

# GFL - GIRLS FASTPITCH LEAGUE

## 2019 FALL SEASON

### EXCEPTIONS/MODIFICATIONS TO ASA RULES OF PLAY

#### 1. CHARGED CONFERENCES

A conference is defined as when on offense or defense a member of the team calls time in order for a coach, manager or other member of the team, not on the field, to deliver a message to an active offensive or defensive player of the team. A conference is not charged when a pitcher is removed. GFL places no limits on conferences unless the privilege is abused, at which time the umpire may institute a limit to conferences per the standard rule.

#### 2. HOME TEAM

The home team is the team which is selected as home team by the flip of a coin and bats second in the inning.

#### 3. UNIFORMS

While GFL does not require your team to be in uniform, it is definitely preferred. All players will have a number. All numbers must be worn on the back of all uniform shirts. No two players on the same team may wear identical numbers. Players without numbers will not be permitted to play. If duplicate numbers exist, please tell the home umpire before game gets underway. Headwear **MAY** be mixed.

#### 4. JEWELRY

Exposed jewelry may not be worn. Medical alert bracelets or necklaces are not considered jewelry, but if worn must be taped to the body so that the alert tag is clearly visible.

#### 5. SUBSTITUTION/INJURY

A team may have 8 players present to start the game but can not play with 7.

***In GFL if the substitute's name is not listed on the lineup card prior to the start of the game, she may not play during that game. Substitutes need not be present prior to the start of the game.***

If, after all available players have been played, a player is forced to leave the game for any reason other than ejection, a player who has already played and been withdrawn from the game may re-enter if:

- a. All of the starting 9 players must have been re-entered.
- b. The player taking the injured/missing player's place must be placed in the batting order in the position of the injured/missing player.

- c. A player who has been ejected from the game **MAY NOT** substitute for the injured/missing player.
- d. The injured player may not re-enter the game.
- e. In all instances when the 9th player is not available for any reason other than ejection a starter may return to her original position in the batting order and the substitute who replaced her will go into the injured/missing player's slot in the batting order.
- d. The normal ASA substitution rules apply. The substitutes may reenter the game provided they occupy the same position in the batting order unless forced into a different position as described above.

## 6. REGULATION GAME

A regulation game shall consist of seven innings.

- a. A full 7 innings need not be played if the home team scores more runs in six and one-half innings or before the third out in the last of the seventh inning.
- b. No new inning will start after 1 1/2 hours after the official start time of the game.
- c. A game that is tied at the end of 7 innings or 1 1/2 hours whichever comes first shall be continued by playing additional innings until the tie has been broken using the International Tie Breaker (i.e. the batter to bat 9th in the inning will start at 2nd base. All substitution rules apply). Drop Dead time is 2 hours from the official start time.
- 1. **The umpire will notify both scorekeepers of the official game start time at the conclusion of the pre game conference.**
- 2. If the game is still tied after the maximum two hour limit (no new inning), each team shall receive 1/2 win and 1/2 loss, the game shall be over.
- d. No time limit exists for either league or GFL tournament playoff games. Playoff games may not end in a tie.
- e. In determining whether a new inning may be started, if the time has not expired when the last out of the preceding inning has been made, **even if the new inning will run past the 1 1/2., the new inning shall be started and played to its conclusion.** At the drop dead time is the inning has not been completed the game score reverts back to the last completed inning. If the visitors have gone ahead when time has expired the inning reverts back to the last completed inning.
- f. Run rule is **15 after 3, 12 after 4 or 8 after 5.** If time has elapsed 5 innings need not be played. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes which places the patrons or players in peril. If a game is called under any of these conditions and the game is tied the tie shall stand if it is a "regulation" game. The maximum 2 hour time limit rule is voided.
- g. In GFL an umpire may suspend a game under the conditions listed above or if he/she is physically attacked, but an umpire in a GFL game may never declare a forfeit. Forfeit action is the sole prerogative of the GFL Board.

h. An umpire may suspend a game and “**recommend**” forfeiture if:

1. Either team is not ready to play after a maximum time limit of 15 minutes after the scheduled start time has occurred.

2. The 15 minute grace period is not subtracted from the time as outlined in f above.

3. If after the game has started, one side refuses to continue to play.

4. If after suspension, either side refuses to play within two minutes after an umpire

calls “Play Ball”.

