



2011 RULES AND REGULATIONS

Overview

The Traverse Area Girls Softball League (TAGS) provides opportunity for all eligible girls in the Grand Traverse region to learn, participate, and enjoy the game of softball regardless of skill level and experience. The focus of the league is participation, sportsmanship, and fun. The league is instructional by nature.

TAGS recognizes that healthy, fair, and skilled competition can be fun and rewarding, but the emphasis must always be on participation and sportsmanship. The league is operated by volunteer board members, coaches, and parents who strive to keep this in mind at all times, while remembering that the league's success shall be determined by focusing on what this league is all about; the girls. The High School League will play by MHSAA rules. In all other leagues, ASA rules apply in all instances, except as otherwise provided below:

Innings/Games:

1. **Game Times.** Games begin at the following times:
 - High School league - TBD
 - A league - 6:30 pm at the Northwestern Michigan College field and at Traverse Heights Field 4;
 - B league - 6:30 pm at the Oak Park fields
 - C and D league - 6:30 pm at the Traverse Heights fields; In D league double-headers, games begin at 6:00 pm and 7:15 pm

2. **Pre-Game Practice.** To insure prompt game start times, before game infield practice shall be as follows:
 - With the exception of the 2nd game in any double-header, the visiting team will have the field one-half (**1/2**) hour before game time for a period of 15 minutes. The home team will have the field 15 minutes before game time, for a period of 15 minutes.
 - No batting practice on the infield surface before the games and no pitching from on the field of play prior to the start of the game.
 - Any time prior to the one-half-hour before game time is considered "first come, first serve".
 - On picture day, times may be adjusted in a fair manner.

3. **Innings.** High School league games will be 5 or 6 innings. In A, B and C leagues, teams will play 6-inning games. In A, B and C league games, no inning will start after 8:30pm. D league games last three innings, with each team

batting through the batting order each inning. No score is kept in D league games.

Games can not end in a tie. Extra innings must be played as per the ASA rules. The visiting team will start the extra inning off with a runner on second base. That runner shall be the last batter in the previous inning. The same shall be done for the home team when they come to bat.

4. **“Game”**. 2½ innings will constitute a game in case of rain or adverse conditions, provided the home team is ahead.
5. **“Mercy Rule”**.
In A & B leagues, if after three innings a team is 15 runs ahead, or after 5 innings a team is 10 runs ahead, the game is called and the winning team is awarded a victory.
In C league, if after three innings a team is 15 runs ahead, or after 5 innings a team is 8 runs ahead, the game is called and the winning team is awarded a victory.
6. **“7-Run-Rule”**.
In C league, a maximum of 7 runs is allowed per ½ inning.
In A and B leagues, the 7-run-rule will be in effect in the first through fifth innings; however, there is no 7 run-rule in the sixth or subsequent innings.
7. **Game Dates**. The dates of regularly scheduled games may not be changed. No exceptions. If a team does not have the required number of players, that team forfeits.
8. **Cherry Festival**. In 2011, games will be scheduled on Tuesday and Wednesday of Cherry Festival week.
9. **Make-up Games**. Make-up games will only be allowed due to inclement weather conditions. The first rain out will automatically be scheduled for Friday of the same week. If there are already Friday games scheduled, the make-up game will automatically be scheduled for Saturday at 10:00 a.m. An exception will be made during Cherry Festival week. Regardless of weather, no Saturday morning games will be scheduled.
10. **“Home Team” and Home Team Responsibilities**. Third-base side is the “home team” in all league play (no exceptions). The home team is the **second team listed on the schedule**.
The home team in tournament play will be determined by league finish.
The home team should provide one new game softball and a second softball in good condition.
11. **Tournament Seating**. In High School, A, B, and C leagues, league finish will determine the order of tournament seating.
12. **Game Protest**. All game protests must be filed with the Board by the team coach within 2 **business** days of the game. The umpire must initial the Official Score Book with the time of the incident.

A game will only be overturned on protest if there is clear and convincing evidence that:

- a rule was not properly applied, and
- that the outcome of the game was changed by the misapplication of the rule, and
- that the change in outcome will affect standings or tournament play.

