

**WEST SUBURBAN GIRLS SOFTBALL ASSOCIATION  
2009 GIRLS 13-14 YEARS OLD**

1. A.S.A. and IHSA RULES WILL BE FOLLOWED AT ALL TIMES WITH THE FOLLOWING EXCEPTIONS:
2. THE STARTING TIME FOR ALL WEEKDAY GAMES WILL BE 5:45 P.M. OR 7:45.
3. THERE WILL BE A FIFTEEN (15) MINUTE GRACE PERIOD FOR THE START OF THE GAME. IF THE UMPIRE DOES NOT ARRIVE 30 MINUTES AFTER THE STARTING TIME THE GAME WILL BE RESCHEDULED.
4. TEAMS MUST FIELD 8 GIRLS TO PLAY OTHERWISE THE TEAM MUST FORFEIT. NINTH BATTER WILL NOT COUNT AS AN OUT. IF ONE GIRL GETS INJURED YOU WILL BE ALLOWED TO PLAY WITH 8 PLAYERS, IF A SECOND GIRL IS INJURED THE GAME IS STOPPED AND FORFEITED. THE UMPIRE WILL CALL THE FORFEIT.
5. MUST HAVE SIX (6) PLAYERS FROM YOUR OWN TEAM TO BEGIN PLAY. THE REST CAN BE SUBS, BUT SUBS MUST COME FROM THE LOWER LEVEL. SUBS CANNOT PITCH OR CATCH AND MUST PLAY A MINIMUM OF THREE (3) INNINGS. REGULAR TEAM PLAYERS MUST PLAY BEFORE SUBS.
7. SAFETY BASE AT FIRST BASE IS MANDATORY.
8. FACE MASK WITH CHIN STRAP IS MANDATORY FOR ALL BATTERS. HELMETS NEED CERTIFIED ASA STAMP *OR NOCSAE*
9. ANY NEW BATS PURCHASED NEED TO HAVE ASA IMPRINT ON BAT (STICKERS ARE NO LONGER ACCEPTABLE).
10. IT IS NOT MANDATORY FOR PITCHERS TO WEAR HELMETS WHILE PITCHING.
11. IT IS A SUGGESTION THAT INFELDERS WEAR MOUTH GUARDS.
12. SUBS CANNOT COME FROM THE SAME LEAGUE. THEY MUST COME FROM THE NEXT LEVEL DOWN. EACH MANAGER OF THE LOWER LEVEL WILL PROVIDE A LIST OF POSSIBLE SUBS FROM THEIR TEAMS TO THE NEXT HIGHER LEVEL. THE SUBS WILL BE USED ON A ROTATING BASIS FROM EACH TEAM.
13. UNIFORM COLORS ARE TO BE DISTINGUISHABLE WITH NUMBERS VISIBLE. ISSUED UNIFORMS MUST BE WORN AT ALL GAMES. SHIRTS ARE TO BE TUCKED IN AT ALL TIMES.

