

REEDLEY USA GIRLS SOFTBALL LEAGUE

LOCAL RULES

1.01 DIVISIONS

The league will consist of up to four divisions as defined below, based on number of sign-ups:

- 8 & Under
- 10 & Under
- 12 & Under
- 14 & Under

Age as of December 31st of the previous year will determine which division a player will play.

1.02 REGISTRATION

Early registration will commence on December 1st and conclude on the last Friday prior to the first scheduled clinic.

Regular registration will commence on the first Saturday of the scheduled clinics and conclude on the final Saturday of clinics. Late registration begins immediately after clinics have concluded.

Late registration will be accepted if roster numbers allow, and will be conducted by a blind draw, beginning with the team next in line to draft.

1.03 REFUND POLICY:

Once a player registers to play in our league, no refunds are allowed. The only exception for a refund is review by the Reedley USA current board.

All refunds must be reviewed and approved by majority vote of the board. Refunds requested for medical reasons must be accompanied by a doctors note, and a refund may be given at the discretion of the board. If a player elects to leave a team on their own will, no refund will be awarded.

1.04 THE DRAFT

DRAFTING ORDER:

Will be reverse order (last to first) of the final Championship tournament results.

* The draft will begin with the highest age bracket and work backwards.

Players that were drafted the previous year will automatically be on the same team the next year, unless they choose to play up a division. If a coach is unavailable for the previous year's team, once the draft has begun, all returning players of that team will automatically go into the draft.

All new eligible players must enter the draft.

A new player is defined as a player that has never played in the Reedley USA league or has been absent from a Reedley USA team for one year or more.

All new players are encouraged to attend at least one of the free clinics to understand the environment of the league and fellow players. Starting as of the 2020 season, all draft picks will be selected by blind draft. Players are eligible to be drafted by any team in their age bracket in the Reedley USA League.

The draft selection process shall be drawn in the following order:

- Regardless of returning players, each team shall be awarded a 1st and 2nd round blind draft pick. After the first 2 rounds, draft picks shall be awarded to the teams that need players to equal the amount of the next most roster. See Example Below
- If a manager has a daughter, this is the only pick automatically awarded to their team. This pick shall be treated as a returning player. This rule does not apply to assistant coaches (to avoid team stacking). Stacking a team is not allowed.

Team 1	Team 2	Team 3	Team 4
Returning Player	Returning Player	Blind Draft 1	Blind Draft 1
Returning Player	Blind Draft 1	Blind Draft 2	Blind Draft 2
Returning Player	Blind Draft 2	Blind Draft 3	Blind Draft 3
Blind Draft 1	Blind Draft 4	Blind Draft 4	Blind Draft 4
Blind Draft 2	Blind Draft 5	Blind Draft 5	Blind Draft 5
Blind Draft 6	Blind Draft 6	Blind Draft 6	Blind Draft 6

Managers and head coaches are the only personnel allowed in the draft session.

Siblings are the only draft picks guaranteed to be on the same team. Both names will enter into the blind draft. Once one sister has been selected, that selection will be counted as 2 picks, with the other sister placed on the team. The draft will then follow the model noted above.

1.05 COACH'S PICK(S):

Coach's pick have been eliminated, effective since the 2018 season.

1.06 COACHES:

Coaches will only be allowed to coach one team in the Reedley USA league.

1.07 PLAYER ELIGIBILITY:

Players may register in their desired age appropriate division prior to the draft. Players may only register up one age division gap.

Example: if a 12 year old wants to play 14's she must register in the 14U draft. Players will not be allowed to change divisions once the draft has completed.

ELIGIBILITY:

- A player may only be on one Reedley USA roster
- A player who is 3 years younger than the oldest age in the next age bracket up may appeal to the board to be allowed to play in that higher age bracket. Only those players approved by the Board will be allowed to play in a higher age bracket. No player will be allowed to play at a lower age bracket.

1.08 Equipment and Uniforms

Equipment and uniforms will be issued to and signed for by the team coaches or rep only. Equipment will be issued on draft night or at a coaches meeting. All equipment will be marked. Equipment must be returned after the final game of league play.