Players/Teams:

13. **Age Eligibility.** As of August, 1st:

- All girls ages 6, 7 and 8 will be eligible for the D league;
- All girls ages 9 and 10 will be eligible for C league;
- All girls 11 and 12 will be eligible for B league;
- All girls 13, 14 and 15 will be eligible for A league;
- All girls 15, 16, 17, or 18 and still attending high school at registration will be eligible for High School league.

The Board may request proof of age and may allow waivers under special circumstances. All players may request to "play up" a league, but the Board shall reserve the final determination.

14. **Team Assignments.** All players will play with the team to which they are assigned.

15. **No Playing on More than one Team or League.** No player may play on more than one team or in more than one TAGS league. Any player doing so shall be suspended from play for the equivalent amount of games that they are in violation of this rule. The suspended player may resume play on their originally assigned team once the suspension is served.

Games played by that player, while in violation of this rule, shall be considered forfeited in league standings for the associated teams.

16. **Changing Teams.** Once the season begins, no player may change teams or leagues without approval of the Board and without compelling and extraordinary reason.

17. **Player Conflict / "Player Agent".** Any player having difficulty may consult with the designated "Player Agent" to resolve the conflict.

18. **Team Composition, 8 Players Required, Late Arrivals, Early Departures.**

In High School league, nine (9) players make up a defensive team. Eight (8) players are required to avoid a forfeit.

In A, B and C leagues, ten (10) players make up a defensive team. Eight (8) players are required in order to avoid a forfeit.

If a team starts with 8 players and additional players arrive, such players must be added immediately to the defensive alignment. All players arriving after the commencement of the game must be inserted at the bottom of the batting order. If a team has less than 8 players, the game must be forfeited.

In D league, all players play in the field with extra defensive players in the outfield. In B and C leagues, the 10th player is an outfielder only.

In A, B, C and D leagues, batting order will consist of all players present. If a player leaves early, no forced out will occur. The High School league may choose to follow this rule or to adhere to regular high school rules.

19. **Team Forfeit.** Forfeit games shall be called only when a team does not show up within ten (10) minutes after the scheduled start of the game. No exceptions. An unofficial game may be played with the players who are present. The game may start earlier if both coaches' consent. The game must commence if the minimum numbers of players (8) are present for each team. A team cannot wait beyond the scheduled game time for the arrival of a ninth or tenth player. Also see # 7, 15, 18, 30 and 34 for rules that may result in forfeiture.
20. **Mandatory Defensive Positions.** In A, B, and C leagues, each player must play a defensive position at least every other inning. For B and C leagues, during the regular season only, each player must also play at least 2 innings in the infield in a regular length game; one inning during a shortened game. For purposes of this rule, an inning shall consist of three outs. A player may be removed due to injury or emergency.
21. **Substitutions.** Free substitutions are allowed. Courtesy runners may be used for the offensive player scheduled to play catcher the following inning. The courtesy runner will be the player who made the last out in the previous inning.
22. **Uniform Requirements and Prohibitions.** In A, B, C and D leagues, players must wear sneakers, street shoes or rubber cleats. In High School league, players may wear metal spikes as allowed by MHSAA and ASA rules.

In A, B, C, and D leagues, long pants or uniforms must be worn. With the exception of High School league, no girl will be allowed to play in shorts. No jewelry of any kind will be worn, including cloth or string types, barrettes or other cosmetic or decorative items that are hard. Plastic visors and bandanas are prohibited. Exception: "piercing", if not able to be removed, may be covered with tape or a bandage.

Pitching:

23. **Number of Innings.**
 - In A League, a pitcher may pitch a maximum of 4 innings per game.
 - In B and C Leagues, a pitcher may pitch a maximum of 3 innings per game.For purposes of this rule, if the pitcher throws one pitch in an inning, that shall constitute one inning.
24. **Pitching Distance.** The pitching distance shall be:
 - High School and A league - 43 feet;
 - B league - 37 feet;
 - C league - 34 feet.

