



## **GREENBRIER GIRLS SOFTBALL LEAGUE**

Last Revised February 2021

### **GGSL PIGTAIL specific playing rules / exceptions / clarifications**

The GGSL can survive only through involved volunteer coaches. Thank you for your time.

#### **1. Use of a Tee**

There is no tee used in Pigtail league games.

#### **2. Mercy Rule**

Once a team has scored 5 runs in an inning, play will cease and the other team will bat. The Mercy Rule will be in effect and the game ended if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings. However, both coaches can agree to continue play if time permits.

#### **3. Number of Innings**

A game is 7 innings unless weather, time or score dictates otherwise. The umpire should declare the official start time for the game and it should be recorded in both scorebooks. Games are scheduled at 1 ½ hour intervals and must be completed in that time frame. A new inning cannot be started after 1 ½ hours of play unless the score is tied. If your game is the last game of the night, and both coaches agree, a game may go longer than 1 ½ hours.

#### **4. Pitching**

ALL pitchers are REQUIRED to wear a safety mask. A pitcher can only pitch 3 innings per game. Once a pitcher has pitched one ball to a batter, that is counted as one inning of pitching. The innings pitched do not have to be consecutive. The pitching rubber is 35ft from home plate. All pitches must be windmill variety, no slingshot. Both feet must be in contact with rubber at beginning of wind up. Player is only allowed one complete forward revolution of her arm. Player can windup and cock her arm. Player must keep pivot foot in contact with the ground at all times. Player cannot re-establish pitching position in front of rubber before delivering the ball.

#### **5. Stealing**

On any pitched ball, once the ball leaves the pitcher's hand the base runner is allowed to steal only one base. A batter who has received a base on balls CAN attempt to steal second. NOTE: Runner(s) are NOT allowed to advance more than one base per pitch even in the event of an overthrow at any base. The runner is allowed to steal home. If the base runner leaves before the ball is released, the runner will be called out by the umpire. There is no double stealing (different runners stealing bases simultaneously) allowed at the Pigtail level.

## **6. Sliding**

Sliding is a skill that players will need to master as they grow older, therefore it is encouraged, but not mandatory.

HOWEVER, a base runner should make every effort to avoid a major collision with an unaware defensive player who is awaiting a throw or otherwise not paying attention. Any runner who does not slide and initiates a major collision with a defensive player is out. Please refer to the “General Rules” for a more detailed description of the sliding rule.

## **7. Dropped 3rd strike by catcher**

Not observed in Pigtail. The runner may not advance to 1st base on a dropped third strike.

## **8. Umpires**

Our GGSL umpires are volunteers, and they must be treated with respect. Umpire’s decisions are always final. Coaches are not permitted to argue any decision by the umpire. Coaches will be held responsible for their player’s treatment of the umpire. If there is a question about a call, it can be discussed after the inning is completed. Coaches can be removed from the game by the home plate umpire and also will be reported to the league.

## **9. Lineup**

15 minutes before game time, each team must give their lineup to the opposing team. If a player listed in the lineup is not present when it is her turn to bat, she will be struck from the lineup. If she shows up after the game has started, her name must be placed at the bottom of the lineup.

If a girl is sick or injured and leaves the game, she will not be counted as an out. If a player leaves the game voluntarily for any other reason, she will be counted out when it is her turn to bat.

All players on the team are in the batting lineup, even though they might not be playing defensively that inning.

## **10. Defensive Play**

Each girl must play 2 defensive innings in a game. Every girl must enter the game on defense by the 3rd inning. 10 girls are allowed to play defense. The 9 standard positions must be played and the 10th player MUST play in the outfield.

## **11. Number of players**

A team must have at least 7 players to begin a game. By the 3rd inning, there must be 8 players in the game or the game will be forfeited. If both coaches agree to play the game with fewer than 7 players, it will be considered a scrimmage only.

## **12. Make up games**

Games should be attempted to made-up if weather forces cancellations. It is difficult at best to try to accommodate everyone in scheduling. Once a game is cancelled, both coaches MUST be in agreement to reschedule a game.

### **13. Throwing of the Bat**

If a player throws a bat after hitting, she will be called out and a safety warning will be issued.

### **14. Dugout Rules**

Only players, scorekeepers and coaches are allowed in dugouts. Children who are not members of the team are not allowed. Parents are not permitted in the dugouts unless their child is injured. Parents can serve as base coaches or field umpires. Teams are required to clean their dugouts after the game.

### **15. Sportsmanship**

It is required that after all games, players and coaches shake hands and conduct themselves in a sporting manner. During play it is asked that players encourage their own teammates and not insult or taunt opposing players or coaches with chants.

The umpire and/or coaches have discretion in this area, with the right to remove players from the game where bad sportsmanship is displayed. Coaches or players using foul language will be subject to ejection.

### **16. Smoking and Drinking policy**

According to GGSL and Greenbrier County rules, no smoking, drinking or the use of tobacco products will be allowed on park grounds. Drinking before or during a game or any GGSL event by coaches will not be tolerated. The GGSL board reserves the right to dismiss a coach in violation, immediately and permanently.

### **17. Rule Enforcement**

Coaches are asked to carry a copy of the general rules and division specific rules with them to each game in order to settle disputes and disagreements. It might be helpful to meet with the opposing coach and umpire prior to game's start to quickly review the rules and expectations. During the game, a coach may call timeout to have an umpire's ruling clarified. However, the umpire's ruling is final.

### **18. Concussion Policy**

In the event of a head injury:

- Remove the athlete from play. Look for signs and symptoms of a concussion if your athlete has experienced a bump or blow to the head or body. When in doubt, keep the athlete out of play.
- Record the following information that can help health care professionals in assessing the athlete after the injury:
  - Cause of the injury and force of the hit or blow to the head or body
  - Any loss of consciousness (passed out/knocked out) and if so, for how long.
  - Any memory loss immediately following the injury.
  - Any seizures immediately following the injury.
  - Number of previous concussions (if any).

- Inform the athlete's parents or guardians about the possible concussion and give them the fact sheet on concussion. Make sure they know that the athlete should be seen by a health care professional experienced in evaluating for concussion.
- Ensure that the athlete is evaluated by a health care professional experienced in evaluating for concussion.
- Keep the athlete out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says they are symptom-free and it's OK to return to play. A repeat concussion that occurs before the brain recovers from the first—usually within a short period of time (hours, days, or weeks)—can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in edema (brain swelling), permanent brain damage, and even death.