

**GLEN ELLYN GIRLS SOFTBALL ASSOCIATION  
RULES AND REGULATIONS  
PONYTAIL, BOBTAIL AND JUNIOR DIVISIONS**

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The Divisions will operate under ASA Junior Girls' 12" Fast Pitch Rules with the following additions and/or deletions:

**A. UNIFORM & EQUIPMENT REQUIREMENTS**

1. **UNIFORM**- All players must wear the Jersey issued by GEGSA and a pair of baseball or softball pants. (Please note - Pants are a required part of the uniform to be worn during game play. --- in inclement weather, sweatshirts, jackets may be worn over Game Jerseys if needed.
2. **SHOES**- All players must wear gym shoes or rubber-cleated shoes. No metal spikes will be allowed.
3. **HELMETS**-Batters & runners must wear protective helmets with a Face mask and Chin Strap. Anyone who intentionally removes her helmet during play will be declared out at the end of the play.
4. **JEWELRY**-No exposed jewelry such as earrings, bracelets, necklaces, or solid hair arrangers are allowed.
5. **BALLS**- The Ponytail Division will use an 11- inch softball. Bobtail & Junior Divisions will use a 12-inch softball. All coaches will be supplied with enough balls to cover the entire season. The home team will supply the game ball and keep the ball after the game.
6. **BATS**- All bats must be designated as a "Fastpitch Softball Bat" by the manufacturer, and should have USSSA, ASA or NSA Certification. Each bat must have either a rubber or taped handle for safety reasons. The umpire can declare any bat illegal if it unsafe for some reason, or not properly inscribed. If an illegal bat is used, it will be removed with no penalty.
7. **CATCHING EQUIPMENT**- Catchers must wear a mask with skull cap or hockey-style mask, throat protector, chest protector, and over-the-knee shin guards. Coaches are encouraged to check your catcher's equipment before the season begins. If it does not fit your catcher(s) properly or appears to be unsafe, contact your commissioner for help in exchanging equipment. An assistant coach or parent should be assigned to help the catcher with her equipment between innings.
8. **Defensive Fielders Mask** - pitchers are required to wear a defensive mask while pitching in the game. Each coach will be issued a defensive mask for use by the pitcher. While not required, all fielders are encouraged to wear a defensive mask, as it increases player safety & confidence.

**B. FIELD RULES (SET-UP)**- The Park District is responsible for setting up the fields. All coaches should check before game time that the pitching rubber is at the proper length, and that the bases are the proper distance apart. (Coaches and Parents may need to assist with raking & field prep to get games in after a rain). Batting practice is not allowed on the infield once it has been prepared for a game. Teams can take ground ball practice yet must do so in Foul Territory, and stay off chalked areas of the field.

1. **HOME TEAM** will occupy the bench on the third base line.
2. **PITCHING DISTANCES** between home plate and the pitching rubber:
  - a. Ponytail Division-**35** feet
  - b. Bobtail Division-**40** feet
  - c. Junior Division-**43** feet
3. **BASE DISTANCES**
  - a. Ponytail Division-**60** ft. apart
  - b. Bobtail Division-**60** ft. apart
  - c. Junior Division-**60** ft. apart

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4. **DOUBLE FIRST BASE**- A double first base will be used for safety purposes. A runner should keep to the foul side when running through first base, but may use either side when rounding. A runner will be declared out if she interferes with a play at first base by touching the fair territory base rather than the extra base in foul territory. If an errant throw pulls the Fielder to the foul side of the base, the fielder may use the base on the foul side to make the play and the runner should then touch the inside (fair) base. This also applies to fielding sropped 3<sup>rd</sup> strikes from the foul side of first base.

