

Olathe Girls Softball Association Rules 2018

Updated May 13, 2018

OGSA retains the right to refuse participation to anyone, including spectators, who fail to abide by the rules or who endanger the safety and well-being of OGSA participants.

Table of Contents

General Information	3
<i>Fundraising</i>	3
<i>OGSA Code of Conduct</i>	4
<i>Physical and Sexual Abuse</i>	5
<i>Emotional and Verbal Abuse</i>	5
<i>Drugs and Alcohol</i>	6
<i>Penalties</i>	6
<i>Umpires</i>	7
<i>Appeals</i>	7
Age Groups and Divisions	7
<i>Age Group</i>	8
<i>Individuals and Team Participation in OGSA</i>	8
<i>Teams and Rosters</i>	8
<i>Individual Players</i>	9
<i>Substitute Players</i>	9
<i>Team Rosters</i>	10
<i>Recruiting</i>	10
<i>Managers, Coaches and Sponsors</i>	10
Games	10
<i>Fields, Equipment and Uniforms</i>	11
<i>Substitution, batting roster and courtesy runners</i>	12
<i>Postponements</i>	12
<i>Weather Policy</i>	13
<i>Forfeiture of game and automatic outs for less than 8 players</i>	13
<i>Game Protests</i>	14
Awards at End of League Season	14
Age Group Specific Rules	15
<i>Coach Pitch/T-Ball League</i>	15
<i>8U League</i>	15
<i>10U Player/Coach Pitch League</i>	17
<i>10U / 12U / 14U /16/18U ASA Leagues</i>	18

General Information

The following rules, published and distributed annually to team managers, shall be considered the official OGSA Rules and Regulations. Changes or additions to rules require a majority vote of the Board of Commissioners. The Board of Commissioners includes the Executive Committee, Age Group Commissioners and At-Large Commissioners. Numerous committees may also be established.

OGSA asks all players, coaches, teams and all those who attend or participate in OGSA sanctioned events to voluntarily comply with the rules. When it becomes necessary to enforce the rules, OGSA will take into consideration tradition, accepted practice, fair play, good sportsmanship and the spirit of the law in addition to the explicit rule in question. Protests and defense arguments that are based on minor technical points and loopholes will not necessarily take precedence over safety and fairness when the rule in question must be interpreted by OGSA.

OGSA is organized to help provide enjoyable recreation for all concerned. Managers, coaches, players, umpires and spectators are subject to OGSA rules while participating in or attending an OGSA sanctioned event, or any time they are physically on property used by OGSA for any reason. The official rules of the Amateur Softball Association shall govern play and conduct of players and team officials in all league games except when OGSA rules override ASA rules. OGSA rules are subject to change without advanced notice. The **current and official** OGSA rulebook is on the OGSA website and includes all revisions since the printed rulebook was published.

ASA – Shall refer to Amateur Softball Association

OGSA – shall refer to Olathe Girls Softball Association

BOARD – shall refer to the Board of Directors (a.k.a Commissioners) of OGSA

Fundraising

No team or individual is allowed to hold fund raising projects in the name of OGSA without prior approval of the Board. No solicitation is permitted at OGSA softball complexes or at OGSA sanctioned events without prior approval of the Board. OGSA will not sell or provide free of charge the names, addresses or contact information of our members for the purpose of solicitation under any circumstances.

OGSA Code of Conduct

OGSA is committed to providing a safe environment for its member and participants and to preventing all forms of abusive conduct by encouraging qualities of mutual respect, courtesy, and tolerance in all participants, coaches, officials, volunteers, and spectators. Everyone who attends an OGSA sanctioned event is expected to observe and adhere to the OGSA Code of Conduct. No form of abuse is tolerated at OGSA including physical, sexual, emotional and verbal abuse. Misconduct by players, coaches, officials, volunteers, parents, or spectators will result in temporary or permanent suspension of participation privileges. Profanity and gestures of poor sportsmanship will not be tolerated.

Only players, coaches, managers and umpires are allowed on the playing field. If someone who is not a player, coach, manager, or umpire (i.e. parent, spectator, fan, friend, sponsor, etc.) enters the playing field without the umpire's prior permission, the umpire may declare a forfeit by the team that person is associated with.

