

ESCONDIDO GIRLS SOFTBALL

LEAGUE RULES 2026/2027

The following rules in their entirety relate to the day-to-day operation of the Escondido Girls Softball League (EGSL). At any time, a majority vote of the Board of Directors will allow additional rules to be adopted or existing rules to be amended or suspended. League participants, including coaches, players, and players' parents or guardians, may petition the Board of Directors to append, amend, or suspend any rule.

COACHING STAFF

The Head Coach is responsible for the overall operation of the team and is expected to be actively involved in the majority of the team's activities.

- 1) The duties and responsibilities of the Head Coach include but are not limited to the following:
 - a) Evaluating players at rec ball tryouts
 - b) Participating in the team selection process
 - c) Organizing all practices and games
 - d) Responsible for the conduct of all assistant coaches, players, parents and fans during games
 - e) Attending coaching and player training clinics conducted by the league or as directed by the league
 - f) Ensuring that the coaching staff is properly trained
 - g) Ensuring that the Health and Safety Guidelines are followed as set forth by the league
 - h) Reporting of all known injuries in a timely manner (within 48 hours) to the Division Director and Player Agent
 - i) Participate in the All Star coach vote and player nominations
- 2) All members of the coaching staff (including assistants, base coaches, or any person working with the team at games or practices) must complete a Volunteer Application and Code of Conduct. All members of the coaching staff and any adult in the dugout must be registered with USA Softball and have completed all compliance requirements to be allowed on the field or in the dugout
- 3) A female, 18 years of age or older, must be at all organized team functions including practices and all team social gatherings. Each team must have at least 1 registered female volunteer. The head coach will be held responsible for any infractions and will be accountable to the Board. The Board may elect to remove the head coach if there is one or more infractions.
- 4) Individuals between the ages of 11 (must be a 12u player) and 17 years that wish to coach must receive Board approval to be a Junior Coach. Coaches will be allowed to have as many assistant coaches and Junior Coaches as they deem necessary and no more than two (2) Junior Coaches may be in the team's dugout at any time. Individuals under 18 years of age wishing to coach bases must wear an EGSL approved helmet.
- 5) Any member of a coaching staff who is ejected from an EGSL or other leagues sanctioned game, including regular-season and playoff games, will be suspended for the remainder of that game and the team's next scheduled game. The individual must immediately leave the premises and may not have any contact with the team, its players, or coaching staff before, during, or after the

following game. Any coaching staff member who is ejected from a second EGSL or other leagues sanctioned game, will be removed from all EGSL coaching duties for the remainder of that season. The individual must submit a written request to EGSL and receive written approval before returning to any coaching position.

- 6) The coaching staff is responsible for their players wearing proper clothing and using equipment properly at all team functions to minimize chances of injury. All coaches will be required to follow the health and safety guidelines as set by the league.
- 7) Any head coach who quits voluntarily will not be reinstated in any division on any team that season and the following season. In extreme cases, a coaching staff member who quits may be reinstated with Board approval.
- 8) Any head coach who does not meet their participation obligation for at least 2/3 of the season may be suspended from coaching; length to be determined by the Board.
- 9) Any coaching staff members may be disciplined according to ARTICLE V, Section 7 of the EGSL Bylaws for any of, but not limited to, the following reasons:
 - a) Poor sportsmanship by coaching staff
 - b) Poor choice of cheers by team player(s)
 - c) Foul and/or abusive language
 - d) Chronic no shows for practices and/or games
 - e) Drinking alcoholic beverage, using illegal drugs and/or nicotine/tobacco products on the playing complex, or being under the influence at any team function
 - f) Lack of moral character
 - g) Mentally and/or physically abusive
 - h) Violations of league, Tournament or USA Softball rules.
- 10) Any head coach, after exhausting all efforts, has the option of expressing a problem with a player or a member of the coaching staff to the Division Director and Player Agent. If the Division Director or the Player Agent feels there is cause, they may call for a closed hearing of the Board.
- 11) It is the head coach's responsibility to inform both the Division Director and the Player Agent immediately of any player who has two unexcused absences (games and/or practices), and the player will be warned. The coach should notify the board in writing of any and all team roster changes.
- 12) All head coaches are responsible for their team equipment. All issued equipment must be turned in at the conclusion of their team's last game. In the event that equipment is not returned in the proper order or paid for when requested, the head coach will not be allowed to coach the following season. This is subject to Board review upon written request.
- 13) Teams are limited to a maximum of three mandatory team games or practices per week (Monday – Saturday). Additional practices or functions will be optional (no penalties). Sunday practices are optional only. A practice is defined as any gathering of a coach, or assistant coach, and three (3) or more players where exercise or instruction is given.
- 14) Travel ball coaches are not allowed to coach in any capacity in their travel age classification and must have Board approval to coach any other division.