**C. 'OFFICIAL' GAMES & GAME LENGTH**

1. **FORFEITS** - Games will begin as schedule with a forfeit time of 15 minutes. To prevent a forfeit, a team must have the ability to field 8 players or more in all Divisions. The game will start as soon as each team has at least 8 players. The score of a forfeited game will be recorded as 2-0
2. **RAINOUTS** - The Park District will be responsible for declaring rainouts during its normal hours up to 2:00 p.m. weekdays and 9 a.m. on Saturdays. Check Field Status on the web at <https://gepark.org/rainout-line/> to see if games are cancelled. You may also download the Rainout Line app at the web address above. If rain starts outside of these hours, the decision will be left up to both coaches or a GEGSA official. Once a game has begun, the umpire will decide if, at any point, the field is not playable due to rain, darkness or other conditions. Coaches should contact their League Commissioner to arrange rescheduling. Rainouts should be rescheduled as soon as possible.
3. **NO UMPIRE**- If no umpire is available at game time, the game must still be played; if both coaches cannot agree on a 3<sup>rd</sup> party umpire, the head coach or his designee should umpire the other team's at-bat.
4. **GAME LENGTH**
  - a. **PONYTAIL & BOBTAIL DIVISIONS**- A complete game is **six (6) innings**, unless the mercy rule is invoked. If a game in progress is called on account of rain, darkness, or time limit, the trailing team must have batted at least an equal amount of times as the leading team to be an official game, game is over; not to be continued later. An unofficial game must be rescheduled and started from where it was stopped.
  - b. **JUNIOR DIVISION**- A complete game is **seven (7) innings**, unless the mercy rule is invoked. If a game in progress is called on account of rain, darkness, or time limit, the trailing team must have batted 5 complete innings to be an official game. An unofficial game must be rescheduled and started from where it was stopped.

5. **TIME LIMIT**-

No new inning shall begin after 1 Hour, 30 minutes from the start of the game unless four complete innings have not occurred. All games are to be a minimum of four (4) innings in length.

In any inning starting, after the 1 hour, 15 minute mark, The Coaches and Umpire are to Confirm that one hour and fifteen minutes has passed, and that both teams will be eligible to score unlimited runs in that inning. Should that Inning complete prior to the 1 Hour, 30 minute mark, an additional unlimited run inning will be played. (For timing purposes, a new inning will be considered to start at the 3rd out of the previous inning).

Time limits should always be reviewed during the pre-game discussion between the umpire & managers and again towards the end of the game. If no time limits are discussed, the rule does not change. The umpire's decision is final. Semi-final and championship playoff games will be scheduled to allow for an

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extended time limit in order to play all games to completion, except in the event of the mercy rule.

**6. MERCY RULE-**

- a. PONYTAIL DIVISION- Any team leading by 15 or more runs shall be declared the winner after 3½ innings of play if the home team is leading, or 4 full innings if the visiting team is leading.
- b. BOBTAIL & JUNIOR DIVISIONS- Any team leading by 15 or more runs shall be declared the winner after 4 ½ innings of play if the home team is leading, or 5 full innings if the visiting team is leading.

**D. DECORUM & SPORTSMANSHIP**

1. UMPIRE'S RESPONSIBILITY-The umpire is only responsible for knowing those rules that govern play on the field itself. There are additional rules governing player eligibility, status in the batting order & various points of emphasis. If the umpire is asked to rule on any of these additional rules, the manager inquiring about the rule must supply the umpire with the written rule before a ruling can be made.
2. HARASSMENT OF UMPIRES by coaches, managers, parents, or spectators will not be tolerated for any reason. Coaches, managers, parents, and spectators are not allowed to say anything about a pitch prior or subsequent to the umpire calling the pitch a strike, ball, or no pitch. Managers are responsible for the conduct of their assistant coaches, spectators & parents.
3. QUESTIONING CALLS- Managers & coaches may not question judgment calls made by the umpire, such as ball or strike, fair or foul, safe or out, etc. Managers may approach the umpire if an interpretation of the rules is in question. The manager should ask for time after the play is completed. **Both managers, and only the managers,** should be present & the discussion will be conducted in a calm & respectful manner. The decision of the umpire is final.
4. COACHES- All designated coaches, and other individuals helping coach during practices and games, must be a minimum of eighteen years old. Defensive coaches are not allowed on the playing field; they must remain in the dugout area. Base coaches are not allowed to touch a runner during a play. Managers and coaches are not allowed to stand behind the backstop at any time during live play.
5. NEGATIVE CHATTER or harassing a ball player on the opposing team is forbidden. Positive chatter or encouragement is always acceptable.
6. CONSEQUENCES- Violations of any of the above can result in umpires ejecting the offending party from the field, and the team is subject to forfeit if they do not comply. The GEGSA Board will review all of these situations to determine if further action is needed.