14. JACKETS WILL BE OKAY TO WEAR, BUT MUST BE BUTTONED OR ZIPPERED. SWEATSHIRTS CAN BE WORN UNDER UNIFORMS. PITCHERS CANNOT WEAR WHITE, YELLOW OR GRAY UNDER UNIFORM SHIRTS. THEY MUST WEAR A DARK COLOR.
15. NO JEWELRY FOR ANY PLAYER. IF EARS ARE RECENTLY PIERCED, THEY MUST BE COVERED WITH TAPE.
16. CHANTING BY PLAYERS WILL BE OKAY IF NOT DEROGATORY TOWARDS OTHER TEAM. NO PERSONAL INSULTS TO PLAYERS AND CATCHER CANNOT TALK TO THE BATTERS.
17. THERE WILL BE CONTINUOUS BATTING FOR ALL PLAYERS WHO SHOW UP FOR THE GAME, EVEN SUBS.
18. PITCHING LIMIT: PITCHER IS ONLY ALLOWED TO PITCH FOUR (4) INNINGS. **RE-ENTRY RULE:** STARTING PITCHER MAY RE-ENTER AS LONG AS SHE DOES NOT LEAVE FIELD OF PLAY. AN EXAMPLE WOULD BE, IF THE STARTING PITCHER PITCHES THE 1ST AND 2ND INNINGS, STAYS ON THE FIELD, YOU MAY RE-ENTER HER TO PITCH. IF SHE PITCHES THE 4TH INNING AND NOT THE 5TH, YOU MAY NOT RE-ENTER HER TO PITCH LATER IN THE GAME. THE STARTING PITCHER IS THE ONLY PITCHER THAT MAY BE RE-ENTERED.
19. WARM UP PITCHES ARE ALLOWED AT THE BEGINNING OF THE GAME OR WHEN A NEW PITCHER ENTERS THE GAME. OTHERWISE, AFTER THE FIRST INNING, PITCHERS ARE ONLY ALLOWED 3 WARM UP PITCHES.
20. PITCHERS CAN PITCH EITHER A.S.A. OR IHSA STYLE. THE PITCHER MUST START WITH BOTH FEET ON THE RUBBER, BUT THIS ALLOWS HER TO STEP FORWARD ON HER FORWARD MOTION WHEN PRESENTING THE BALL BEFORE RELEASING HER PITCH.
21. A PITCHER WILL BE REMOVED FROM THE GAME IF SHE HITS THREE BATTERS IN A GAME. IF A PITCH HITS THE GROUND AND THEN BOUNCES AND HITS THE BATTER, THAT WILL BE CONSIDERED A HIT BY PITCH AND THE BATTER WILL RECEIVE 1<sup>ST</sup> BASE. HOWEVER, A BATTER MUST MAKE EVERY EFFORT TO AVOID GETTING HIT BY A PITCH. IT WILL BE AT THE UMPIRE'S DISCRETION TO DETERMINE WHETHER THE BATTER MADE A REASONABLE ATTEMPT TO AVOID BEING HIT. THE PITCHER MAY PLAY OTHER POSITIONS ON THE FIELD BUT MAY NOT RETURN TO PITCH.

22. THERE WILL BE A FIFTEEN (15) RUN RULE AFTER 4 1/2 INNINGS IF THE HOME TEAM IS AHEAD. THE HOME TEAM ALWAYS GETS AN OPPORTUNITY TO BAT IN AN INNING WHEN THE 15 RUN RULE IS INVOKED.
23. GAMES WILL CONSIST OF SEVEN (7) INNINGS AND TEAMS WILL CHANGE SIDES WHEN ONE TEAM SCORES 10 RUNS IN AN INNING. UNLIMITED RUNS IN THE LAST INNING.
24. STEALING OF ALL BASES IS ALLOWED AFTER THE BALL LEAVES THE PITCHER'S HAND. NO LEADOFFS.
25. DROP THIRD STRIKE IS ALLOWED AT THIS LEVEL.
26. A TWO HOUR TIME LIMIT FROM THE START OF THE GAME. HOME TEAM GETS LAST AT BATS IF BEHIND. PLAYOFF GAMES HAVE A TWO HOUR TIME LIMIT. UMPIRES MUST CALL LAST INNING TO BOTH MANAGERS. LAST INNING MUST BE CALLED FIFTEEN MINUTES WITHIN THE TWO HOUR TIME LIMIT OR IF DARKNESS IS APPROACHING.
27. THE HOME TEAM, UPON FIELD AVAILABILITY AND GAME SCHEDULES TAKEN INTO CONSIDERATION, WILL RESCHEDULE SUSPENDED GAMES.
28. RESCHEDULING OF GAMES WILL TAKE PLACE AT THE EARLIEST CONVENIENCE FOR BOTH TEAMS. PLEASE MAKE UP GAMES AS SOON AS POSSIBLE. IF THE HOME TEAM SCHEDULES A GAME WHEN THE OPPOSING TEAM IS AVAILABLE, AND THE OPPOSING TEAM DOES NOT SHOW UP TO PLAY, THE OPPOSING TEAM TAKES THE FORFEIT. IF THE HOME TEAM DOES NOT RESCHEDULE THE GAME, THEY TAKE THE FORFEIT.
29. ALL MANAGERS ARE REQUIRED TO CALL AND CANCEL GAMES, IF THEY KNOW THEY ARE UNABLE TO PLAY THE GAME. WITHIN LESS THAN A 24 HOUR NOTIFICATION, THAT TEAM CANCELING TAKES A FORFEIT. NO MANAGER IS TO CANCEL A GAME DUE TO THE LOSS OF THEIR BEST PLAYERS. IF THEY HAVE SIX GIRLS FROM THEIR TEAM AND ARE ABLE TO BRING GIRLS UP FROM THE LOWER DIVISION, THEY MUST PLAY THE GAME. SAME DAY CANCELLATIONS WILL CAUSE YOUR TEAM A FORFEIT!
30. A COMPLETE GAME CONSISTS OF FIVE (5) COMPLETE INNINGS - 4 1/2 IF THE HOME TEAM IS AHEAD.
31. NO BULLDOZING OF OPPOSING PLAYERS WILL BE ALLOWED. THE RUNNER MUST ATTEMPT TO AVOID CONTACT. IT IS THE RESPONSIBILITY OF THE RUNNER TO AVOID CONTACT WITH A PLAYER IN THE FIELD OR A HIT BALL.



