

Cheyenne Girls Softball



SOFTBALL

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Presented by
The City of Cheyenne Parks and Recreation Department
610 W. 7th Street
Cheyenne, Wyoming 82007

Girls Softball League Coordinator: Jeff Grant
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1. Players shall provide proof of age at registration via a photocopy of a state issued birth certificate and/or any other certifiable verification of birth, to be kept in the Leisure Services Division's files to ensure that participants are not playing in a younger division.

2. All fees must be paid and all required forms must be completed in full before the registration will be accepted.

3. Any person with a concern/complaint may contact the League Coordinator at the Neighborhood Facility. However all grievances must be submitted in writing or email, with 24 hours. Please remember that this is a NON PROTEST league, and the outcome of the said game will NOT be changed.

TEAMS

1. Players will be divided according to their age as of December 31 of the preceding year. Age groups are as follows:

Eight (8) years old and under - player must be 7 years old by December 31, 2015

Ten (10) years old and under

Twelve (12) years old and under

Fourteen (14) years old and under

Sixteen (16) years old and under

Eighteen (18) years old and under

2. The Recreation Division reserves the rights to modify the divisions if not enough girls register for any division to form enough teams to make a competitive league.

3. Players will be allowed to play up one (1) division. A request to play up must be made on the registration form. No players will be allowed to play in a lower division.

4. Every effort will be made to place participants on requested teams. Returning participants asking for their former team will have first priority. Returning players asking for a different coach and new players with team preference will have second priority. The remaining players will be equally assigned to teams to create even numbered rosters in each division.

5. All Players must be on an official roster and registered through Cheyenne Parks and Recreation to be eligible to participate in the league. No players may be added to the rosters without the approval of the League Coordinator or game forfeiture(s) will result, and immediate suspension of the offending coach.

6. No player who is on a competitive girls' softball roster may participate in the City of Cheyenne's Girls Recreation Softball League.

UNIFORMS

1. Players in all divisions must wear the team jersey **if** they are provided by the Leisure Services Division. Players not in conformity with the league uniform rule may be prohibited from play. Players in all divisions will be allowed to wear shorts or pants to accommodate for the weather.

2. "Loaner shirts" will not be available at the fields. If a player loses her jersey, please contact the Recreation Division immediately to order a replacement **(at players cost)**.

3. Teams that have private sponsors will be allowed to have their own uniforms provided they are approved by the League Coordinator prior to purchase.

COACHES

1. Each team shall have one (1) head coach and one (1) assistant coach. The head coach can choose the assistant coach of his/her choice. The head coach will have his/her daughter or daughters, and the daughter or daughters of the assistant coach on his/her team.

2. The assistant coach may replace the head coach in his/her absence.

3. Because of insurance and safety concerns, coaches and assistant coaches must apply by completing the required coaches' application form to be obtained at the Recreation Division Office.

4. It is the responsibility of the coaches to instruct all of their players and parents of all softball rules and regulations and to enforce these rules with the team. **To make this easy, all rules will be posted at www.cheyennecity.org.**

5. Coaches are encouraged to communicate with the League Coordinator on any areas of concern. The League Coordinator is available Mon-Fri from 8am-5pm at the Neighborhood Facility, 610 W. 7th St. Concerns can also be discussed via telephone at 637-6423.

6. Parents that have questions or concerns regarding coaches are urged to discuss their question or concern with the coach involved. If the question or concern cannot be resolved between the parent and coach involved, parents are urged to contact the League Director.

7. Coaches are responsible for the equipment checked out to their team and shall be responsible for returning the equipment at the end of the softball season. Equipment shall be turned in to the Neighborhood Facility immediately after the last game of the season for that team unless special arrangements have been made with the Recreation Division.

8. Coaches are responsible for seeing that equipment is not thrown, kicked or abused during practices and games, and that bats are approved by the umpires prior to game time.

9. Coaches must stay within the chalked areas along the 1st and 3rd baselines while their team is at bat. **After one (1) warning, failure to follow the rule will result in an automatic out for the**

batter and ejection for the coach. Coaches may not make physical contact with on-base players or runners until time has been called by an umpire. Coaches must remain in the dugout area when their team is not at bat. An exception will be made for the 8U coaches. Two 8U coaches will be allowed on the field while their team is on the field for instructional purposes only. Coaches, however, must not interfere with play at any time by touching the ball while it is in play.