**E. PARTICIPATION RULES**

**1. NUMBER OF PLAYERS**

- a. PONYTAIL, BOBTAIL & JUNIOR DIVISIONS- Defenses must field 9 players or all available if they have less than 9.

**2. EXCHANGING POSITIONS**

- a. FIELDERS cannot exchange positions during an inning except in case of injury. For example, changing a left fielder to right field for a left-handed batter is not permitted; however, if the shortstop is injured, a replacement player can go to right field & the right fielder can be moved to shortstop.

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- b. PITCHERS- A pitcher changed in the middle of an inning must play the position vacated by the new pitcher. A player on the bench is considered a playing position for this rule (except in Junior Division-see below). Each time a pitcher is brought in to pitch, it will be counted as an inning pitched, even if only one pitch is thrown to one batter.
    - c. JUNIOR DIVISION- A player on the bench cannot substitute for the pitcher or any other player in the middle of an inning, except in the case of an injury.
  3. **BATTING ORDER**- The batting order will be continuous (all players on the team bat regardless of when they play in the field) and cannot be changed once the game begins. Any player arriving after the start of the game must be inserted at the bottom of the batting order. Any player re-entering the game after missing a turn due to injury or other circumstances must re-enter the game in the same place in the lineup as she left.
  4. **PLAYING TIME**- Every player must play at least **3 full innings** in the field during a complete game. At the end of each game, no girl should have sat out more than any other girl, except when not mathematically possible. Innings missed due to leaving early or arriving late, or due to injury, are not considered innings the girl has sat out. No girl can sit a second inning until all girls have sat at least 1 inning and no girl shall sit out for 2 innings in a row.
5. **PLAYING POSITIONS**
  - a. **MANDATORY INFIELD**- At all levels, every player must play at least two innings in a position other than the three outfield positions during a complete game. This requirement must be satisfied in the first 4 innings of the game in Ponytail and Bobtail, and in the first 5 innings of Junior games. See Special Rules for Ponytail Only, Section H.3., for use of the short center position.
  - b. **MAXIMUM INNINGS IN ONE POSITION**
    - 1) PONYTAIL DIVISION- A player may not play the same position for more than **(3) innings** in one game. This includes the pitching position. Each entrance into a game at a position will be considered an inning, even if it involves only one pitch.
    - 2) BOBTAIL DIVISION-A player may not play the same position for more than **(3) innings** in one game. This includes the pitching position. Each entrance into a game a position will be considered an inning, even if it involves only one pitch.
    - 3) JUNIOR DIVISION- A pitcher may not pitch more than **5 innings** in a seven inning game.
    - 4) EXTRA- INNING GAMES – If, and when, a game goes into extra innings, the maximum inning rules are waived.
6. **COURTESY RUNNERS** are optional for pitchers and required for catchers (Ponytail, Bobtail). Are permitted for injured players. The courtesy runner must be the last recorded out and must be entered prior to the succeeding batter.
7. **SUBSTITUTE BATTERS**-In the event a batter cannot continue her at-bat due to an injury or sickness, a substitute will bat and assume the departing player's ball and strike count. A substitute is the batter farthest from the next batter that is not on base.

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8. **ROSTERS:** - The roster for each team as finalized by the respective Division Commissioner will be the roster used throughout the season. Except as provided in Rule E.9 Swing Players, coaches will allow only girls listed on the final roster provided by the Division Commissioner for their respective teams to practice or play in games. If a coach allows a girl who is not identified on the final roster for their respective team to practice or to play in any part of any game, the coach violates this rule. Violations of this provision will subject the team and coaches to discipline. Discipline to the team for violations of this rule at practice will include but not be limited to forfeiting the next scheduled game on that team's schedule. Discipline for violations of this rule during a game will include but not be limited to a forfeit of that game. The GEGSA Committee, in its discretion, may disband the violating team for repeated violations of this rule. Coaches who violate this rule will be subject to the disciplinary process set forth in Appendix 3 of the Policy Manual. Repeated violations of this rule will be grounds, if established through the disciplinary process set forth in Appendix 3, for suspension or removal of the coach and coaches involved.
9. **SWING PLAYERS** If a team does not have enough players to avoid a forfeit (minimum of 8), they may use substitute players from other teams in the same Division under the following conditions:
- a. The substitute players should always be from the lower school grade level for that Division (i.e., 3rd, 5th, or 7th). 4<sup>th</sup>, 6<sup>th</sup>, or 8<sup>th</sup> graders can be used only with the prior approval of the Division Commissioner and the opposing coach.
  - b. The substitute players should always bat last and will be limited on defense to only playing in the outfield. Once a substitute player starts a game, she must be allowed to finish it, at her option.
  - c. The final option must always be to use substitute players from the opposing team in order to avoid forfeits or rescheduling of games, and for defensive outfield purposes only. Under these circumstances, the substitute player(s) will rotate from the opposing team based on having made the last out batting in the previous inning for their own team.
  - d. Any team needing substitutes must have a minimum of 7 roster players participate in the game to qualify for a win.
  - e. NOTE: Under no circumstances will any full season travel players be allowed to substitute in House league games.