- 15) A coach can only be a rostered Head Coach for one (1) team in Rec Ball.
- 16) Head Coach will not be allowed to be a Head Coach in another Rec Softball League without Board approval.

NON-PLAYING RULES

All players will wear uniforms as issued, with approved black pants and closed-toed shoes. When at bat, the player's number must be visible. All 6U-12U players may not wear metal cleats. 14U players may wear metal or non-metal cleats and any color pants approved by the head coach.

- 1) Discipline of players: A player may be benched (not allowed to play at all) in a given game for an action the head coach feels is a flagrant violation of player rules or player conduct during team functions, pre-game warm up, or game. The head coach must notify the opposing team's head coach and the field duty person prior to the game or during the game, whichever is the appropriate timing. The benching of a player must be submitted in writing to both the Division Director and Player Agent within 48 hours of the benching, stating reasons. Failure by the coaching staff to follow this rule will result in the coach being suspended from that team's next game. The documentation will be presented to the Board for review at the next Board meeting. Benching of a player may be for any of, but not limited to, the following reasons:
 - a) Poor sportsmanship
 - b) Poor choice of cheers
 - c) Foul language
 - d) Abusive language
 - e) Violations of the league rules, violation of USA Softball rules, or written parent's request as a form of punishment.
- 2) A player may be dropped from a team after three unexcused absences at the request of the head coach if, after viewing the circumstances, the Division Director and Player Agent approves, and the decision is ratified by the Board. An unexcused absence is when a player does not tell the head coach in advance that she will not be at a team practice or game, and the head coach feels that the reason is not valid. It is strongly recommended that the head coach talk with the player and parents and make every effort not to drop a player.
- 3) Due to insurance restrictions, teams will practice on assigned and/or approved facilities both during practice season and regular season. No team practices are allowed until current league equipment is issued. Any field other than the one assigned must be approved in writing by the Field Director and filed with the insurance agent prior to any practices being held. No practices may be held at private residences. Violation of this rule will result in removal of the head coach from the team pending Board review. Any coach having a practice field other than those assigned by EGSL must have the alternate field request form authorization from the owner or manager of the field, stating dates and times of authorized use. The alternate field request form must be on file with EGSL.
- 4) Upon written request by the parent, the Board may elect to give a partial or full refund to a player. No refunds will be issued after the second week of the program season.
- 5) No player can be dropped from any team without written Board approval. Players who are dropped must be replaced with the next player on the waiting list by going through the Division Director and

Player Agent.

- 6) After player evaluations, any player added must go through the Division Director.
- 7) It is the responsibility of the Division Director and Registration Director to inform the Board in writing of any and all team roster changes.
- 8) A child may play up or down one division under special circumstances after a player evaluation, with Board approval. For the Spring Rec season: Any player wishing to play in a division other than the one they are qualified to play in based on their birthday must submit a Play Up or Play Down request form prior to evaluations. The player will be required to attend evaluations in both the division they are qualified to play in as well as the division they are requesting to play in.
 - a) If the player was an all-star in the previous season and is requesting to play up and be reserved, they will not be required to attend evaluations unless the coach reserving that player is not guaranteed to get a team.
 - b) For Fall Ball teams: All players who play Fall ball are expected to play in the division based on their age. Any players wishing to play on a Fall ball team in a division other than their age division will be required to submit a Play Up/Play Down form. Requests for players to play up or play down will be evaluated on a case by case basis with input from the Division Directors and Executive Board as well as former coaches with knowledge of the player's skills and experience.
 - c.) Prerequisite to request play up in Spring. Must be a second year player in your age eligible division and must have played the first year in age eligible division. Player must be a returning all star from the gold or silver team. If not a returning all star, the prerequisite is that you must play up in fall ball to be able to play up in spring. Only exceptions will be approved by the executive board. Playing up in Fall ball will not automatically qualify you to play up in the Spring season. A player must be within 12 months of age in the division they are requesting to play in.