10. Coaches are responsible for keeping the player's bench clear of all persons except players and coaches taking part in the game. Umpires may enforce this rule if it becomes a problem. Players of other teams may not sit on the bench or be in the dugout.

11. Teams may not have more than one (1) bat attendant. Coaches shall make sure that the bat attendant is old enough to appreciate the danger and knows not to interfere with the play in the field, especially at home plate. A bat attendant must wear a batting helmet.

UMPIRES

1. Umpires will notify the official scorekeeper and coaches as to the starting time of the game. If a coach has not been notified as to the official start time, it is the head coach's responsibility to ask the umpire for the official game time. The game clock will begin at the conclusion of the pregame meeting. A coach may refuse to start the game until this information is received.

2. Umpires may not officiate in any game in which an immediate family member (daughter, granddaughter, sister or niece) is participating.

3. Umpires must be registered with the ASA. **However if an emergency arises the league has the right to use a non-registered official.**

4. Home plate umpires officiating in the 12U division or higher must wear a mask. The Recreation Division strongly urges umpires in these divisions to wear shin guards and proper chest protection.

5. The Recreation Division will make every effort to ensure that two umpires are scheduled to officiate all games on all fields for age's 12U–18U. (8U & 10U games will have only one umpire.) However, the Recreation Division recognizes that circumstances may arise which may limit the number of umpires available for each scheduled game. In the event a shortage of umpires exists and there are no umpires for a scheduled game, the Recreation Division may:

1. Use an umpire from another field;
2. Contact the head of the umpires and delay the start of the game up to fifteen (15) minutes; or reschedule the game.

6. Team coaches or players must present any criticisms of an umpire **in writing**, on an official umpire complaint form, to the Recreation Division. Each written complaint will be considered and, if warranted, appropriate action will be taken. **NO VERBAL CRITICISM OR EVALUATIONS OF UMPIRES WILL BE ACCEPTED!** Evaluation forms are available at the field office and should be returned to the Neighborhood Facility, 610 W. 7th St.

GAMES

1. Games will be played under ASA fast pitch softball rules and code as amended by the Recreation Division bylaws. Any question as to policies, rules or regulations may be referred to the Recreation Division or the field supervisor.

2. Coaches must pick up lineup cards from the field office and turn the completed card to the umpire at the home plate meeting prior to the game. Lineup cards should also be given to the official scorekeeper ten (10) minutes prior to the game. A lineup card must contain the full name, shirt number and starting position, if applicable, for all players eligible to play.

NOTE: If a team has not turned their lineup card into the official scorekeeper five (5) minutes prior to the actual start time of the game, the team may be assessed one (1) out for its first scheduled turn at bat.

3. Teams may take the field of play immediately following the prior game. Any remaining time before the scheduled game may be used for warm-ups. Time must be divided equally between the teams to allow for infield and outfield practice for both teams. Warm-ups will also be allowed prior to the start of each inning. However, it is up to the home plate umpire how many pitches will be allowed. Infielders and outfielders will also be allowed to warm-up at this time. Umpires will call "balls in" when they are ready to start the inning.

4. Balls hit foul or over the fences are to be returned to the umpires or the official score keeper, not to a team's dugout.

5. There will be one (1) charged conference with each pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

6. No coach or player shall call "time" while the ball is live and in play. Coaches may call "time" as often as they wish, but the umpire can refuse to grant any or all of these. The coach must receive permission from the umpire to go onto the playing field.

7. Teams listed first on the schedule will be considered the HOME team and occupy the third base dugout. **Unless playing a double header in which teams may have the option to stay in the dugout, regardless of home/visitor status.**

8. **No player in any division may sit on the bench more than one (1) consecutive inning. The only exception to this rule is if said player does not attend any practice during the week prior to the game.**

SCORE KEEPING

1. The final score listed on the umpire's scorecard **that has been turned in will be considered as final. Coaches should double check to ensure no mistakes have been made.**
2. Head coaches and home plate umpires are required to sign the official scorecard at the end of each game to ensure accuracy.
3. The Home team shall provide the official scorekeeper and the Visiting team shall provide the scoreboard operator. NOTE: Teams listed first on the schedule are considered the Home team.
4. The official scorekeeper shall record all runs, outs, innings pitched by each pitcher, the scheduled starting time of each game and the actual start time of the game, if delayed, and the reason for the delay.
5. The official scorekeeper will sit in the designated scorekeeper's box behind home plate. An 8U scoreboard operator will at least keep the current runs displayed on the scoreboard. All other divisions will show the complete display.