F. **PITCHING RULES-** Please refer to the Official ASA Rule Book regarding pitching regulations as they apply to fast pitch. Be especially aware of regulations as they apply to the pivot foot and non-pivot foot. If the pitching plate is unduly elevated, the pitcher may place her foot in front of the pitching rubber, but must remain in contact with it. Either the 'windmill' or 'slingshot' deliveries may be used. A total of five (5) warm pitches will be allowed between innings or at a pitching change, regardless of who is catching.

It is recognized that pitchers are developing their pitching style, and that technical violations may occur. Such violations will be permitted, provided they do not give the pitcher an unfair advantage. An unfair advantage is primarily considered a hop. Any concern with a pitching technique will be discussed **between innings**, between the managers and the umpire. When the umpire rules the pitch is illegal, he/she should explain the violation to the pitcher and her coach. The umpire should not delay game to instruct the pitcher on how to correct the violation. **No opposing coach, player, or fan may yell comments concerning pitching technique before or during a game.** If any concerns still exist after the game has

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ended, they should be directed to the League Commissioner director. (Ponytail Coaches- see special Ponytail rules for further clarification.)

1. **RE-ENTRY RULE-**

- a. **PONYTAIL and BOBTAIL DIVISIONS-** A player may re-enter the pitching position two times during each game, including extra-inning games.
- b. **JUNIOR DIVISION-** A player may re-enter the pitching position up to 5 times during each game, including multiple times in the same inning counting as multiple entries, but they are still limited to 5 innings pitched per rule 2 below, and they must still follow the participation rules per Section E.

2. **PITCHING LIMIT-** The following limits apply to girls playing in the pitcher's position. Please note that a girl is considered to have pitched an inning even if only one ball is pitched by her in that inning. The inning limits apply as described below regardless of the number of innings played in a game.

- a. **PONYTAIL DIVISION-** No pitcher may pitch more than **3 innings** in a 6 inning game.
- b. **BOBTAIL DIVISION-** No pitcher may pitch more than **3 innings** in a 6 inning game
- c. **JUNIOR DIVISION-** No pitcher may pitch more than **5 innings** in a 7 inning game.
- d. **EXTRA INNING GAMES-**If a game goes into extra innings, the re-entry rule is still to be enforced, but the total number of innings a pitcher may pitch will increase by 1 inning.

3. **ILLEGAL PITCHES-** There is a maximum arc of 7 feet from the ground. The purpose of this rule is to encourage a flatter pitch. There is no minimum arc. If a batter swings at an illegal pitch, it shall become a live ball with all following action being legal.

4. **HIT BATTERS-** If a pitcher hits 2 batters in one inning, she must be replaced by a new pitcher. Any Pitcher hitting three (3) batters in a game must be replaced and cannot Re-Enter the game as a pitcher. All pitches are live even if they hit the ground first. Such pitches can be hit by the batter, or if they strike the batter, a hit batsman will be declared and 1<sup>st</sup> base awarded. The player must make an attempt to avoid being hit. In Ponytail, a pitched ball that rolls most of the distance to the plate and in the umpire's opinion hits the batter 'without harm', will be called a ball and not a hit batter.