PLAYING RULES

ALL RULES AS WRITTEN IN THE USA SOFTBALL RULE BOOK WILL APPLY, UNLESS HEREINAFTER AMENDED. USA SOFTBALL FAST PITCH SOFTBALL RULES FOR WOMEN AND GIRLS WILL SUPERSEDE ANY SIMILAR RULES ELSEWHERE IN THE RULE BOOK.

6U DIVISION:

- 1) Players will be ages 4-6 years old as of September 1 of the current rec. ball season year.
- 2) Coaches may reserve an unlimited number of players. The 6U Director will fill the rest of the team.

- 3) Game time is starting time.
- 4) Four innings or up to a one-hour time limit. *One inning consists of one bat around (entire line up.)
Coaches: Reverse order of batting each inning. Outs will be counted, and runners will be removed from bases after three outs.
- 5) No more than two defensive coaches and no more than three offensive coaches on the field from either team at any given time.
- 6) A ball that is hit off the tee must go at least four feet (4') or be a fielded ball in order to be a live ball.
- 7) Positions must be rotated. Each player must play 1/2 of the game in the infield. Outfield will be defined by the grass-line and outfielders should play behind the base path.
- 8) All catchers will wear a catcher's helmet with a face guard.
- 9) Bases will be at forty-five feet (45') with a safety base at first base.
- 10) If the batter is put out, the player must return to the dugout.
- 11) The batter will receive 2 soft toss pitches from their coach if they do not put the ball in play they will have two attempts to hit off the tee.
- 12) No extra bases on an overthrown ball.
- 13) No defensive player should be positioned in front of the pitcher's circle at the time of the pitch. All Players must be behind the 8u pitching mound.

ALL DIVISIONS, EXCEPT 6U:

- 1) If a game is tied and the time limit has not expired, additional innings will be played, provided no new inning begins after the time limit has expired. If still tied, each team will be credited with one half game won, one-half game lost.
- 2) All batters must wear a protective approved helmet from the time they enter the playing field as a batter until they return to the dugout. This includes on deck, running, and on the bases. Failure to do so will result in a team out. All helmets must have face masks. Chinstraps are optional. It is the responsibility of the coaching staff to ensure that equipment is in good order before a game, and that players know how to put on and remove helmets without breaking straps.
- 3) All players on the roster that are present will bat with "free" substitution defensively. Players arriving after the game has started must immediately be added to the bottom of the batting lineup and play at least every other inning defensively beginning the inning after she arrives. (Umpire and scorekeeper must be notified upon her arrival.)
- 4) A team may play all or any part of a game with less than nine players. (See "Pick Up Rule" in specific division.) The game will not be forfeited unless the team with less than nine players elects not to play.
- 5) Games that are rained out will be rescheduled, if possible. Teams with the highest number of rained out games will have first priority in rescheduling games. In case of a tie, a coin toss will determine which team will be rescheduled first.