LENGTH OF GAMES

1. A regulation game shall be as follows with the exception of those instances specified below:

8U.....	five (5) innings
All other divisions.....	seven (7) innings
2. The time limit for a regulation game will be one (1) hour. The game will be considered complete at the conclusion of the inning in which time expires even if the game would end in a tie. The umpire will notify both teams at the expiration of the time limit and that the current inning will complete the ballgame.
3. If darkness or inclement weather occurs after **two (2)** or more innings have been played (**1-½** if the home team is leading), but before the time limit expires, the game will be considered complete and the team ahead will be declared the winner. If two innings have not been completed, the entire game will be replayed. If the game is called due to darkness or inclement weather conditions, the outcome will be determined by reverting back to the last completed inning.
4. Any team having a fifteen (15) run or more lead at the end of **the third (3rd) inning (2-1/2** innings for the home team) shall be declared the winner.

5. In the 8U age group, after a fifteen (15) run lead at the end of the third (3rd) inning, the scoreboard will be turned off and the game will continue for practice purposes only, if such is desired by both coaches, until the one (1) hour time limit has expired. Umpires will continue to officiate the game.

GAME CANCELATIONS/MAKE-UP GAMES

1. Teams must not play on fields in the event of inclement weather.

2. In case of wet ground or inclement weather, prior to 5:00 pm, officials of the Recreation Division will make the final decision if the fields are playable. Coaches can call the Recreation Division at 637-6423 between 4:30 and 5:00 pm, to confirm if games are still scheduled or have been postponed. Coaches should also monitor local radio stations. If inclement weather arrives after 5:00 pm or after a game has been started, umpires and the Field Supervisor will make the final decision on whether to postpone the game.

NOTE: A fine of \$50.00 will be assessed by the Recreation Division **on the head coach for** any team playing on the fields after games have officially been postponed. Fines must be paid by the coach before the next scheduled game or a forfeit will result. In the event of inclement weather, games may be played on some fields and not on others because of inconsistencies in the field's surfaces.

3. If one (1) weekday game (the early game) is officially postponed, all subsequent games scheduled on that field that day will be postponed. Weekend games will be handled separately. Monitor local radio stations or assigned field for information concerning these games.

4. Make-up games will be scheduled as soon as possible after a postponement or cancellation. After the make-up schedule has been announced, no changes will be made. **DO NOT ASK TO RESCHEDULE ANY LEAGUE GAMES, AS NO CHANGES WILL BE MADE.**

5. Make-up games will be posted on the bulletin board* at the Converse Complex as soon as possible. It is the coach's responsibility to check the posted make-up schedule and contact his/her players.

*The bulletin board is located next to the snack shack in the center of the Converse Complex.

FORFEITS AND DISQUALIFICATION

1. For games forfeited because of misconduct, the non-offending team shall be declared the winner and will receive a 7-0 win in the standings.

2. Umpires will not be required to officiate any forfeited game. Teams may agree to scrimmage with the understanding that the game will be called thirty (30) minutes prior to the next scheduled game time. The League Coordinator, facility supervisor, or the umpire has the authority to terminate any scrimmage game at their discretion.

3. Any team discovered playing or having played with an ineligible player shall forfeit any game in which the ineligible player has participated, **and the head coach of the offending team will be immediately suspended.**

4. In case of disputes, only head coaches or assistant coaches may discuss the situation with the umpires. Anyone violating this rule may be ejected at the discretion of the umpire. Prolonged arguments will not be allowed and forfeitures may result.

CODE OF CONDUCT FOR PLAYERS, COACHES AND SPECTATORS

1. The following are violations and will not be allowed by any player, coach, assistant coach or spectator at any ball complex during a game, practice or at any time representing the Recreation Division, and will result in prompt removal of the offender from the game or field, with possible further sanctions, depending on the severity of the conduct: (Reference the ASA Official Rule Book.)