5. **SPECIAL RULES**

- a. **RUN LIMIT**
- b. **PONYTAIL and BOBTAIL DIVISIONS-**Runs are limited to **5 per inning**, but are unlimited in the last inning or any extra innings, subject to any mercy rule.
- c. **JUNIOR DIVISION-**Runs are limited to **5 per inning** unless the offensive team is behind by more than 5 runs, in which case the offensive team can score enough runs to tie the score. Runs are unlimited in the 6<sup>th</sup> and 7<sup>th</sup> innings, or last declared inning due to time constraints, or any extra innings, subject to the mercy rule.

**NOTE:** If a game is approaching the time limit (i.e., 15 minutes prior to specified time limit, the managers & umpire should agree that the upcoming inning will be the last inning of the game and the run limit shall be waived. If the inning completed before time expires, an additional no run inning will be played.

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- d. **LEADOFFS**- There are no leadoffs in all Divisions. See Rule G.7. (STEALING) for more specifics for each Division.
- e. **INFIELD FLY RULE**-
- a. **PONYTAIL DIVISION**- None. Every ball hit is live except as noted in Rule H
  - b. **BOBTAIL & JUNIOR DIVISION**- The infield fly rule **will** apply, only if declared by the Umpire. This can occur when, the batter is out when hitting a fair fly ball (not line drives or bunts) that can be caught by an infielder with ordinary effort, and first and second base; or first, second, and third base are occupied and there are less than two outs.
  - c. If the umpire declares the Infield Fly Rule is In-Effect, the batter is out and the runners may stay safely at their respective bases or may choose to advance at their own risk.
- f. **INTENTIONAL WALKS**- None. The pitcher must pitch to every batter in all Divisions.
- g. **BUNTING** is allowed in all Divisions; however in an attempt to gradually & safely teach the game, the following restrictions apply to the specific Divisions:
- i. **PONYTAIL DIVISION**- Bunting is permitted at all times; however, a foul bunt after 2 strikes is a strike out. As a safety precaution, fake bunts are not allowed and the batter will be called out if attempted.
  - ii. **BOBTAIL DIVISION**- Bunting is permitted at all times; however, a foul bunt after 2 strikes is a strike out. As a safety precaution, fake bunts are not allowed and the batter will be called out if attempted.
  - iii. **JUNIOR DIVISION**- Bunting is permitted at all times. Fake bunts are allowed.
- h. **DROPPED 3<sup>RD</sup> STRIKE**
- i. **PONYTAIL DIVISION**-None. The batter is out.
  - ii. **BOBTAIL DIVISION**- The dropped 3<sup>rd</sup> strike rule **will** apply. The batter becomes a runner when the third strike hits the ground, providing (1) first base is unoccupied at the time of the pitch, or (2) first base is occupied and there are two outs. The batter is out if she or first base is tagged with the ball before she reaches the base, or if she reaches the dugout before running to first base. Any base runner can advance at their own risk on any dropped 3<sup>rd</sup> strike with liability to be put out, whether forced or not. One base maximum advancement for any runner.
  - iii. **JUNIOR LEAUGE**- The dropped 3<sup>rd</sup> strike rule **will** apply. The batter becomes a runner when the third strike is not caught, providing (1) first base is unoccupied at the time of the pitch, or (2) first base is occupied and there are two outs. The batter is out if she or first base is tagged with the ball before she reaches the base, or if she reaches the dugout before running to first base. Any base runner can advance at their own risk on any dropped 3<sup>rd</sup> strike with liability to be put out, whether forced or not.
- i. **STEALING**
- a. **PONYTAIL DIVISION**- Stealing is allowed after the pitched ball has crossed the plate and the next base is open, no double steals, no stealing home. (Runners may not advance on any overthrows when stealing bases).



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b. BOBTAIL DIVISION- Stealing of any base, including home, is allowed after the pitched ball has crossed the plate. Runners may advance at their own risk on overthrows.

c. JUNIOR DIVISION- Stealing of any base, including home, is allowed after the pitched ball has been released from the pitcher's hand. Runners may advance at their own risk on overthrows.