Team managers have a responsibility to OGSA, their team sponsors and the community to maintain a spirit of good sportsmanship. Please take your responsibility seriously and demonstrate by example good sportsmanship at all times. It will be the manager's responsibility to insure compliance with OGSA mandated suspensions. If a player, manager, coach or spectator does not comply with mandated suspension, then the manager will be suspended according to the same suspension imposed on the player, coach or spectator associates with his or her team, in addition to the original person who must serve out his or her suspension. The deliberate and malicious razzing or any act of demoralizing the opposing team or an umpire will result in ejection of the manager. If razzing continues after the manager is ejected, that team will forfeit the game. Umpires shall be in charge of all games and must enforce all rules. No umpire baiting by any team member is allowed. All disputes must be handled between the manager and the umpire in a quick, gentlemanly and orderly manner. Managers will see that no player on their team enters in to disputes with the umpire.

Incidents of suspected abuse or alleged mistreatment should be reported immediately to an OGSA Commissioner or OGSA complex manager who shall report them to the OGSA disciplinary committee. OGSA has established a disciplinary committee to review breaches of the OGSA code of conduct. The decisions of this committee may be appealed to the OGSA Commissioners in writing. If no appeal is received within 30 days of the disciplinary committee decision, that decision shall be binding and no appeal will be available. The disciplinary committee will obtain a written incident report from the person who was allegedly abused (including players' parents if appropriate) describing the date and time of the alleged incident.

We encourage parents to become as active as possible in sponsored activities, games, practices, and other events. The more parents are involved the less likely it is for abusive situations to develop. Code of Conduct includes a responsibility not to bring or expose anyone involved with an OGSA event to any potentially dangerous or abusive situation including **NO PETS**, alcohol, drugs, firearms or fireworks. We need cooperation from everyone to prevent injury. Please report pets and other dangers to an OGSA representative.

A person who is accused of misconduct may be asked to resign or may be suspended by the OGSA board. A person who is accused but later cleared of charges, may ask to be reinstated however reinstatement is not a right and no guarantee is made that the person's right to participate in OGSA activities or former position within the organization will be reinstated.

Physical and Sexual Abuse

All acts of physical violence or abuse (including but not limited to striking, hitting, kicking, biting, indecent or wanton gesturing, lewd remarks, indecent exposure, unwanted physical contact, any form of sexual contact, inappropriate touching, pushing, shoving, physically blocking the departure of an individual from an area) will result in automatic suspension of the privilege of attending OGSA functions for a period of at least 6 months. This rule applies to all persons at league and tournament games, practices, award ceremonies and all OGSA functions regardless of location or purpose of the function or event. All allegations or reports of sexual abuse will be taken seriously and report to local law enforcement authorities for investigation in which OGSA will fully cooperate.

Emotional and Verbal Abuse

Participants and spectators who verbally abuse other participants or spectators (including but not limited to insulting, threatening, mocking, demeaning behavior, nationality, ethnicity, sexual orientation or age) will be removed from the game area and may be removed from the complex.

The umpire is responsible for control fo the environment at a game and has full discretion to make these judgments. If the abuse takes place at a time or in a location where no game is in progress, and if an OGSA complex manager is present, he or she has the discretion to make such judgments. If the abuse takes place at a time or in a location where no game is in progress, and no complex manager is present, then any OGSA commissioner has the discretion to maintain an environment of safety and civility by requesting the person who is abusive to leave the complex immediately.

Drugs and Alcohol

There will be no use of drugs or alcoholic beverages by anyone at any OGSA facility including the fields, the spectator areas and the parking lots at any time. Tobacco products are not allowed on the fields or in the dugouts at any time. One warning will be issued. If the person who was warned does not immediately remove the product(s) in question, they will be ejected and referred to the OGSA disciplinary committee for further action.

Penalties

All rule violations are evaluated by the OGSA disciplinary committee.

The first rules violation is grounds for any or all of the following:

- Forfeiture of all league games in which rules were violated
- Up to five game suspension of the manager, coach and/or player who violated the rules, or knew of such violation
- Temporary suspension from OGSA tournament play

The second rules violation is grounds for any or all of the following:

- Forfeiture of all games in which rules were violated and all remaining league games for that team for that season
- Up to ten game suspension of the manager, coach and/or player who violated the rules, or knew of such violation
- Temporary suspension from OGSA tournament play

The third rules violation is grounds for any or all of the following:

- Forfeiture of all league games for that team for that season
- Permanent suspension of the manager, coach and/or player who violated the rules, or knew of such violation
- Permanent suspension from OGSA tournament play.