1. Fighting or "horseplay."
2. Using foul language or obscene gestures.
3. Making insulting remarks to, or about, opposing players, officials or spectators and/or calling them by name for the purposes of antagonizing the same.
4. Smoking on the field or in the dugouts.
5. Any acts that could be considered unsportsmanlike conduct.
6. Intoxication or possession of any form of alcoholic beverages or drugs.
7. Violation of field rules.

2. Any verbal abuse by a coach, manager, or player towards umpires, other team members, coaches, or spectators before, during or after league games, may at the discretion of the Board of Directors, result in at least a **three (3) game suspension or possible ejection from the league. Before said offender can resume his/her duties they must appear in front of the Board of Directors. Failure to comply will result in immediate dismissal from all activity.**

3. Any team member, coach, assistant coach or spectator ordered out of the game by an umpire, or field supervisor for any reason shall leave the softball complex immediately. **Failure to comply will result in police involvement.** The entire team will be responsible for ensuring that anyone ejected leaves the complex within three (3) minutes or that team will forfeit the game.

4. Coaches are responsible for controlling their players and spectators. Spectators becoming unruly will be asked to leave the complex either by the Field Supervisor, umpire, or the League Coordinator. After one (1) warning to the coaches, the game **will** be forfeited.

5. Two (2) ejections from one (1) game, from the same team, **including players, coaches, and spectators** will result in the game being forfeited by that team. If this rule is violated a second time, the entire team **may** be suspended from the league for a minimum of three (3) games, resulting in the forfeiture of those games, or possible ejection from the league.

6. The Recreation Division reserves the right to permanently suspend the offender or extend any suspension into the next season.

7. There is no justification for unsportsmanlike conduct by players or spectators regardless of the situation or opinions about how good or bad an umpire is. Team coaches, players or the entire team may be suspended by the Recreation Division from further play for the balance of the season and upcoming seasons due to unsportsmanlike acts.

8. NO ALCOHOLIC BEVERAGES WILL BE ALLOWED AT GAMES OR PRACTICES. Players, coaches and spectators are required to refrain from drinking alcohol prior to, during and after games or practices or when representing the Recreation Division. Any person with open alcoholic beverages on City of Cheyenne property are subject to a fine of up to \$750.00 or six (6) months in jail or both, pursuant to city ordinances.

NOTE: Anyone convicted of violating the City's open container ordinance during a Girls' Softball Game or Practice will be suspended for at least the remainder of the current season.

9. Intentional physical contact by a coach, assistant coach or player with an umpire, **field supervisor, or any opposing players, or coaches** will result, at a minimum, in an automatic ejection from the league.

10. If a coach or assistant coach strikes another coach, assistant coach, umpire, player or Parks and Recreation Department employee, such person is automatically ejected from the league. If there is retaliation, the person retaliating may be suspended for the balance of the season.

At a minimum, the person retaliating shall immediately be suspended for two (2) games, whether those games include league or tournament games.

11. Players striking a coach, assistant coach, umpire, another player, or **any Parks and Recreation Department employee will be automatically ejected from the league,** and further suspensions may follow after investigation.

12. Any coach or assistant coach verbally abusing or threatening another coach, assistant coach, player, umpire or Parks and Recreation Department employee, or any player verbally abusing or threatening another player, coach, umpire or Parks and Recreation Department employee will be suspended for a minimum **of three (3) games** with the possibility of league ejection.

GENERAL PLAYING RULES

NOTE: ASA rules apply in all cases unless otherwise specified herein.

1. Teams may play up to ten (10) defensive players in the field during league and tournament games. The tenth (10th) player is considered the rover, or fourth (4th) outfielder. All outfielders must take their defensive position on the outfield grass.

2. Teams must have at least eight (8) players to start a league or tournament game. Teams may continue to play with eight (8) players throughout the game, provided the ninth (9th) and tenth (10th) players are put into the batting order in the ninth (9th) and tenth (10th) position upon arrival. Failure to have a player in the ninth (9th) position will result in an automatic out in that batting position. No automatic out will result in the failure to have a player in the tenth (10th) position of the batting order.