**NOTE:** If a runner leaves a base too soon in any Division, the ball will become dead, a "no pitch" will be declared, and the runner will be called out. In all such cases, all remaining runners will be required to return to the base they were at when the infraction occurred.

j. **PICK-OFFS**

i. PONYTAIL DIVISIONS- None.

ii. BOBTAIL DIVISIONS & JUNIOR DIVISION- Pick-offs are allowed by the catcher.

k. **'WHEEL' PLAYS**- The 'wheel' play is when a batter receives 1<sup>st</sup> base on a walk and continues running to 2<sup>nd</sup> base without stopping at 1<sup>st</sup>.

i. PONYTAIL & BOBTAIL DIVISIONS- Not allowed.

ii. JUNIOR DIVISION-The 'wheel' play is allowed.

l. **FOUL TIPS**- With less than 2 strikes, a foul tip must be over the batter's head to be playable. With 2 strikes, any foul tip caught is an out.

m. **COLLISION AVOIDANCE RULE**

**All base runners must attempt to avoid a collision with a fielder in possession of the ball, or about to field a batted ball.** Any runner who remains on her feet and crashes into a fielder making the play in these situations, whether intentional or not, will be called out for interference. Furthermore, if the act is determined to be flagrant or malicious, the offender will be restricted to the bench for the duration of the game. Runners have three options to avoid a collision: 1) slide into the base they are going to, 2) step around a fielder, or 3) pull up and allow themselves to be tagged. **Players should learn to slide correctly and safely.**

**NOTE:** A collision that occurs when an errant throw draws a defensive player into the path of the runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player.

Conversely, a fielder may not impede the progress of a runner who is legally running bases while not in possession of the ball, not about to field a batted ball or not about to receive a thrown ball. Obstruction will be called in these situations, and the appropriate ruling will be made.

n. **STOPPAGE OF PLAY**

i. PONYTAIL DIVISION Runners may advance one base on an overthrow. For balls hit to the outfield, play is stopped once the ball is in control by any infielder in the infield. If a base runner is less than halfway to the next base, the base runner must return to the last base touched. If the runner is more than halfway to the next base, they can continue to the next base. If there is a disagreement positioning of players, Coaches may request a timeout and calmly discuss the situation with the other manager and the umpire. Yelling out from the dugouts will not be tolerated.

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- ii. **BOBTAIL DIVISION**- Play is stopped once **ANY** infielder controls the ball within the circle at the mound. If a base runner is less than halfway to the next base when an umpire calls time out, the play is dead and the base runner must return to the last base touched. Runners may advance at their own risk on overthrows.
- iii. **JUNIOR DIVISION**-As written in ASA rules.
- o. **OFFENSIVE CONFERENCES** – Only two offensive conferences per team, with a time limit of 15 seconds each, will be allowed per inning when the umpire grants suspension of play to an offensive player or coach. This includes when any coach or manager confers with a batter, on-deck batter, or runner that requires time to be called or a delay in the natural flow of the game, such as a batter having to leave the batter’s box for instructions that require more time than simply getting signs or encouragement from a coach. Per ASA rules, in the event that conferences exceed two in any inning by the offensive team, the coach or manager attempting any additional such conference will be disqualified from the remainder of the game
- p. **PITCHES THAT HIT THE GROUND- THROWN BATS**- Once any team has been warned, any batter on either team throwing a bat will be declared out. The warning must be communicated to the manager of each team & will apply to both teams.
- q. **BATTER’S BOX**- Batters must bat from within the painted batter’s box. Any batter stepping outside of the box while making contact with the ball will be declared out.
- r. **FENCES**- Balls rolling under the fence or past the fence extended line are considered out of play and ‘dead’. The base runners are entitled only to the base they are advancing to; they are not awarded the extra base in the case of an overthrow.
- s. **PLAYOFFS** will begin immediately after the regular season with the schedule and team assignments to be determined at a later date. All teams will participate. The team with the best record will have home field advantage throughout the playoffs. Tiebreakers will be head-to-head competition as the first criteria, runs allowed as the Second, and Runs for as the third criteria.
- t. **OVERTHROW ADVANCE** –PONYTAIL runners may advance a maximum of one base on the original overthrow only. BOBTAIL & JUNIOR runners may advance at will.