Three individual manager, coach, or player violations will be grounds for temporary or permanent suspension from OGSA.

Players who are ejected from a league game by the umpire will be automatically ineligible to participate in the next OGSA league game in addition to the game from which they were ejected. An OGSA commissioner will notify the player's coach of the suspension.

Manager/Coaches who are ejected from a league game by the umpire will be automatically ineligible to participate in at least the next OGSA league game in addition to the game from which they were ejected. Managers and coaches are required to submit an incident report

to the OGSA disciplinary committee for further review and cannot participate in any capacity at OGSA league or OGSA tournament games until the incident report has been reviewed and OGSA has approved participation. Managers and coaches who are ejected for a second time during one calendar year are suspended for at least three league games and must appear before the disciplinary committee prior to participation in any OGSA league or OGSA tournament games. Managers and coaches who are ejected for a third time during one calendar year are suspended for the remainder of the calendar year, or a minimum of 10 games bridging into the following calendar year whichever is longest; and will be required to appear before the disciplinary committee prior to participation in any OGSA league or OGSA tournament games.

Spectators who are ejected from an OGSA league game by the umpire may not attend any OGSA league games for a period of at least seven days. Spectators who are ejected from an OGSA league game by the umpire for a second time during one calendar year may not attend any OGSA league games for a period of at least 21 days. Spectators who are ejected for a third time during one calendar year are suspended for the remainder of the calendar year, or a minimum of 90 days whichever is longest; and will be required to appear before the disciplinary committee prior to attending any OGSA league or OGSA tournament games.

Umpires

Umpires shall be in charge of all games and must enforce all rules. Umpires are prohibited from officiating games if they have a relative playing, coaching or managing except when both managers agree to use such umpire. If no protest is registered by a team manager about an umpire before the first pitch, then it is assumed the manager has accepted the umpire and the right to protest the umpire is waived for the remainder of the game.

Appeals

Appeals regarding interpretations or violations of administrative rules (i.e. recruiting, team rosters, fundraisers, etc.) will be heard by the OGSA Review Board only if the appeal is presented in writing within 7 days of the alleged violation.

Age Groups and Divisions

All teams must lay in the age group that corresponds to the oldest player on their roster unless they obtain an exception from the Board at least 30 days prior to the beginning of league. Teams who only have one or two players on their roster must play in an older age group will be reviewed by OGSA and will be placed in the age group that OGSA deems appropriate. A player's age on January 1st determines the lowest age group she can play in for the remainder of the calendar year.

Four teams is considered minimum for a division per ASA. OGSA will attempt to put four to ten teams in a division. OGSA will divide each age group into divisions by anticipated skill level using previous record, recommendations and age commissioner observation to approximate the proper placement of teams into divisions.

A Division will be the most skilled division within an age group.

B Division will be the second most skilled division within an age group.

C Division will be the third most skilled division within an age group.

More division will be assigned if enough teams register within an age group. Teams who are moving up one age group will generally be placed in B or C Division, while teams who are returning to an age group for a second time will generally be placed in A or B Division. The goal of OGSA is to provide teams with an opportunity to play other teams of similar skill level. When necessary, teams may be moved to a different age group or division in order to keep similarly skilled teams competing against one another.

Age Group

Coach Pitch/T-Ball	Players must be 6 years old or younger
8U	Players must by 8 years old or younger
10U	Players must by 10 years old or younger
12U	Players must by 12 years old or younger
14U	Players must by 14 years old or younger
16/18U	Players must by 18 years old or younger

NOTE: A player may play in an age group older than her normal age group, but cannot play in a lower age group.

Individuals and Team Participation in OGSA

An individual or team may be denied participation in OGSA when the Board determines by majority vote that such participation presents a physical risk to other players or when a history of negative conduct by the player or team in question is determined to be contrary to the mission of OGSA.