5. If in the opinion of the umpire either team employs tactics which may delay or hasten

the game.

6. If after a warning by the umpire, any one of the rules of the game is willfully violated. 7. If the order of removal of a player or management personnel is not obeyed within one minute of the order.

i. Games which are not considered regulation or regulation tie games shall “usually” be replayed from the beginning. The decision to do this shall rest with the GFL Board. In the replay, the original line-up cards may be changed.

j. When a team fails to show for the first game of a double header and after the 15 minute grace period has elapsed both games will be forfeit. The team present may leave the field without waiting for the scheduled second game.

## **7. RUN RULE**

GFL uses the ASA run rule.....15 after 3, 12 after 4, 8 after 5

**\*\*\*High School Division will use 10 after 5\*\*\***

### **Supplemental Rule for runs allowed per inning**

Runs Per Inning (both managers must agree prior to the game) do not need consent by GFL 10U / 12U 5 runs per inning. **Open inning last inning of game.**

14U / HS can give outs by having runners step of base. This will help keep the game moving and prevent the score from being a blowout.

## **8. GAME BALL**

Each team must provide one new ball for a double header and the pitcher must throw her team’s ball except as noted when using ball rotation. If the teams are using different balls it is permissible for each team to provide a game ball and back up ball if the pitcher does not want to use a different back up ball. Any ASA/NFHS approved ball is allowable. When all game balls have gone out of play the team on defense must provide additional balls.

## **9. GAME TIME**

15 to 20 minutes will be given between the end of the 1st game and the start of the 2nd game of a double header, unless, one team is waiting for a 9th player or pitcher who will arrive for the scheduled game time of the 2nd game.

## 10. DUG-OUTS

The designated Home Team, as listed in the official schedule, will have the dug-out of its choice. Dug-outs are chosen at the scheduling meeting and are shown on the page that lists the Managers/Coaches phone number and address.

## 11. LINEUP CARDS.

Lineup cards must be given to the plate umpire prior to the start of the game. All substitutions will be announced to the plate umpire who will then tell the opposing team. **ONLY THOSE PLAYERS LISTED ON YOUR LINEUP CARD, INCLUDING SUBSTITUTES, AT THE START OF THE GAME WILL BE ALLOWED TO PLAY. REMEMBER TO LIST ALL YOUR PLAYERS. NO PLAYER MAY TAKE THE FIELD FOR YOUR TEAM WHO HAS NOT SIGNED A MULTI-PURPOSE FORM AND WHO HAS NOT BEEN OFFICIALLY ADDED TO YOUR ROSTER THROUGH THE**

## 12. BATTING THE BENCH - Courtesy Runners

**When Batting the bench (all players) a courtesy runner for pitcher / catcher will be last out.**

During the season, a team does not have to bat his whole lineup. For Example: they can bat 12 of the 15 batters if they choose to do so. **\*\*\*During playoffs team must bat 9 or 9 with DP/Flex, or whole lineup\*\*\*You will not have the option to bat 12 of 15 players when in the playoffs.**

**When batting 9 or less than all players, ASA courtesy runner rules apply.**

**13. SUPPLEMENTAL RULES FOR 10U SILVER** - If team has 12 or more players (Must bat 12) if less (than bat all). 5 runs per inning, last inning open. This is for silver vs. silver, and silver vs gold (Gold teams playing silver teams must honor supplemental rules pertaining to silver teams.

## 14. UMPIRE FEES.

Game fees for two umpires is \$80.00 per game. Single umpire game fee is \$50.

15. High School Division will use NFHS rules with listed exception above. 14U, 12U, 10U, 8U will use ASA rules.

## 16. COACHES CONDUCT

Coaches will treat all players, opposing players, coaches, officials, parents and spectators in a respectful manner. Please, show good sportsmanship at all times on and off the field.

**FOR THE 1:30/3:30 GAMES PLEASE WAIT FOR THE UMPIRES. THEY ARE COMING FROM ANOTHER FIELD AND WILL BE THERE.**

**MAKE SURE YOU TEXT IN YOUR SCORES IT COULD AFFECT YOUR SEEDINGS IN THE PLAYOFFS**