**H. SPECIAL RULES- PONYTAIL DIVISION ONLY**

- 1. **WALK LIMIT**- After 2 walks (regardless of the number of different pitchers) in an inning and 4 balls on any subsequent batter, a coach from the team batting shall pitch until that batter either strikes out or puts the ball in play. Strikes will continue to be called by the umpire. A batter can be called out on strikes. The pitcher returns for the next batter until 4 balls are again called. If, on a coach pitch, the coach is struck by a batted ball in fair territory, the play is dead and will be considered “no pitch.” Also on a coach pitch, the coach has to be on the pitching rubber, and the player in the pitching position must be in the pitching circle.

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2. **IMPROPER PITCHING DELIVERY**- If a pitcher uses an improper delivery, she should be warned and provided with an explanation and instruction before any violations are called. Pitchers can be allowed some leeway with the pitching rules at the discretion of the coaches and umpire. The intent of this rule is to ensure that instruction takes precedence over technicalities. Umpires will be instructed to inform the coaches when the girls are in violation of the rules, but will not disallow the pitch or disqualify the pitcher unless she is gaining an unfair advantage. The girl should be told what she is doing wrong so she can work to correct her delivery in the future. If there is any dispute, the umpire's decision is final. Managers may question a delivery **ONLY BETWEEN INNINGS**. Play may not be stopped during an inning by a manager to discuss this with an umpire and the opposing coach.
3. **POSITIONING OF PLAYERS**- Ponytail & Bobtail positions will be as follows: pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup>, 3<sup>rd</sup> base, shortstop, left field, center field, and right field. All outfielders must line up at least 15' behind the baseline when the ball is pitched (Outfielder should "Back-Up" infield positions but should not be used as an additional infielder). The Shortstop and 2<sup>nd</sup> baseman should be taught to cover 2<sup>nd</sup> base. For safety reasons, infielders may not line up any closer than 5 feet in front of the baseline.

**I. SUGGESTIONS TO COACHES**

1. Provided adequate training of skills and strategy through practices or practice games.
2. Please encourage the batters to swing. It does the player little good to walk all the time.
3. Give opportunities to players to play as many defensive positions as possible. Exception: Each manager should be certain that a player's skills are developed enough to allow them to play a position without endangering themselves or others. Girls who pitch or catch must have enough skill to throw strikes and catch pitches. Umpires can request coaches to change any player in these positions who are endangering them or the batters, or if they are unfairly delaying the game.
4. Get on the field quickly between innings. Post a roster of the playing positions for the entire game.
5. Assign the responsibility for taking the warm-up ball into the field to specific positions such as first base for the infield, and center field for the outfield.
6. Delegate a coach or player to help catchers with their equipment. The catcher should have shin guards on unless she is batting.
7. Please call on the GEGSA Committee for advice, videos on pitching technique, or other coaching clinics.
8. Provide each player adequate notification of the team's schedule of games and practice. Good communication with the parents, as well as the girls, is essential.
9. Parents should be certain that a nutritional snack and beverage are provided to the players when needed.

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**J. BATTING CAGE REQUIRMENTS**

1. Cages cannot be used during rain or when the cement floor is wet.
2. Only designated coaches and individuals who are 18 years old while a designated coach is present in the batting cages can operate the pitching machines.
3. Players are not allowed to operate the pitching machine
4. Batters **must** wear a helmet with a face mask and chin strap.
5. Players are not allowed in the batting cage unsupervised.
6. Only two batters are allowed in the cage at one time, one on each side. All other players must be outside with the batting cage door closed.
7. Make sure the pitching machine is aimed properly before having a player step into the batter's box.
8. Please leave the batting cages as clean as you found them.
9. Store the pitching machines in the Knaak boxes when finished. Lock the Knaak boxes and the batting cage door. The pitching machine stands can be left out and assembled.
10. If there is no power at the outlet, unlock and open the main breaker box and reset the breaker that controls the outlets.
11. The Glen Ellyn Park District has asked GEGSA to stop all drills that allow a ball to be batted into any fence. It is causing damage to the fencing.
12. Each team has assigned batting cage times until about Memorial Day. To schedule batting cage time after Memorial Day, sign up using the book in the batting cage Knaak box. Please do not sign up for two consecutive time slots or more than twice per week.
13. **BATTING CAGE LIGHTS**- Lights cannot be turned on before 6:00 p.m. Lights will take several minutes to reach full power. If lights are accidentally turned off, please wait five minutes before turning back on. Lights must be turned off no later than 10:15 p.m.