Teams and Rosters

Each player and manager/coach must sign a team roster and emergency release waiver with his/her own signature. The roster and waiver must also be signed by the player's

parent/guardian, if a player is under legal age. One copy of the roster must be filed with OGSA and the original waiver must be in the possession of the manager at all games. No player is eligible to compete in a league games until:

- Her name has been added to the team roster,
- Her emergency release waiver is received by OGSA, and
- Her proof of insurance is on file with OGSA.

All players are released from their team roster at the end of the playing season (last game). A player may seek early release from a team or a manager may wish to release a player early for a variety of reasons. OGSA requires a signed release before any player can be added to the roster of a different league team. The player, manager, and parent/guardian must sign the release. Conflicts in release signing may be appealed to the Board. The Board will settle disputes regarding the early release of a player from an OGSA league team. New or added players must fill out an OGSA registration form, a liability waiver form, and provide proof of insurance.

The use of an ineligible player an anytime will result in automatic forfeiture of all games in which the ineligible player participated. Games will be forfeited regardless of when the discovery of an ineligible player occurs.

Individual Players

Teams formed by OGSA from individual registrations will carry a minimum of eleven players and a maximum of fourteen players unless the OGSA age group commissioner and the manager agree to a different number. Managers are responsible for complying with all ASA and OGSA eligibility requirements of players on their roster and substitute players. OGSA age group commissioners will form teams from individual registrations using address, school district and preference data obtained from the registration.

Substitute Players

When a team is unable to field at least 9 players due to illness, injury, vacation, or other circumstance, they may call upon a substitute player or players to play with that team while they are shorthanded. A team may only use substitute players up to 12 total players (registered team players plus substitutes). All players called up are subject to the following:

- Must be on the current roster of an OGSA league team
- Regular team must not have a scheduled game at the same time
- Must wear their regular team's uniform while playing as a substitute
- Cannot pitch – except as specified in eh teen age group rules
- Must be reported to the opposing manager before the start of the game

- Substitute players must be inserted into the line-up like regular team players
- Substitute players must be selected from a younger age group, or the same age group but lower division.

Team Rosters

Team rosters may be submitted to OGSA by the manager at the time of registration. The roster is fixed and shall not be changed from the time the manager submits registration to OGSA until the end of the last league game for that season. Vacancies due to injury or other circumstance may be filled using players from outside of OGSA or from individual players who registered with OGSA, but were unable to locate a team. OGSA does not condone filling vacancies by recruiting players from other OGSA teams unless all parties involved are agreeable to the roster changes.

Recruiting

To avoid disputes and disagreements, no manager, coach or instructor should approach any player about changing teams until they first discuss it with the player's current manager. OGSA does not condone recruiting players from other OGSA teams unless all parties involved are agreeable to the roster changes.

Managers, Coaches and Sponsors

OGSA retains the right to approve or deny participation by managers, coaches, and sponsors or OGSA teams. Managers assume organizational responsibilities that are not to be taken lightly. These organizational tasks, including communication with players and parents, become a burden to OGSA when not performed by the manager. Managers will sign an acknowledgment stating their agreement to assume all duties prescribed to the manager of an OGSA league team. No manager is permitted to manage more than one OGSA team in the same division at the same time. Managers are expected to take the lead in conduct, safety, instruction on regulations and playing rules, and uniform/equipment matters. Managers who fail to fulfill their duties are subject to suspension by OGSA.

Games

The scheduled start time is game time. If a game is delayed for any reason, game time is changed to the time of the first pitch. When game times are disrupted or delayed, each succeeding game shall start as soon as possible following completion of the previous game. Managers and coaches are responsible for having their teams ready to play at the scheduled start time even if the game is delayed. No warm up time is guaranteed between games when the schedule is delayed. The umpire is charged with starting games on time or as close to the scheduled start time as possible.

There will be no infield practice and no batting practice before or after league games on OGSA fields. When a game is completed early, the next game will begin on the regularly scheduled start time or earlier if both managers agree. Umpires will enforce a one minute time limit between half innings. Coaches need to have their catcher ready to take the field when her team in on offense and makes their third out.

Run Rule - 5 runs per half inning per team all age divisions.

OGAA League Tie Breaker – Only one complete inning will be played. If at the end of this extra inning the game is still tied, it will be recorded as a tie.

