

Spring 2017 MCGSA 16U Rules

The following rules apply to the 16U age division within the Mon County Girls Softball Association.

I. General 16U rules and guidance

1. 2017 USA Softball Rules apply to what is not covered in these local rules

II. Players

1. Players playing an infielder position are required to wear a face mask for protection.
2. There will be a maximum of 9 defensive players with round-robin batting. **Each game can start and end with 7 total players.**
3. Every rostered player that shows up for a given game must play in that game, unless sick, injured, or ejected.
4. Teams may not play a called up player, unless the team does not have the maximum number of defensive rostered players available.
5. Once a player leaves the game an out will be taken when that player is up to bat.
6. The home team will keep the official scorebook.
7. All players who are not participating in the game must remain in the dugout.
8. No taunting directed at any individual player or position is allowed. All players should behave in a sportsmanlike manner at all times.

III. Coaching

1. Only **certified** ASA coaches, scorekeepers, managers, and team players are allowed in the dugout or on the field. Coaches are responsible for making sure people in the dugouts other than players have proper credentials.
 - a. Effect: If individuals are found within the dugout area or on the field that are not certified it may affect their standing or the head coaches standing within MCGSA to include removal from a coaching position.
2. The head coach is responsible for the actions of their players and assistant coaches.
3. Only the head coach, or assistant if the head coach is not present, can approach an umpire to appeal a play. Judgement calls are not appealable plays. Only 4 things may be appealed, leaving a base early, missing a base, batting out of order or trying to advance to second base after making a turn at first. However, a coach may ask the umpire making a call for consideration when there is a belief that the umpire may have missed something in the play. This request is made to the umpire making the call. That umpire can choose to consult with the other umpire, if present, or may choose to deny the request.
4. All coaches should behave in a sportsmanlike manner at all times and adhere to the Coaches Code of Conduct.
 - a. Effect: Coaches may be subject to disciplinary action that could include, but is not limited to verbal warning, written warning, game suspension, game forfeit, season suspension, and league suspension.

IV. Game Rules

1. A complete game is 7 innings or expiration of the time limit, whichever comes first.
2. The home team shall record the actual starting time in the official scorebook.
3. An inning will consist of three outs or seven runs, whichever occurs first. During the 6th or last inning (due to time constraints), the 7 run rule will not apply.
 - a. The 7 run rule not applying means that a side is retired ONLY after getting 3 outs.
4. Run Ahead Rule will be a 15 run lead after 3 innings or 12 runs after 4 innings.
5. All players must play a minimum of three innings unless the game is shortened by expiration of the time limit, the Run Ahead Rule or other event such as weather.
6. Coaches should encourage catchers to “suit up” after 2 outs and may use a courtesy runner for their catcher after 2 outs. Before any runner may be substituted, the umpire must be notified and the substitution approved BEFORE the substitution, otherwise the substitute runner will be called out. The courtesy runner must be the player making the previous out in that inning or if no outs have been made it should be the last person that would bat in that inning.

V. Stealing

1. No stealing home after 7 or more run lead on passed balls or wild pitches.