- 6) A batter who does not report for her at-bat will be brought to the attention of the umpire and opposing team coach. That player will constitute one out for that at bat only. The coach must notify the opposing team and umpire.
- 7) If a baserunner has to leave the game due to injury or illness, they can be replaced by the last out. If they are not able to return to the game when it is their turn to bat, an out will be charged for the first time up only.
- 8) Each player must play a minimum of every other defensive inning during every league game. A defensive inning consists of three consecutive outs. (Umpires are not responsible for substitutions; that responsibility lies with the head coach.) Failure to comply may result in the offending team forfeiting the game.
- 9) Each team must turn in their line-ups to the opposing team ten minutes prior to game time.
- 10) One pitch, either warm-up or official, constitutes an inning pitched.
- 11) Any team that violates the pitching limitation rules will forfeit the game in which the violation occurred. Throwing a warmup pitch will not result in a forfeit if the pitcher does not pitch to a batter.
- 12) All catchers must wear full protective gear: mask, shin guards, chest protectors, and helmets.
- 13) Intent to protest the game based on rule interpretation must be made to the umpire by the head coach before the next pitch. Immediately after the umpire is notified, it must be logged in the official scoring system and signed by the umpire. To become an official protest, the official protest form must be completed and submitted to the field duty officer within 48 hours after the game began. The official protest must be accompanied by \$30.00, which is refundable if the protest is upheld.
- 14) In case of rain or other occurrences that may affect the condition of the fields, the Board Member who has been assigned field duty will determine if the field is playable to begin games. If this decision is made in advance, Division Directors will be notified and they will notify the appropriate head coaches. Once a game has begun, the umpires will have sole authority to suspend play if they determine the field unplayable or dangerous; this is a judgment call. If the umpires do not suspend play, but the Board Member on Duty determines the field unplayable or dangerous, the Board Member on Duty may suspend play. If the game is official according to the number of innings, 8U & 10U = 3 innings, 12U & 14U = 4 innings as an official game, the game will be considered over. If less than the designated number of innings have been completed, the full game will restart at a later date. The Scheduling Director will determine when the game will be continued.
- 15) All teams will make the playoffs.
- 16) In the event of a tie in the seeding of playoff berths, seeding shall be determined first by the head-to-head game winner and, if still tied, by the flip of a coin or drawing of straws. The Division Director is responsible for coin tosses. If a three-way tie, will draw straws.
- 17) Courtesy runners may be used for the active pitcher and/or catcher only and only when there are 2 outs. The courtesy runner will be the last out unless that person is the active pitcher or catcher. In that case the next previous out will be used as a courtesy runner.

- 18) Pickup Rule: If a team will not have enough rostered players to field a team defensively for any regular scheduled or league rescheduled game (not including playoffs), the coach will be allowed to pick up enough players to field a team defensively from any team in the next lower division.
- a) The players being “picked up” must be approved by the parent, and the board member on duty.
 - b) If pickup players are necessary, the maximum number of players per team cannot be exceeded. (ie 8U and 10U 10 players, 12U and 14U 9 players)
 - c) The every other inning rule does not apply to pick up players. The coaching staff must make this clear to the pickup player before the start of the game.
 - d) Once a game has commenced, pick up players cannot be added.
 - e) Except for injury or illness, a regular team player cannot sit out; pick up players must sit out if necessary. In a game where pick-up players are used, no players may be added after the game has commenced.
 - f) Pick up players must be at least second year players in their division.
 - g) Pick up players must play outfield and bat last.
 - h.) A player can only be picked up once in a day.
- 19) A batter who throws her bat after previously being warned by the umpire may be called out at the discretion of the umpire.
- 20) A field duty representative has discretion to replace a pitcher who has demonstrated a lack of control and is a safety concern. Removed pitchers will not be allowed to pitch the remainder of the game. Coach refusal to comply may result in forfeiture of games.
- 21) Any divisions playing in inter-league games that season will use the inter-league rules for all games.
- 22) All teams must follow rules 3 and 8 above, even if playing under inter-league rules.

8U DIVISION:

- 1) Pitching distance: 30 feet
- 2) Pitching time: Maximum of two innings, however, if the game goes over 4 innings, pitchers are allowed to pitch a third inning
- 3) Teams will play five innings, with no new inning to begin after one hour and 20 minutes.
- 4) Four runs maximum per inning per team.
- 5) There will be no mercy rule and, if behind and the team can't catch up when time expires (because of a run limit), the game will end.
- 6) Will play ten defensive players, four of which are outfielders starting on the grass.
- 7) Base runners may advance (steal) at the risk of being put out - only one base per pitch. (When awarded first base, a player may not advance to second base until after the next pitch.) Once a runner gets to third base, the ball must be put into play by the batter in order for the runner on third to go home unless forced by a bases loaded walk or a hit batter.

8) There will be no infield fly rule, or dropped 3rd strikes.

8U DIVISION SPECIAL RULES:

1) If a girl is present and is in the lineup, but does not get up to bat in that game, she must bat no lower than 4th in the batting order in the next game.

10U DIVISION:

1) Pitching distance: 35 feet.

2) Pitching time: Maximum of three innings. If a game goes over five innings, innings pitched will no longer be counted in that game.

3) Teams will play five innings, with no new inning to begin after one hour and 20 minutes.

4) Five runs maximum per inning per team.