International Tie Breaker – rules per ASA are in effect for 12U, 14U, 16/18U and Premier Leagues.

No foreign objects of any kind are allowed on the playing field. All managers, coaches and players shall remain within the dugout area while the game is in progress except the players on defense, the batter and base runners, the on deck batter and the base coaches. Players are not to stand on benches or sit on the back of the bench. The dugout area shall be kept free of debris at all times including bats and balls in the walking area. Teams are allowed to have all registered team players and one bat boy/girl and up to four coaches or assistants in the dugout. Everyone else is considered a spectator and is not permitted in the dugout.

In case of player injury, the first manager, coach or umpire to recognize such injury shall call time immediately after the play has been completed. The official scorekeeper will be the home team scorekeeper. The official scorekeeper will confer with the umpire who keeps the official game clock.

Fields, Equipment and Uniforms

Equipment (bases, home plate, and pitching rubber) for league games will be provided by OGSA. Catchers must wear protective gear per ASA rules. Additional protective equipment may be worn at the discretion of the defensive player as long as it complies with all ASA rules. ASA approved batting helmets with chin straps and facemasks must be worn by the batter, base runners, on deck batter, bat person and any players active as base coaches. Defensive players must provide their own glove or mitt and may use gloves or mitts that comply with ASA rules. Bats must comply with all ASA rules.

Managers are responsible for all equipment issued to them by OGSA. A check for \$200 will be held as deposit until OGSA verifies that all equipment is returned at the end of the season. You must identify your bag of equipment with team and manager name in order to get your deposit back. All equipment must be returned at the end of the playing season. No exceptions.

All uniforms and bats must be worn in proper manner per ASA rules. All players must display a number on the back of their jersey not less than 6" high.

The ball used in 12U and older age groups is 12 inches. The ball used for 8U and 10U divisions is 11 inches. The ball used in T-Ball is a 10 inch reduced injury factor ball. Bases will be 60 feet apart in all age groups. Pitching distance for 10U and younger is 35 feet. Pitching distance for 12U is 40 feet. Pitching distance for 14U and older is 43 feet.

Substitution, batting roster and courtesy runners

Free defensive substitution is allowed for all players for all age groups including pitchers in OGSA league games unless specifically noted in the rules for a division. A division may opt to use ASA substitution rules which must be approved by the Board and applicable to all league games for that division. Defensive substitution does not change the batting order.

Roster batting for all age groups in OGSA league games unless specifically noted in the rules for a division. The roster as submitted to the umpire or opposing team at game time is the batting order. All players on the roster who are present bat.

Teams may use courtesy runners for the pitcher and/or catcher at any time in all league games. The pitcher and catcher in the previous defensive half of the inning are the only ones who qualify for courtesy runners. The pitcher and catcher listed on the visiting team scorebook or lineup card are eligible for courtesy runners in the first half inning of the game. The courtesy runner must be the last available player (in other words, the batter who last took their position in the batter's box; regardless whether they were the last out or another runner was put out). When a batter or base runner is injured, the last available player may be used as a courtesy runner for the injured players, but only if the injured player is removed from the rest of the game.

Postponements

No league game shall be played without an official umpire unless agreed upon by both managers. A substitute umpire agreed upon by both managers shall have the same authority as an official umpire. The start of the game shall indicate agreement of the opposing managers. If an official umpire arrives, (s)he becomes the game umpire and may retain or relieve the substitute umpire with input from the managers on that decision.

No league game for which two umpires are assigned shall be postponed because only one umpire is present. The absence or tardiness of any umpire must be reported to the complex manager as soon as possible. Two umpires shall be assigned to each game for the 12U and older divisions. 8U and 10U may be assigned one umpire and coach pitch/t-ball may use parents as umpires. The condition of the playing field shall be determined by the OGSA complex manager. No game shall be postponed for any reason other than the unfit

condition of the playing field as determined by the umpire or reasons approved by the Board or OGSA complex manager.

A game which is postponed by the umpire before time expires for weather or unusual circumstance shall be considered as an official or regulation game if 40 minutes have expired or 3 complete innings have been played (2.5 innings if the home team is ahead). A game postponed with less than 40 minutes or 3 innings will be restarted at the point it was postponed when it is rescheduled. It is the responsibility of the home team scorekeeper to note time played, player positions, outs, count on the batter and all game reset information.