Hats or visors may be worn by players, but not plastic visors. Players must be in complete uniform or will not be allowed to play. Uniform includes: pants, jersey (tucked in), and socks. The league provides socks for the uniform, if different socks are worn, all girls on the same team must wear the same socks. No sweatshirts/jackets etc. may be worn over the uniform during game play, however due to cold weather, appropriate undershirts may be worn.

1.09 REEDLEY USA GAME RULES

BENCH-DUGOUT AREA:

All persons listed on the roster including coaches and team players are the only persons allowed in the bench/dugout area. Players must be in a team uniform to be in the designated area. If not, they must take a position as a spectator. These conditions are necessary due to insurance regulations.

All coaches are required by USA to wear their name badge and coaches shirt at all times while in the dugout or on the field.

FIELD PREP/CLEAN UP

Before the first game of each day, the home team of that first game shall be in charge of preparing the field which includes:

- Raking and chalking of fields
- Putting out bases
- Hanging helmet racks in dugouts

After the last game of the day, the visiting team of the last game shall be in charge of cleaning up the field which includes: bringing in the bases, raking the fields, bringing in helmet racks in the dugouts, etc.

Each team shall be in charge of cleaning out the dugouts of their own equipment, trash, water bottles, etc.

PLAYER MINIMUMS

Teams must have at least 7 players minimum to start and finish a game. (If batters, 8, & 9 are vacant on the order, there will be no penalty for that team)

If a team drops to 6 players during gameplay, that team will forfeit.

All players, in all divisions, are required to play at least one inning on defense and everyone must be in the batting lineup, every game. Failure to comply will result in an automatic forfeit, but such violation must be reported to a board member prior to leaving the field of play.

TIME

All games shall be played for a maximum of 6 innings, but no inning shall begin after 1 hour and 20 minutes. There is NO drop dead time limit; once an inning has begun it must be completed if the home team has a chance of winning the game. If after 1 hour and 30 minutes has passed and there is NO chance of the HOME team winning the game, it may be called by the umpire.

The game time is to begin as soon as the home team takes the field.

League games tied at the end of six innings will continue until time runs out or until the tie is broken and the inning is complete. If the time limit runs out and the game is tied, it will be recorded at tie.

Extra Innings will comply to international rules.

FIVE RUN RULE

5 runs per inning is in effect for the entire game for 12&U, 10&U and 8&U only.

MERCY RULE

A Mercy Rule is in effect for all divisions. Reedley USA Local Mercy Rule is 12 runs after 3 innings, and 10 runs after 4 innings. If these conditions are met, the game will be declared by the umpire.

SLIDING

“Head first” sliding is not allowed except for “slide backs.” If a player does slide head first to a base that she has not already occupied that player will be recorded as an out.

A player should slide to avoid a collision; it will be up to the umpire’s judgment if a player is to be called out. There is no slide or you are out rule.

PITCHING

A pitcher can only pitch a maximum of 9 outs total in a league game. This does not apply in games outside of the Reedley USA league. If a player pitches more than 9 outs, the head coach will be ejected and all batters will advance one base. If no other coaches are present,

that team will automatically forfeit. The ejected coach will also serve a 1 game suspension. That suspension will roll over to the following year if ejected on the final game.

Pitching changes are a universal rule in softball and must be reported to the umpire and scorekeeper. Failure to report pitching changes will result in the following:

1. **1st Time Offense:** Warning issued. Pitcher shall be removed for the remainder of that inning.
2. **2nd Time Offense:** Pitcher is removed from the pitching position, and is not allowed to pitch for the remainder of the game.

LINE-UPS

Line-ups must be prepared prior to the start of the game, with copies going to the official scorekeeper, the opposing team, and umpire.

Changes in line-up must be made through the umpire and official scorekeepers. Reedley USA Local rules require all players to be in the hitting line-up. If a player is unable to bat due to injury, that player may be skipped with no penalty. If a player is skipped due to injury, that player may not return to the batting lineup. Defensive field substitutions are unlimited, except pitching.