5) If a game goes into the fifth inning, or beyond, six runs maximum per inning.

6) There will be no mercy rule and, if behind and the team can't catch up when time expires (because of the run limit), the game will end.

7) Will play ten defensive players, four of which are outfielders starting on the grass.

8) Any time a play is made on any runner, all runners are released. Dropped third strike rule and "hot plate" (stealing home) will apply.

9) There will be an infield fly rule.

12U DIVISION:

1) Pitching distance: 40 feet.

2) Pitching time: Maximum of four innings. If a game goes over seven innings, innings pitched will no longer be counted in that game.

3) Games will be seven innings or no new inning to begin after one hour and 30 minutes, whichever comes first. A new inning is considered to have begun immediately after the third out is made in the preceding inning.

4) Six runs maximum per inning per team.

5) If a game goes into the seventh inning, or beyond, eight runs maximum per inning.

6) Will play 9 defensive players.

7) Any time a play is made on any runner, all runners are released. Dropped third strike rule and "hot plate" (stealing home) will apply.

14U DIVISION:

- 1) The 14U Division will abide by EGSL Playing Rules (3 and 8) and the Super League rules.

DRAFT

- 1) Division Director and Executive Board will coordinate drafts.
- 2) Only two adult representatives from each team may attend. No players or spectators are permitted. Representatives should not have a daughter in that division, unless their child is reserved.
- 3) Sisters playing in the same age division will automatically play on the same team unless the parents have previously requested in writing that they play on separate teams and with Board approval. Legal guardianship and/or custody will be required, prior to tryouts, of anyone wishing to qualify as non-sisters living in the same house as sisters. Sister acts will not be given out in the blind draw. If sister acts are not gone by the 7th or 8th round (round TBD by division directors before the draft), all teams without a sister act will be placed in a hat and drawn for the sister act. Sister Acts who are drafted can be taken in consecutive rounds, or the second sister can be taken after skipping one round after the first sister is taken. The coach choosing the sister will declare which round the second sister is to be placed in. (Example: if sister A is taken in the fourth round, sister B can be that team's fifth or sixth round choice).
- 4) Every attempt will be made to limit all teams to no more than 12 players.
- 5) All girls, with the exception of 6u and returning All Stars into the same division, will try out or be selected in the blind draw.
- 6) Returning all-stars in the same division and any 14u player that played All Stars in the previous year in the lower division will be drafted as if they participated in evaluations. They will not be put into the blind draw.
- 7) It shall be the head coach's responsibility to contact all potential reserves, have them sign a reserve roster form, and submit the same to the Division Director as soon as possible, but at least 48 hours prior to the beginning of the draft. Reserves will not be accepted after this time limit.
- 8) The Division Director will review and approve all reserves. No team can reserve more than two players. All coaching staff must include their daughters as reserves. If they are coaches' children and non All Star reserved sister acts they will be placed in draft position 3 and 5.
- 9) Each coach will draw numbers to determine the draft order.
- 10) All head coaches will be responsible for the Draft Roster for their team and turn it into the Division Director before leaving the draft.
- 11) Each family will be allowed to REQUEST to "block" one(1) coach in an age division, so that their daughter(s) cannot be drafted by that coach. Any "block" request must be received by the division director no later than 11:59PM the day of tryouts-NO EXCEPTIONS. If approved, the Division

Director must notify the “blocked” coach no later than 24 hours prior to the coach’s team draft. For coaches who are added after tryouts, the decision will be made on a case-by-case basis by the division directors and board.

12.) If a player is interested in pitching they must try out for pitching.