Weather Policy

The OGSA complex manager, an OGSA Board member or OGSA tournament director has the authority to suspend all play and to direct evacuation of the fields when he or she becomes aware of a danger from weather. OGSA uses the services of a private weather forecasting service to monitor the weather closely during all OGSA sanctioned events. Games may be played in wet or rainy conditions when OGSA does not perceive an eminent danger from weather related incidents. If you are directed to take shelter, you may go to your vehicle or leave the complex, but you cannot seek shelter in a field dugout, under a tree, or under the eave of an OGSA building. OGSA will attempt to disseminate weather related news to OGSA participants and spectators in a reasonable amount of time to seek shelter.

For status of OGSA games when weather is a factor please call (913)764-6213. There is no person, league office or OGSA commissioner who can respond to hundreds of phone calls when weather is a factor. Weather updates will be posted on the OGSA website and other forms of social media.

In the event that games must be rescheduled due to weather or other conditions beyond OGSA control, the new game dates and times will be posted on the OGSA website. Team managers will receive an email to alert them to the new game times. Managers and players will not be called with rescheduling information. It is up to each team to monitor the website and the manager's email to receive up to date information. If a team cannot play on the date and at the time of game reschedule, the manager must notify OGSA at least seven days prior to the rescheduled game or they will be required to forfeit that game.

Forfeiture of game and automatic outs for less than 8 players

The umpire shall forfeit the game if a team is not ready to take the field at game time. The umpire may, with approval of both managers, start the game sooner than the scheduled time. League games may be started with a minimum of 6 players. The 7th and all subsequent players must be put in the game as soon as they appear at the field. The team must have 8 players by the beginning of the 4th inning or by the end of the game whichever

occurs first or else they forfeit the game. After the game has started the players leave due to injury or any reason, there will not be an automatic out taken unless the team has fewer than 8 players remaining. An out will be taken for each empty roster position up to and including the 8th batting position. Forfeited games will not be made up.

Example: 9 players start the game, the 9th player leaves, not there are 8 players left. There will not be an automatic out taken for the absent 9th player.

Example: 9 players start the game, the 9th and 8th players leave, not there are 7 players left. There will be an automatic out taken for the absent 8th player, but not for the absent 9th player.

Game Protests

Umpires shall be in charge of all games and must enforce all rules. No umpire baiting by any team member is allowed. All disputes must be handled between the manager and the umpire in a quick, gentlemanly and orderly manner. Managers ill see that no player on their team enters into disputes with the umpire. Protest decisions on eligibility, rule violations, and interpretations of the rules shall be decided by the OGSA Review Board. Protests will only be considered if they conform to the following:

1. Protest is registered with the home plate umpire before the next pitch, legal of illegal, along with \$25 cash deposit and noted in the official (home team) scorebook.
2. Written protest is provided to the complex manager or an OGSA commissioner within 48 hours following the scheduled game giving a full explanation and details of the reason for the protest.
3. Protests on judgment calls will not be considered.
4. A decision on the protest will be provided within 48 hours of receipt of the protest if OGSA is able to contact the umpires, opposing manager and the manager who filed the appeal within 24 hours. If the protest is upheld, the \$25 will be refunded. If the protest is denied, the \$25 deposit will be deposited to the OGSA scholarship fund.

Awards at End of League Season

Players who are eligible to receive a trophy or award are encouraged to wear their uniform and attend the awards ceremony which is scheduled for a date in July after summer league games end. No trophies or awards are provided at the conclusion of the fall league. Team awards will be determined by the team with the highest winning percentage.

All participants in Coach Pitch/T-Ball Leagues will receive individual awards instead of team awards.

1st and 2nd place team awards will be given for 8U, 10U, 12U, 14U, 16/18U divisions with six or fewer teams.

1st, 2nd and 3rd place team awards will be given for 8U, 10U, 12U, 14U, 16/18U divisions with seven or more teams.