3. Teams that do not have the minimum of eight (8) players will forfeit the game and the opposing team will record a 7-0 win in the standings. If neither team has the required eight (8) players to start the game it will be considered a double forfeit, and both teams will be recorded as having a loss for that game.

A. Borrowing Players: a team that has a minimum of six (6) original players may borrow up to two (2) players to make a total of eight (8). The borrowed players MUST be from the same division. If a team has seven (7) original players they may borrow one (1) to make a total of eight (8). Teams that have eight (8) original players may NOT borrow players to make nine (9).

B. All borrowed players must play in the outfield and bat last in the lineup.

C. Teams with only eight (8) players will take an automatic out in the ninth (9th) slot, but not the tenth (10th).

D. Tournament: Only original team members are allowed to play. No Borrowing.

4. Although eight (8) players are required to begin a game, teams may continue to play with seven (7) players due to an injury to a starting player (not ejection). A team, however, may not continue to play with less than seven (7) original players. An automatic out will result in the vacant batting position of the injured player. Failure to have seven (7) original players will result in a forfeit of that game.

5. An injury or sickness occurring to any player will result in all play being stopped to administer first aid. If the player cannot continue, substitutions may be made and play continued as soon as possible. With the continuous batting order, the batting position of the injured player will be skipped without penalty of an out, unless doing so drops the number of batters to less than nine (9).

6. A head protector with face-guard and safety strap must be worn while at bat and while running the bases during both practices and league and tournament games. Players not wearing a head protector and safety strap will be declared out.

7. A catcher's mask, chest protector and shin guards shall be worn by catchers during all practices and league and tournament games when there is a batter in the batter's box. Any player warming up a pitcher shall wear, at a minimum, a catcher's mask. **COACHES MUST ENFORCE THIS RULE FOR INSURANCE PURPOSES!**

8. All players shall remain in their respective dugouts except with permission of the coach or assistant coach to go to the restroom and/or water fountain.

9. After the game, both teams will clean their dugout.

10. When the catcher is on base, a "courtesy" runner may be substituted for the catcher in order to expedite the preparation of the catcher for the next inning. The courtesy runner will be the player who was last put out.

11. Each eligible player must bat through each game in a continuous batting order, which cannot be changed. The Recreation Division's interpretation of "eligible" player is a player who has properly registered and has appeared to play in the game and who is not being disciplined for cause (i.e., missing practice).

12. The re-entry rule does not apply.

PLAYERS

1. Players attending practices are eligible and entitled to play in league and tournament games. Each player shall play at least two (2) innings in the field on defense unless the game is called before the end of three (3) innings because of time limits, weather conditions, darkness or other unforeseen occurrences. A player who does not play the requisite two (2) innings because of the above-mentioned circumstances, shall start the next game and play two (2) or more full innings in the field on defense. Players in the 8U and 10U age groups must play at least one inning in the infield if the player plays two (2) or more innings in the field on defense. Failure to comply with this rule **will** result in a forfeit. NOTE: A coach may withhold a player from a game because of the player's failure to participate in practice, provided the coach notifies the opposing coach, umpire and official scorekeeper prior to the start of the game.

2. **No player in any division shall sit on the bench more than one (1) consecutive inning. Failure to comply with this rule will result in a forfeit. The only exception to this rule is if the said player did not attend any practice during the week prior to the game.**

3. All eligible players shall be listed on the official lineup card and shall bat in the order shown on that line-up card, regardless of whether the player played in the field prior to her turn at bat.

BUNTING

1. Bunting is not allowed in the 8U & 10U age group.

2. Bunting is allowed in the 12U age group and higher.

STEALING

1. Stealing bases is not allowed in the 8U & 10U age group. Any base runner that has been held at, or is holding a base, cannot advance to the next base or home plate unless the ball is hit or the batter has been hit by the pitch.

2. Stealing is allowed in the 12U age group and higher. Base runners in all divisions must be in contact with the base until the ball leaves the pitcher's hand. This is a judgment call by the umpire and may not be protested.

BASE AND PITCHING DISTANCES

1. For the 8U age group, the pitching distances shall be thirty-five (35) feet. The pitching machine will be set up at thirty-five (35) feet. If it becomes necessary for a coach to pitch he/she will adhere to the pitching distance.