13) No Trading

14.) Draft Reserve Ratings

- a) An All Star is defined as a player who participated in All Stars for any softball or baseball league in the prior season.
- b) Reserves will be classified as listed below for all Divisions except for 8U
 - 1) Reserves who are not all stars will be placed in the 4th round. If there are two non All Stars they will be rated a 3 and 4.
 - 2) If they are a returning All Star in the same division, they will be a 1st round pick.
 - 3) If there are two returning All Stars in the same Division, they will be a 1st and 2nd round pick.
 - 4) If an All Star moving up from a lower Division, they will be a 3rd round pick
 - 5) If there are two all-star reserves moving up from a lower division, they will be a 2nd and 3rd round pick .
 - 6) If one reserve is a returning all star and one is an Allstar moving up, they would be 1st and 3rd round picks.
 - 7) a travel ball player that has played travel ball within the past 24 months is ranked the same as all star players.
 - 8) A player who moved down for all stars and then returns as a 2nd year player will be a 2nd round draft pick. For example, a girl who plays 10u in Spring and then moves down for 8u all stars, she will be a 2nd round draft pick the following Spring season in 10u.
- c) Reserves for 8U Division
 - q) If they are a returning 8U player, not an all star, they will be a 3rd round pick
 - b) If both reserves were not All Stars, and they are both returning 8U players, they will be considered a 2nd and 3rd round pick
 - c) If neither reserve was an All Star, and they are both first year 8U players, they will be a 3rd and 4th round pick
 - d) Previous All Star(s) - If there is one previous All Star they will be a 1st round pick
 - e) If the reserves are two returning All Stars they will be a 1st and 2nd round pick
 - f) If neither reserve was an all star and one is a returning 8U player and one is a moving up from 6U they will be considered a 3rd and 4th round pick.

15) Drafts in all age divisions are to be run according to the Draft Procedures below.

- a) Coaches will pick a random team number on a first come, first serve basis as they arrive.
- b) The snake method is used for drafting, starting at the top left and going down. At the start of the draft, all reserves are written in.
- c) Division Directors need to predetermine when the draft should stop to allow for the start of the blind draw. The blind draw should start when it is determined that there are not enough girls left to complete a full round of the regular draft. Any girls left will be combined with girls who did not try out and the blind draw will start where the regular

draft left off. If there are not enough girls for everyone to pick the same amount then blank slips will be added to even out the draw. Teams left with openings will have their team number go into a hat and a number will be drawn when a girl becomes available to determine who gets the player.

d) Coaches should be reminded not to discuss where girls go in the draft.

PLAYOFFS

All Divisions

1) All players must participate 50% of the season to be eligible for the end of the season playoffs, unless non-participation was due to a documented injury.

6u Division

1. Total outs will be counted to determine the winner of the game. The team who records the most outs will be the winning team.

2. The last batter of the inning does not need to continue running if they could be tagged out. If the last batter does continue running, they and any other base runners can be tagged out. Depending on how many outs there are at the time the last batter comes up (ie.. 0, 1 or 2 outs at the time), the most outs that can be counted will stop once there are a total of 3 outs. (For example there is one out when the last batter comes up to bat with the bases loaded. The batter hits it to the 3rd baseman who throws it to the catcher. The catcher tags every runner trying to score. Only 2 outs will count.) Of course if the runners only run one base and stop, only one out would count.

3. If the game is tied after the last inning, another inning will be started. The team batting first will bat until one out is recorded. After one out is recorded, the other team will bat. In order to win, the team that batted first will need to record an out before the number of batters that batted before an out was made in the top of the inning. For example: The visiting team bats first and 6 batters bat before an out is recorded with the 7th batter. The teams switch and the other team bats. To win, the team in the field must get an out before the 7th batter bats. If the 7th batter bats and there are still no outs, the game is over and the team batting last wins.

4. Each team will draw a random number out of a hat to determine their seed in the tournament.

5. Always clear the bases after three outs. The maximum number of outs is three on any play. (For example there are two outs with the bases loaded. The batter hits a pop up that is caught by the pitcher, that is the 3rd out and the other runners cannot be tagged out as well to get more than 3 outs.)

6. If the teams do not have the same number of players in the lineup, the team with less players will continue to bat in each inning until the number of batters equals the number of batters the other team has in their lineup. (Example, Team A has 10 players and team B has 13 players. 3 batters from Team A will bat twice each inning. It cannot be the same batters who bat twice each inning).

7. Except for the rules above, the regular season rules will be in effect.

8U DIVISION:

- 1) No new inning after 1 hour and 30 minutes. The Championship games have no time limits.
- 2) There is no pitching limit in playoff games.
- 3) If tied after 5 innings or when time runs out and the game is tied, the International Tie- Breaker (ITB) will be in effect.
- 4) For the International tie-breaker, the last batter scheduled to bat is placed on 2nd base to start the ITB.
- 5) If not in ITB, the maximum runs per inning will be 4.
- 6) In ITB, the maximum runs per inning will be 6.
- 7) All teams will make the playoffs.
- 8) If not mentioned above, playoff rules will be the same as regular season.