Age Group Specific Rules

Coach Pitch/T-Ball League

1. Teams will have all players on the field on defense.
2. Runs scored and outs will not be kept.
3. All players will bat each inning.
4. Batters will run all the bases each inning.
5. Official softball size will be 10 inch reduced injury factor ball.
6. No base stealing allowed.
7. Batters shall be given a maximum of 3 pitches to put the ball in fair play. If after 3 pitches the ball is not hit fair, the batter will finish her turn at bat with a ball placed on a hitting tee.
8. Game time is one hour in length or until all players have batted at least one time.

8U League

1. Defense may have 10 players on the field. No more than 6 players including the catcher may occupy the infield portion (dirt) of the field. Outfields must start in the grass until the ball has been released by the pitching machine.
2. Managers should make every attempt to play all players in a defensive position during the game except players who miss practice. All players, regardless of whether they were at practice or not, must be given an opportunity to bat. Managers are not obligated to play players that miss practice on defense.
3. 5 runs or 3 outs per inning.
4. Games are 70 minutes long. Games are over if the home team cannot mathematically win the game after 70 minutes played. No inning may start after 70 minutes unless all players have not yet batted in the game.
5. Games will be played with one umpire. The umpire will be positioned in the field.
6. An adult coach for the offensive team will be responsible for feeding the pitching machine as well as protecting the players from running into the machine. The machine will be located inside the pitching circle in a line directly between the pitching rubber and home plate. The machine will be placed with the front leg measuring 35 feet and will be set at 35-37 mph.

7. A batted ball which strikes the pitching machine or offensive coach will result in a dead ball and the batter will be awarded 1st base.
8. The infield fly rule does not apply
9. No bunting is allowed.
10. Each team may have two coaches in the field of play. Coaches should enter the field before the first pitch of the inning. One defensive coach must remain behind the infielders. In the case that a ball hits the coach, the ball is considered a live ball and in play. The second defensive coach must remain in foul territory beyond 3rd base or 1st base. Offensive coaches must be positioned in the traditional coach's boxes in foul territory adjacent to 1st base and 3rd base.
11. Batters shall be given a maximum of 5 pitches, or 3 swinging strikes to put the ball in play. A batter cannot end her at bat on a foul ball unless the defense catches a foul ball in the air for an out. Batters will be given an opportunity to hit fair or strike out.
12. Base Running:
 - a. Base runners may not leave their base until the pitcher/machine releases the ball. No base stealing is allowed. (Violation: runner is out)
 - b. When the ball is initially batted into the **outfield** and fair territory the batter/runner and/or runners may advance as many bases as possible per hit until the ball has been secured in the infield. The infield boundaries for base running purposes only will be defined by chalk lines between first base/second base and second base/third base. Once the ball has been secured in the infield the following rules apply to base runners:
 - i. Base runners must stop at the base they are on or the base they are running to.
 - ii. If the base runner has rounded the base and her back foot has left that base, she is deemed to be running to the next base and may advance with liability to be put out.
 - c. When the ball is initially batted into the **infield** and fair territory the batter/runner and/or runners may advance as many bases as possible per hit until the ball has been secured by the pitcher in the infield **OR** a throw attempt has been made by any infielder. The infield boundaries for base running purposes only will be defined by the chalk lines between first base/second base and second base/third base. Once the ball has been secured by the pitcher in the infield (pitcher does not have to be inside the pitchers circle) **OR** a throw attempt has been made by any infielder the following rules apply to base runners:
 - i. Runners must stop at the base they are on or the base they are running to.
 - ii. If the base runner has rounded the base and her back foot has left that base, she is deemed to be running to the next base and may advance with liability to be put out.
 - d. When the ball is live, the runner has liability to be put out. The goal is to permit the defense to attempt to make the play without further penalty.