SAFETY

All batters, on deck batters, base runners, and player base coaches will be required to wear a helmet on the field. Failure to do so will result in an out for the "at bat" team.

Any person under the age of 18 warming up a pitcher is required to wear a mask.

First base shall be double white/orange safety base.

CHAMPIONSHIP GAMES

Championship games shall be a full six innings with no time limit.

During Championship game, after six innings, International Tie Breaker rule will go into effect.

There is no 5 run rule for any age group for Championship game only.

1.10 Additional Game Rules by Division

8 AND UNDER

1. Official 11" softball will be used. (yellow)
2. Player and coach will pitch from 30 feet with 60 foot base paths
3. No infield fly rule.
4. Defensive team will consist of ten (10) players.
5. Outfielders must play behind the outfield line.
6. Runners may steal 1 base per pitch. No stealing home.
7. No base stealing when a coach is pitching.
8. Overthrows:

- a. On a throw to first base the following occurs: On any thrown ball to first base, the batter/runner may not advance past first base. All other runners may only advance two bases from the base that they were at from the time of the pitch with the liability of being put out if the ball stays in live ball territory.
 - b. On a throw to any other base: If on a throw to any other base and the ball is not caught, all runners and batter/runner may advance two bases from the base they were at from time of the pitch with liability of being put out.
 - c. The umpire will only award a base to the runners if the ball has been thrown out of play.
 - d. Runner and batter/runner may be put out if they advance beyond the two bases allowed. If the batter/runner attempt to go beyond the two bases, at the end of the play the umpire will return all runners to the base they are entitled to if they have not been put out.
 - e. Injured player will be replaced on the base from the last out, if they are not able to bat and run their next time at bat they are removed from the game and no out is taken.
9. Everyone bats and free defensive substitutions.
 10. The 5 run rule will apply throughout the game.
 11. No dropped 3rd strike.
 12. Bunting is allowed. Players may not bunt on a coach pitch.

1. Pitching

13. For the first 3 weeks, players will pitch the first two innings, and the following innings player may hit off of a tee. After the first 3 weeks, no tees are allowed, and coaches pitch will become in effect.
14. Players will pitch to the opposing team.
15. No Coach pitch for the final Championship game
16. A maximum of 2 (two) player/pitcher walks will be allowed per half inning. No walks will be allowed with bases loaded. Batter runner may not advance to 2nd base when walked.
 - a. After 2 allowed player/pitcher walks have been exhausted, a coach/pitcher will enter the circle when 4 balls have been called by the umpire.
 - b. The coach/pitcher will resume the player/pitcher strike count and will throw no more than two (2) pitches and ALL coach/pitches are considered strikes.
 - c. If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - d. Batter will NOT be awarded a base on a Hit by Pitch from the Coach/Pitcher or Base on balls.
 - e. If a batted ball hits the Coach/Pitcher the ball is dead and the batter is out. At no time shall the Coach/Pitcher obstruct play.
17. Player/Pitcher must have one foot in the circle at the time of Coach/Pitcher is pitching.
18. Coach/Pitcher must stay in the circle during play and MAY NOT provide Coaching assistance.
19. Pitchers will be limited to pitching 9 outs recorded for each game. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 9 outs will be forfeit of that game. See pitching rules in section 1.09.
20. All other USA rules apply.

EXCEPTIONS BY BOARD APPROVAL ONLY

10 AND UNDER

21. Official 11" softball will be used. (yellow)
22. Will pitch from 35 feet with 60 foot base paths
23. Infield fly rule will apply. A fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second, and third bases are occupied before two are out. Any defensive player who positions herself in the infield at the start of the pitch shall be considered an outfielder for the purpose of the rule. If the ball is caught, runner(s) may tag up and advance at the runner's own risk of being thrown out.
24. Defensive team will consist of nine (9) players.
25. The 5 run rule will apply throughout the game.
26. Pitchers will be limited to pitching 9 outs recorded for each game. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 9 outs will be forfeit of that game. See pitching rules in section 1.09.
27. All other USA rules apply.
28. No dropped 3rd strike.