10U DIVISION:

- 1) No new inning after 1 hour and 30 minutes. The Championship games have no time limits. There is no pitching limit in playoff games.
- 2) If tied after 5 innings or if time runs out and the game is tied, the International Tie- Breaker (ITB) will be in effect.
- 3) For the International tie-breaker, the last batter scheduled to bat is placed on 2nd base to start the ITB.
- 4) The maximum runs per inning will be 5 for innings 1 through 4. The fifth inning and any inning in the ITB will be 6.
- 5) All teams will make the playoffs.
- 6) If not mentioned above, playoff rules will be the same as regular season.

12U DIVISION:

- 1) No new inning after 1 hour and 30 minutes. The Championship games have no time limits.
- 2) There is no pitching limit in playoff games.
- 3) After seven innings, or if time runs out and the game is tied, the International Tie- Breaker (ITB) will be in effect. Last batter scheduled to bat is placed on 2nd base to start the ITB

- 4) Six runs maximum per inning per team. USA Softball mercy rule will be in effect for all games. (15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings)
- 5) All teams will make the playoffs.
- 6) If not mentioned above, playoff rules will be the same as regular season.

14U DIVISION:

- 1) No new inning after 1 hour and 30 minutes. The Championship games have no time limits.
- 2) There is no pitching limit in playoff games.
- 3) After seven innings, or if time runs out and the game is tied, the International Tie- Breaker (ITB) will be in effect. The last batter scheduled to bat is placed on 2nd base to start the ITB.
- 5) Six runs maximum per inning per team. USA Softball mercy rule will be in effect for all games. (15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings)
- 6) All teams will make the playoffs.
- 7) If not mentioned above, playoff rules will be the same as regular season rules.

FALL BALL

The following is specific to Fall Ball, EGSL follows the North County Fall Ball league rules and regulations.

ABOUT FALL BALL

EGSL's Fall Ball Program is designed to be a skill-building environment for any player in the divisions 8u, 10u, 12u & 14u desiring more instruction and opportunity to play. Games are played against other leagues in northern San Diego County. This program consists of 2 weekly practices and Sunday double headers at home and away locations. EGSL attempts to field teams in the 14U, 12U, 10U, and 8U brackets. Multiple teams in each division are usually formed depending on the turnout and volunteer coach participation.

NON-PLAYING RULES

1) AGE ELIGIBILITY:

Divisions are based on the player's age as of September 1st. Any requests to "stay down" or "play up", based on EGSL guidelines, during the fall season requires board approval prior to registration. If a player plays up in a division during Fall it does not mean that you are able to play up during Spring if the player does not fulfill the play up requirements. The players age appropriate Division Directors and the Fall Ball Committee will review and present for board approval.

2) REGISTRATION:

Registration guidelines and dates will be determined by the Fall Ball and Registration Directors based on North County dates, required rosters and forms. All players, coaches and volunteers must be registered through USA Softball. The Coach is required to ensure registration is complete before any player, volunteer or coach can participate in any EGSL sanctioned activity related to Fall Ball and their team.

3) GAMES AND PRACTICES:

Practices and home games will be held at Kit Carson Park. In Fall, many games are played against other leagues, and some games will be held at other parks in North County San Diego. Practices are limited to two set days for 2 hours. Due to insurance restrictions, teams will practice on assigned and/or approved facilities during the season. Due to insurance reasons, no team practices are allowed until registration is complete. Any field other than the one assigned must be approved in writing by the Scheduling Director and filed with the insurance agent prior to any practices being held. No practices may be held at private residences. Violation of this rule will result in removal of head coach from the team pending Board review. Any coach having a practice field other than those assigned by EGSL must have a letter of authorization from the owner or manager of the field, stating dates and times of authorized use. This letter must be on file with the EGSL Registrar.

4) REFUNDS:

Upon written request by the parent, with reasonable reason, the Board may elect to give a partial or full refund to a player. No refunds will be issued after the second week of the season.

5) SEASON PERIOD:

The Fall ball season is approximately 10-12 weeks. The season duration will be made available to all coaches and families prior to registration and will be posted on the EGSL Website.