2. For the 10U age group, the pitching distance shall be thirty-five (35) feet.

3. For the 12U age group and higher, the pitching distance shall be forty (40) feet.

4. For the 16-18U age group, the pitching distance shall be forty-three (43) feet.

5. For all age groups, the base distances shall be sixty (60) feet.

INFIELD FLY RULE

1. The infield fly rule shall not apply for the 8U & 10U age group.

2. The infield fly rule shall apply for the 12U age group and higher.

OVERTHROWS

1. In the event of an overthrow in the 8U & 10U age group (overthrow is defined as a poorly thrown ball that the umpire deems uncatchable), runners may advance two (2) bases from the runner's position at the time of the pitch. The ball will then be ruled "dead" and play shall stop. **ONLY ONE OVERTHROW IS ALLOWED PER PLAY.**

ADENDUM: RUNNER'S MAY ADVANCE TWO (2) BASES FROM THE RUNNER'S POSITION AT THE TIME OF THE PITCH, WITH THE LIABILITY OF BEING PUT OUT, REGARDLESS OF SUBSEQUENT PLAY.

2. For the 12U age group and higher, regular ASA fast pitch softball rules shall apply.

DROPPED THIRD STRIKE RULE

1. The third strike rule does not apply in the 8U and 10U age group.

2. The third strike rule applies in the 12U age group and higher

NOTE: Pursuant to ASA rules and code, if there are less than two (2) outs and first base is unoccupied **OR** there are at least two (2) outs and the catcher fails to catch the ball on the third (3rd) strike, the batter may attempt to reach first base unless thrown out at the base or tagged out.

PITCHING REGULATIONS

1. For the 8U age group, the league will provide a pitching machine. The umpire will call any pitch delivered to a batter a strike if, in the umpire's judgment, the pitch can be hit. This rule is adopted to encourage "hitting" and to speed up play. If the batter fails to hit the ball, her coach will toss one (1) soft toss to her.

If the pitching machine is unavailable or out of commission, coaches or assistant coaches will pitch to their players.

NOTE: Pitching machine speed and height may be adjusted by the coach at the beginning of each half inning at bat.

2. For the 10U age group, pitchers may pitch only two (2) innings per game. Pitchers in the 12U and 14U age groups may only pitch three (3) innings per game. 18U pitchers may pitch an unlimited number of innings per game. **However, in all age divisions, pitchers are only allowed to pitch two (2) times per week, but not consecutive games.** In all cases, the coach should use good judgment in the use of pitchers keeping the pitcher's welfare in mind.

3. In 10U, after the fourth (4th) ball the coach will do a soft toss to the batter. A soft toss must be tossed to the player from outside the field of play, including the batter's box. A player is given only one (1) soft toss, regardless of the quality of pitch, **a foul ball is hit, or the batter does not swing.**

EIGHT RUN RULE

1. The eight (8) run rule shall be observed in regular league play in all divisions. When eight (8) runs have been scored by either team in a single offensive half inning, that offensive half inning shall be considered complete.

2. If a game cannot be tied or won because of this rule, play will be terminated immediately. (8U games may continue without the scoreboard for practice purposes.)

NO WALK RULE

1. The 8U and 10U age groups are no walk divisions.

PROTESTS

1. The Parks and Recreation Department Girls Softball League is a no protest league.

PRACTICES ON CITY FIELDS

1. Practices will be allowed on city fields with the following restrictions:

1. Talk to work crews and see which field they want you to practice on.
2. No practice is allowed on a field when work crews are on that field.
3. Practices will only be allowed on the outfield after work crews have prepared the field for that evening's games.
 4. Leave the field immediately when asked by the work crews.
 5. Do not practice when wet conditions create the possibility of damage to the fields (or injury to the players).
2. Hitting balls against and climbing on chain link fences are absolutely prohibited.
3. All teams must limit all of the pre-game warm-ups to posted warm-up areas. Violation of this rule may result in the suspension of violators. Please remind players of this restriction.

TOURNAMENTS AND AWARDS

1. League entry fees do not cover non-league tournaments; therefore the Recreation Division will not pay fees for teams to play in tournaments outside of the league.
2. There will be no end of the year tournament: we will add more games to regular season.