10U Player/Coach Pitch League

1. Games are 70 minutes long. If the game is mathematically winnable by the team who is behind at the end of 70 minutes, the current inning will be completed. No inning may start after 70 minutes unless all players have not yet batted in the game.
2. Defense may have 10 players on the field. No more than 6 players including the catcher may occupy the infield portion of the field. Outfields may leave the grass portion of the field after the ball has been released by the pitcher.
3. Managers should make every attempt to play all players in a defensive position during the game except players who miss practice. All players, regardless of whether they were at practice or not, must be given an opportunity to bat. Managers are not obligated to play players that miss practice on defense.
4. Each half inning will end when the 5th run scores or the 3rd out is made, whichever occurs first. There will be no tie breakers played. If the game ends in a tie, that is how it will be recorded.
5. Each batter will face a player pitcher. No walks will be allowed. Each batter will start with a 1-1 count. If a player pitcher throws 3 balls (not in the strike zone) to a batter, the batter will then continue her at bat with the existing count and receive up to 3 additional pitches thrown by an offensive coach until she either hits the ball fair or strikes out. A batter cannot end her at bat on a foul ball unless the defense catches it in the air for an out (per ASA rule). Coach pitchers must remain in the dugout unless they are pitching. Coach pitchers must keep both feet in the pitching circle when delivering a pitch, but need not pitch from the pitcher plate.
6. Batters who are struck by a pitch from a girl pitcher without swinging at the ball shall be awarded 1st base as in regular ASA play. If a batter is struck by a pitch thrown by a coach pitcher and the batter does not swing at the pitch, the umpire shall declare the pitch unhittable and the pitch will be replayed as a no-pitch. If the batter swings at a pitch which strikes her, it is counted as a strike and no base will be awarded.
7. A batted ball which strikes the coach pitcher before it is touched by a defensive player is ruled a dead ball and the pitch will be replayed as a no pitch. A batted ball which strikes a coach playing behind the infield is considered a live ball and in play. Each team may have two coaches in the field of play while on defense. Coaches should enter the field before the first pitch of the inning. One coach must remain behind the infielders. In the case that a ball hits the coach the ball is considered a live ball and in play. The second coach will stand behind the catcher.
8. The infield fly rule does not apply
9. Bunting is only allowed when the pitch is delivered by a player on the roster of the defensive team.

10. Each team may have one coach in the field of play. Coaches should enter the field before the first pitch of the inning. Coaches must remain behind the infielders.
11. Stealing is allowed except for home if a girl pitcher throws the pitch. A runner may only advance one base per pitch on a steal even if there is an overthrow by the catcher on the steal. A runner can never advance to home on a steal. Stealing rules over ride the one base on an overthrow rule. Base runners may not leave the base until the girl pitcher or coach pitcher released the ball.
12. Base runners may advance only one base on an overthrow, and only one overthrow per play. The fielder must be making a play on the base runner in order to be considered an overthrow.
13. Batters cannot advance to first base on a dropped third strike. Base runners on 1st or 2nd base may steal at their own risk on a dropped third strike if a girl pitcher delivered the pitch.
14. Players cannot play the same position on defense for more than 2 innings per game. This rule does not apply to pitchers and catchers who may play unlimited number of innings at their defensive position.
15. The 10U Player/Coach pitch age group is a recreational and developmental league. Coaches are strongly encouraged to rotate players in the batting order and the pitching position during the season. Teams who do not follow this rule are subject to transfer to the 10U ASA division at the sole discretion of the 10U Age Commissioner or may be suspended by the Board.

10U / 12U / 14U / 16/18U ASA Leagues

Game times in all the above leagues are 75 minutes. ASA rules are in effect, except as outlined in this rulebook.

10U ASA "C" League will play ASA rules with the following exceptions:

1. Teams may use 10 players on the field during all games
2. No dropped 3rd strikes
3. No stealing home. A player attempting to steal home will have the liability to be out on a defensive play. Players who attempt to steal home and are not put out by the defensive team will be returned to 3rd base.

A team in the 16/18U league may use substitute players including pitchers from a 14U league team or a lower division of 16/18U. The substitute player must be on the roster of an OGSA league team. All substitute players in 16/18U must check in with the complex manager at least 30 minutes prior to game time and show a driver's license or similar identification. Teams are prohibited from using a substitute pitcher when OGSA

determines the substitute creates an unfair advantage in the league standings, championship, or trophy considerations.

Managers please dispose of trash before you leave your dugout and remind your parents to dispose of trash before leaving the bleachers.

NO PETS ALLOWED IN ANY OGSA SOFTBALL COMPLEX OR BUILDING

**No bikes, skateboards, rollerblades or motorized
vehicles allowed around playing fields.**

Please do not climb fences or trees.

**Warm-up in designated areas only. It is dangerous
to warm-up on sidewalks around spectators.**

Please park in parking lots or designated areas only.

**For updates on OGSA information, please go to
www.olathegirlssoftball.com**