42. ALL TEAMS MAKE PLAYOFFS.
43. IF AN 13-14 IS MOVED UP TO PLAY IN THE 15-16 DIVISION PERMANENTLY, THE PLAYER MUST STAY IN THAT DIVISION AND WILL NOT BE ALLOWED TO PLAY IN THE 13-14 DIVISION.
44. COMPLETE ROSTER MUST BE TURNED IN BY THE FOURTH GAME OF THE SEASON. IF NOT THE TEAM WILL FORFEIT ALL GAMES AND BE ELIMINATED FROM THE PLAYOFFS. THE ROSTER MUST CONSIST OF NAME AND DATE OF BIRTH. IF A NAME IS ADDED COORDINATOR MUST KNOW.
45. ANY MANAGER OR COACH WHO IS EJECTED FROM THE GAME WILL BE SUSPENDED FOR THE FOLLOWING GAME. IF THE FOLLOWING GAME IS A RAIN OUT THEY WILL SIT OUT UNTIL THE FOLLOWING GAME IS COMPLETED. IF A MANAGER OR COACH GETS EJECTED FOR TWO GAMES, HE OR SHE WILL BE SUSPENDED FOR THE SEASON. THE OPPOSING COACH MUST LET THE COORDINATOR OF THE DIVISION KNOW ABOUT THE SUSPENSION. ALL MANAGERS AND COACHES ARE ASKED TO CONTROL THEIR FANS.
46. **MANDATORY:** IF CATCHER IS ON BASE AFTER TWO OUTS, A PINCH RUNNER MUST BE PUT IN. PLAYER WHO MADE LAST OUT WILL BE THE PINCH RUNNER.
47. PLAYOFF MONEY MUST BE MADE OUT TO ORGANIZATIONS NOT TO INDIVIDUALS.
48. NO METAL CLEATS OR STEEL SPIKES.
49. ANY CHANGES IN ASA OR IHSA WILL GO INTO EFFECT THE FOLLOWING YEAR.
50. LEAGUE REPRESENTATIVE MUST BE PRESENT FOR ALL TOURNAMENTS.
52. ALL PLAYERS MUST PLAY AT LEAST TWO INNINGS IN THE FIELD IF COMPLETE GAME.
53. THESE RULES HAVE BEEN UPDATED ON OCTOBER 18, 2008- PLEASE FOLLOW THESE RULES, DISCARD ANY OTHERS.