Safety/Sportsmanship:

25. **Player Injury.** In case of injury to a player, the play shall stop until the injury is addressed.
26. **Sliding.** Players are not required to slide. If they do slide, they must do so in a legal manner. Please refer to the legal manner as referenced in Rule 215, Article I.
27. **Helmets When Batting.** Players must wear helmets at all times while batting, base running, in the warm-up circle, or if coaching a base. Intentionally removing a helmet or tossing it to the ground prior to leaving the playing field is an automatic out.
28. **Throwing the Bat.** On the first occasion in a game, if the bat is thrown over 10 feet in the judgment of the umpire, or if the bat strikes another person while being thrown, the umpire shall warn both teams that the next occurrence shall result in an out; the second and subsequent occurrence in any game is an out, regardless which team is in violation.
29. **Backstop.** No one (player, coach or fan) shall be behind the backstop.
30. **Profane language.** Swearing or profanity by a coach or player will result in his or her ejection from the game and playing area. Further argument may result in an automatic forfeit of the game.
31. **Heckling.** There will be no heckling of players, coaches, or the umpire by any coach, player, or spectator.
32. **Umpire Judgment Calls.** Coaches, players or spectators shall not question the judgment calls of Umpires. The head coach of a team, or acting head coach in the event the head coach is absent, may question the interpretation of the rules; however, this shall not be done on an excessive basis as determined by the Umpire, and the ruling shall not be debated.

33. **Smoking, Alcohol, Illegal Substances.** No smoking, alcoholic beverages or illegal substances are allowed in any playing or spectator area.
34. **Rule Violations.** Any violation of these rules, unless otherwise specified, shall be addressed in the following manner:
- During minor, less severe, and/or unintentional violations, umpires may elect, at his/her discretion, to warn the head coach of the team associated with this behavior on the first occurrence.
 - Any subsequent violations may result in the assessment of an out or base advancement as determined by the violating teams offensive or defensive position in that inning at the time of violation.

Umpires may eject any violator at any time from the game and spectator area, as they deem necessary while considering the behavior and severity of violation. In severe and/or reoccurring cases, umpires may elect to declare the game forfeit and award the win to the team not in violation of these rules.

35. **Rule Violation resulting in Ejection or Forfeit, Emergency Board Session.** In all instances of ejection, game forfeit, or physical assault, or otherwise as determined by the Board while considering eligibility status of a person in violation of these rules, the Board shall convene in an emergency session prior to the next scheduled game of the team associated with the person in violation of these rules.
36. **Board Member calling Emergency Meeting.** Any Board member may call for an emergency session **where there is** cause to believe there has been a serious violation of these rules.
37. **Emergency Board Quota.** An emergency Board session shall include 51% or more of all Board members.
38. **Notices of an Emergency Board Meeting.** Emergency sessions shall be posted on the TAGS web site no later than one day prior to the scheduled date and time. The posting shall include the location, date, and time of the session.
39. **Purpose of Emergency Board Meeting.** During the emergency session, the Board shall make a determination concerning the person allegedly in violation of these rules, and their eligibility to continue participation and/or attendance in TAGS games and/or functions. Functions include games, practices, gatherings, or any other instances of TAGS sponsored events.
40. **Procedure at Emergency Board Meeting.** The Board meeting shall be open to the public, and the person in question shall be afforded an opportunity to address the board in person, either verbally and/or in writing, at the meeting. Only written communications in which the author has identified his/her self shall be read out loud and considered by the board. Written communications shall be read out loud by the board secretary. Any other persons associated with TAGS or having knowledge or legitimate input concerning the event or events that

prompted the emergency meeting, shall also be given the opportunity to address the Board during this session.

41. **Emergency Board Voting.** After all witnesses, writings and evidence have been presented, the Board shall convene in private to determine the eligibility of the person in question. A vote shall determine the decision of the Board. Fifty-one percent (51%) of the Board members must agree on the action in order for it to be effected.
42. **Announcing the Decision of Emergency Board Meeting.** Immediately following the decision, the President shall announce the Board's decision at a re-convening of the open session. The person in question shall also receive the Board's decision in writing, post marked no later than three days from the conclusion of the emergency session.
43. **Written Decision of Violation by Emergency Board.** In instances in which the alleged violation was found to occur, the written decision shall specify the rule violated the basis to support the violation, and the decision of the board as to eligibility to participate in TAGS functions. The written decision shall clearly specify events and/or the level of participation the person is suspended from, and the duration of suspension.
44. **Appeal of Emergency Board Decision.** No decision may be appealed, and the Board's decision is final.

