

COOPERSVILLE GIRLS SOFTBALL LEAGUE
GENERAL RULES
REVISED February 2004

Please note: All other rules will be covered by the official Little League Softball rules. Rules and schedules for MCASA 5th and 6th grade are located at RPYA.com

The philosophy behind the City of Coopersville Recreation Department Girls Softball League is to provide instruction and encourage responsibility, sportsmanship, teamwork, and fun!

1. Every player **MUST** play in every game as equally as possible. If a team does not use all of its players **EQUALLY**, the umpire may forfeit the game to the opposing team. Players should be given equal opportunity to play a variety of positions.
EXCEPTION: players who do not attend practices on a regular basis.
2. The free substitution rule will be in effect for all defensive players. No pinch hitting. Each player **MUST** play infield and outfield positions as equally as possible. No player may play the same position for more than three (3) innings.
3. All players **MUST** be in full uniform for the games. If hats are issued they must be on (with the bill of the cap facing forward) and shirts tucked in. White uniform pants are recommended. **NO SHORTS!** Metal cleats are **NOT ALLOWED!** Players may **NOT wear jewelry during a game.** Penalty; the player will be called out.
4. All Players present at the game **MUST** be listed on the score sheet. This will be the batting order for the entire game. Players reporting late for a game must be placed at the bottom of the order. If late players report after all players on the team have batted, **THEY MAY NOT PLAY IN THE GAME!!**
5. Each team will be limited to ten (10) players on the field; six (6) players on the infield, and four (4) players in the outfield. Outfielders **MUST** stay on the outfield grass until the ball is hit. Infielders **MUST** stay off the outfield grass until the ball is hit.
6. Visiting team gets five (5) minutes of infield practice **TEN (10) minutes** before game time. Home team gets five minutes (5) of infield practice five (5) minutes before game time. No other infield practice will be allowed even if teams or individuals arrive early. Our fields **MUST** be **PREPARED** properly and stay that way for safety during games!
7. All games will last six (6) innings or one and one half-hour (1 and ½) which ever comes first. No new inning will start after completion of the 1 and ½ hour time limit. Tie games may be completed after the time limit **IF** there is no game scheduled to start at the conclusion of the tie game. If the game remains tied at the end of the time limit or darkness, the suspended game will be rescheduled within 48 hours.

8. All teams will play on diamonds with sixty (60) foot base paths and a thirty-five (35) foot pitching distance.
9. Catchers **MUST** wear shin guards. Chest protector, and mask/helmet, even during practice and warm-ups.
10. All batters **MUST** wear helmets when running, batting, and while in the on deck area. If a runner loses her helmet, **ALL PLAY IS STOPPED**. Runners will return to the last base crossed.
11. **GAME TIME IS FORFEIT TIME!** Teams must have a minimum of **EIGHT (8)** players **AT GAME TIME OR THE GAME WILL BE CANCELED!**
12. The bat person **MUST** be a team member. Spectators are not allowed to be bat persons. Bat persons **MUST** wear a helmet!
13. If the batter throws a bat, she will be given **ONE WARNING PER GAME!** Each subsequent time a batter who has been warned throws the bat, (in the same game) she will be called out!
14. There will be no running on the third (3rd) strike passed ball for the 2nd, 3rd and 4th grade age group.
15. Three (3) outs or five (5) runs (3 runs for 5th and 6th grade) constitute an inning. **EXCEPTION, THE TEAM THAT IS BEHIND MAY TIE the game in any inning before three outs are made IF THEIR TEAM IS MORE THAN FIVE (5) (3 for 5th and 6th grade) RUNS BEHIND!**
16. Adult coaches should coach first and third base!
17. Runners may **NOT LEAD OFF UNTIL THE BALL LEAVES THE PITCHERS HAND**. Lead off may not exceed six (6) feet before the ball is hit. Individuals who violate this rule will be given one warning per game. For each subsequent offense, they will be called **OUT!**
18. If coaches, players, parents, or spectators harass an umpire or other league official, the umpire or league official may, after one (1) warning issue a **FORFEIT** to the team associated with the harassment. Final score will be 6-0. If coaches, players, parents, or spectators persist in harassment of league officials, they will be asked to leave the premises. **WE EXPECT GOOD SPORTSMANSHIP FROM ALL PLAYERS, COACHES, PARENTS, AND SPECTATORS. REMEMBER THIS GAME IS FOR OUR CHILDREN PLEASE SET GOOD EXAMPLES!**
19. If games are cancelled, the affected coaches must get together on a make-up date. The affected game must be re-scheduled within **48 HOURS** of the cancelled games date. The affected coaches must then contact the recreation department to reschedule.

COOPERSVILLE GIRLS SOFTBALL LEAGUE
SPECIAL RULES FOR SECOND, THIRD, AND FOURTH GRADE
REVISED April 2007

Please note that all of the GSL general rules apply. All other rules are covered by the official Little League rules!

1. A safety ball will be used at this level.
2. Runners MAY NOT STEAL, but may lead off after the ball has left the machine.
3. **PITCHING**
 - A. The coach of the offensive team will feed the machine.
 - B. The child player assigned to be the pitcher will be positioned within three feet of, and even with, the pitching plate and may not move until the ball is hit.
 - C. Each batter will receive three (3) strikes (any combination of called strikes and swung on strikes) if they do not hit the ball they **WILL BE CALLED OUT ON STRIKES.**
 - D. If the batted ball hits the machine, the coach feeding the machine, or the protective screen in front of the machine, **THE BALL IS DEAD!**
4. **HITTING**
 - A. A player may not bunt or walk
 - B. Batters are encouraged to be aggressive at the plate. Every attempt should be made to get a hit.
 - C. A warning will be issued to a player who throws her bat. On a second offense the batter will be called out!
 - D. Runners may **NOT ADVANCE AN EXTRA BASE ON AN OVERTHROW.** Runners will advance **ONE BASE AT A TIME!** **PLEASE DO NOT RUN YOUR PLAYERS EXCESSIVELY. DUE TO THE SKILL LEVEL OF THIS AGE GROUP, PLAYERS COULD ACHIEVE DOUBLES AND TRIPLES ON EVERY PLAY! RUNNING YOUR PLAYERS IS NOT BEING AGGRESSIVE, IT IS TAKING ADVANTAGE OF THE SKILL LEVEL OF VERY YOUNG CHILDREN!!**
 - E. If a ball is hit on a fly into the outfield gaps and would be a legitimate double the runner may try for second base. The play is then dead.

5. The umpires or coaches will make sure that the batters are in the batter's box.
6. The player at the pitching position must have her foot within three feet, and even with, the pitching rubber. She may not move until the ball is hit. Or all runners will be called safe!
7. Each team may have ONE coach on the field with the defensive team.
8. Infielders may not position themselves in front of an imaginary line connecting first base and third base. Once the ball is put into play, they may charge forward if necessary.
9. Fielders may not interfere with the base runners. Runners will be sent to the next base or called safe if there is interference on the play. A runner MUST slide into second base on close plays. If the runner makes contact with the defensive player above the waist, she will be AUTOMATICALLY OUT!!
10. Catchers MUST wear shin guards, chest protector, and face mask/helmet. No one will be allowed to play the catchers position without the basic equipment.
11. Please have your catcher suit up when there are two outs.