team shall maintain the official book and the Visiting team shall maintain the score board.

7. Should a player not be able to bat due to illness or injury both scorekeepers should be notified and that player's spot in the order will be skipped with no out recorded. If she is able to continue by her next turn at bat she can bat with no penalty.
8. All girls shall be at every practice and game. **EXCEPTION: School activity or other acceptable excuse (manager's discretion).** If absence is excessive, it will be up to the manager's discretion if she will be played. This rule is applicable for all age groups.
9. Only the manager, coaches and team moms are permitted on the field and dugouts during the game. **EXCEPTION: Prior approval of the Board member on Duty.**
10. All managers, coaches and team moms must have a clear background check on file with the board prior to beginning practices.
11. The Player Agent will reschedule rainouts in order of occurrence. Friday and/ or Sunday games will be played if necessary to complete the season.
12. All players in the league must be in league shirt, gray softball pants or gray shorts without front pockets in order to play a game. Borrowed players may have a different colored shirt, but must still wear softball pants or shorts. No sweat pants, jeans or shorts with front pocked will be allowed. **ALL JEWELRY IS PROHIBITED!**
13. Shirts must be completely tucked in. The umpire will remind managers before each game. The first warning by the umpire will be a team warning the next offense will be scored as an out.
14. All leagues will follow ASA rules that are applicable. **(Reminder: ASA rule states that all runners must keep helmets on until players have reached the dugout.)**
15. No intentional walks (judgment call). If the umpire deems that walk was intentional, he/she shall eject the pitcher's manager from the game. Said manager must submit to the board, in writing, within 24 hours an explanation for his/her actions.
16. All girls present must play defensively a minimum of every other inning.
17. All teams are **ALLOWED** four (4) events per week. This includes practices, games, batting cage, etc....
18. All leagues must have ASA approved bats.
19. When fields need extra work due to inclement weather, managers and coaches are to work together to get the fields playable as close to game time as possible. Team A manager and coaches should **NOT** be warming up their team while Team B is preparing the field. If the umpire feels the managers are taking an unreasonable amount of time to prepare the fields, the umpire may start the clock at his/her discretion and the game will be played in whatever time there is left on the clock when the umpire says "play ball".

20. If a team doesn't have enough players to field a team, they may borrow a younger player from the division directly below them. The borrowed player is allowed to pitch IF NO OTHER PITCHER IS AVAILABLE. A borrowed player cannot replace a regular team player in the infield unless a regular team's player refuses that position. A borrowed player must be placed at the bottom of the batting order. ONLY THREE (3) PLAYERS MAY BE PULLED UP FROM THE YOUNGER LEAGUES. WHEN USING BORROWED PLAYERS THE TOTAL NUMBER OF PLAYERS ON THE TEAM CAN'T EXCEED 10. A REGULAR TEAM PLAYER CAN NOT BE BENCHED TO ALLOW A BORROWED PLAYER TO PLAY. ALL BORROWED PLAYERS MUST BE PAID AND REGISTERED REC LEAGUE PLAYERS- NO EXCEPTIONS.