Equipment/Uniforms/Fields:

45. **Equipment and Uniform Return.** Coaches are responsible for turning in equipment immediately following the last game to the equipment manager. Players are responsible for turning in their uniforms to the coaches. Coaches are responsible for collecting uniforms and turning them in to their sponsors or as otherwise agreed upon with the sponsors.
46. **Purchasing Equipment – Board Consent.** The League assumes no financial responsibility for any equipment or uniforms purchased without the prior consent of the Board.
47. **Clean-Up.** The teams, and specifically the head coach of each team, are responsible for "policing" their bench area after the conclusion of each game. Refuse containers are available at each TAGS location and shall be used to dispose of all garbage and refuse.

Special Rules – A League:

48. **A League Rules:** With the exception of the player participation requirements, defensive positions (4 outfielders) and batting lineup, A league will play following high school rules.

Special Rules – B and C Leagues:

49. **Out.** On the third strike (called or swinging), the batter is out and may not run.
50. **Stealing.** In B and C leagues, a base runner cannot lead off or steal bases. A runner is allowed a "walking start" after the pitch leaves the pitcher's hand; the lead can be a maximum of 2 steps.
51. **In-Field Fly Rule.** The infield fly-rule shall not be in effect.
52. **Bunting:** Bunting is allowed in B league, but not in C league.

Special Rules - C League:

53. **Tee Use.** On the fourth ball, the batter will not be given first base. A tee will be brought out and the bather will have three swings to put the ball in play. If the batter does not put the ball in play, it will result in an out.
Bunting is not allowed in C league, either off live pitching or the tee.
The batter must hit any portion of the ball to put it in play.
54. Any batter that is hit by a pitch they will be awarded first base, as long as an effort is made to avoid contact as determined by the Umpire.
55. **Umpire Discretion.** The umpire shall have full discretion to stop play when the ball is in the control of a defensive infield player in the infield.

Special Rules - D League:

56. **Game Location.** All games shall be played on Fields One and Five at Traverse Heights.
57. **Double-Header.** In the event a double header is scheduled on the same field, the first game begins at 6:00 p.m. and the second game begins immediately following the first, but no later than 7:30 p.m. No inning in the first game will begin after 7:15 pm.
58. **Number of Innings.** Games consist of three innings. An inning will be determined by batting through the batting order.
59. **Coach Pitch.** The coaches shall pitch to their own team for all innings. Each coach may move in no more than twenty feet in front of the plate for younger or smaller players, and may not move back past the pitching rubber.
60. **Player Positions.** All players present will play in the field each inning. The

regular compliment of infielders may be on the infield and the remainder of the players shall be in the outfield.

61. **Field Coaches.** There may be no more than two coaches on the field inside the lines of play. No parent shall be allowed inside the lines of play with the exception of an emergency.
62. **Five (5) Pitches.** Each batter is allowed no more than five pitches from their coach. After five pitches, a tee will be brought out and the batter will be given three swings. If the player fails to put the ball into play they will be called out. The batter must hit a portion of the ball to put it in play.
63. **No Bunting.** There shall be no bunting.
64. **In-Field Fly Rule.** The infield fly-rule shall not be in effect.
65. **Infielder Positions.** Defensive infielders must remain a minimum of 40 feet from the plate, except the player in the pitcher's position.
66. **Catcher Position.** The catcher will be in a squat position or take a knee a safe distance from the batter; no standing.
67. **Scores.** Coaches, players, spectators, or any other persons shall not keep score. This is strictly an instructional league.
68. **Standings.** Standings will not be kept for league play.
69. **“Control of the Ball”.** When the ball is in possession of a defensive player on the infield. Once this control of the ball is obtained the offensive team may not continue running. If a runner is caught between bases when control of the ball is gained, the runner may proceed to the base they are going to. There shall be no extra bases earned by the offensive-team in any case of an overthrow.