EXCEPTIONS BY BOARD APPROVAL ONLY

12 AND UNDER

1. Official 12" softball will be used (yellow).
2. Will pitch from 40 feet with 60 foot base paths.
3. The "dropped third strike" will be used.
4. Infield fly rule will apply. A fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second, and third bases are occupied before two are out. Any defensive player who positions herself in the outfield at the start of the pitch shall be considered an outfielder for the purpose of this rule. If the ball is caught, runner(s) may tag up and advance at the runner's own risk of being thrown out.
5. Defensive team will consist of nine (9) players.
6. Pitchers will be limited to pitching 9 outs recorded for each game. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 9 outs will be forfeit of that game. See pitching rules in section 1.09.
7. All other USA rules apply.

EXCEPTIONS BY BOARD APPROVAL ONLY

14 AND UNDER

1. Official 12" softball will be used (yellow).
2. Will pitch from 43 feet with 60 foot base paths.
3. The "dropped third strike" rule will be used.
4. Infield fly rule will apply. A fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second, and third bases are occupied before two are out. Any defensive player who positions herself in the outfield at the start of the pitch shall be considered an outfielder for the purpose of this rule. If the ball is caught, runner(s) may tag up and advance at the runner's own risk of being thrown out.
5. Defensive team will consist of nine (9) players.
6. Pitchers will be limited to pitching 9 outs recorded for each game. Any discrepancy in innings pitched must be written up as a protest on the same day as play. Penalty of pitching over 9 outs will be forfeit of that game. See pitching rules in section 1.09.
7. All other USA rules apply.

EXCEPTIONS BY BOARD APPROVAL ONLY

1.11 STANDINGS

Standings will be determined by win, lose or tie total after league play. Tie-breakers will be determined by head-to-head record, then by coin flip in the event of a tie.

1.12 RAINOUTS

When it has been determined that a game or games will be canceled due to weather, coaches will be notified ASAP, so that they can call players. Games will be rescheduled based on field and umpire availability. (Games that will not affect standings may or may not be played).

In the event that a game must be stopped in the middle of play due to weather and the game time has been AT LEAST (1) HOUR, the game will be considered a complete game. If the inning is able to be completed the score will stand as is. If the game is called prior to the completion of the inning it will refer to the score of the last complete inning. That score would reflect the final score of the game. The decision to declare a rainout will be at the umpires discretion. In the event of a rainout, scorekeepers and umpires are only paid for one game.

1.13 MAKE-UP GAMES

School sponsored events are the only reason that may reduce the number of players so that a make-up game is requested. A written request must be turned in to the Reedley USA President seven days prior to the scheduled game. The request shall include the function and list the names of the players unable to attend due to the function. Determination to reschedule will be decided by the board.

1.14 AUTOMATIC FORFEIT

Coaches, Managers, or any team official cannot agree to reschedule a game without the authority of the Board. If done without Board approval, both teams will take a forfeit.

1.15 PROTESTS

Protests will be submitted to a league official. The protesting coach must put the protest in writing stating the rule protested and submit it to the umpire. The umpire will then submit to the Reedley USA President within 24 hours of the game completion and the protesting coach will post a \$20.00 protest fee. The fee will be returned to the coach, if the protest is upheld. All decisions will be made by the Board, before the next scheduled game. Only one rule may be protested at a time. Judgment calls may not be protested.

1.16 TRAVEL TEAMS

Travel teams shall be under the authority of the Reedley USA Board and shall have a Board approved Chairperson (Travel Team Coordinator) that reports directly to the board.

Each team shall have their own expense account

Teams are required to participate in at least 3 USA tournaments

Chairperson must submit a list of registered tournaments for the season to the board.

Revised: 1-1-20 (Michael Romero - Reedley USA President)

Approved: 1-7-20 (Board Approval)