- a. Tournaments are optional and not covered in the EGSL registration dues or season period. All tournament fees are required to be paid through the team's financial account directly to the Tournament Host. Any exceptions to this rule must be cleared through the Financial Director.
- b. Optional tournaments (except for Tournaments hosted by NCFB participating teams) and team rosters must be reviewed and approved by the Fall ball Committee, Division Director(s) and Tournament Director prior to submitting paperwork and payment for the optional tournament. All Fall Ball tournaments must be sanctioned by USA softball of SoCal and added to the tournament book prior to opening for registration UNLESS the non USA Sanctioned tournament is approved by the board and then by the league commissioner. (Optional tournaments cannot conflict with NCFB scheduled games; the team will be required to cover the costs; all players may choose to participate, as these are optional tournaments.)
- c. Requests to extend any type of play beyond the posted season end date, must be approved by the Fall ball Committee, Division Director(s) and have board approval. There must be a 75% player

participation from the original team with signed parent approval.

- d. No team shall pull from upper division teams to field teams participating in lower division tournaments or games.
- e. Players on the tournament roster must have played at least 50% of the team's Fall ball games to be eligible to participate in any end of season tournaments.
- f. Score books or Gamechanger reports must be ready for review upon your tournament registration to prove player eligibility
- g. The league hosting the tournaments will decide, format, rules, entry fees and locations.

PLAYING RULES

The following rules are outlined by NCFB guidelines. Any revisions to their rules will supersede what is listed on EGSL's playing rules section.

- 1) Protests, problems and complaints will be decided by the umpire on the field based on the USA softball rules and NCFB supplemental rules. All calls are final.
- 2) Official line up sheets must have the players last name, first initial and number and given to the plate umpire prior to the start of the game.
- 3) The host team will be the "home" team for the first game. The traveling visiting team will be the "home" team for the second game of the double header. The home team has the choice of dugouts and remains there for both games.
- 4) A team must have 8 eligible players to start a game. If the team is reduced to 8 players for any reason other than the ejection of a player, the team may continue with 8 players, but not less than 8. When the absent 9th player is scheduled for her turn at bat, the automatic out will be recorded for the first time only. When a team reduces to 7 players including an ejection, the team forfeits the game.
- 5) A regulation game is 7 innings for all age divisions (6 ½ innings if the home team is ahead). No new inning will start after 1 hour 20 minutes. There is no drop-dead rule. Once an inning has started it will be played in its entirety, unless the home team is ahead. There is no international tie breakers, games may end in a tie. The umpire may call a game due to darkness, rain, fire, or other causes. The umpire may suspend or call a game for the following conditions: (1) a team is not ready to play 15 minutes after the scheduled game time. (2) If after game time has started a team refuses to play (3) if after a suspension either team refuses to play within 2 minutes of the umpire calling "play ball" (4) If, in the opinion of the umpire, either team employs tactics designed to delay the game. (5) If after a warning by the umpire, one of the rules of the game is intentionally violated (6) if the order or removal of a player/coach/parent is not obeyed within 5 minutes of the order.
- 6) Up to 30 minutes will be given between games
- 7) NCFB does not keep track of score or standings during the Fall Ball Season.
- 8) No Mercy Rule. The goal of Fall Ball is to let the girls play as much as possible.

- 9) A regulation game is 7 innings for all age divisions (6 ½ innings if the home team is ahead). No new inning will start after 1 hour 20 minutes. There is no drop-dead rule. Once an inning has started it will be played in its entirety, unless the home team is ahead. There is no international tie breakers, games may end in a tie. The umpire may call a game due to darkness, rain, fire, or other causes. The umpire may suspend or call a game for the following conditions: (1) a team is not ready to play 15 minutes after the scheduled game time. (2) If after game time has started a team refuses to play (3) if after a suspension either team refuses to play within 2 minutes of the umpire calling "play ball" (4) If, in the opinion of the umpire, either team employs tactics designed to delay the game. (5) If after a warning by the umpire, one of the rules of the game is intentionally violated (6) if the order or removal of a player/coach/parent is not obeyed within 5 minutes of the order.
- 10) Up to 30 minutes will be given between games
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- 12) No Mercy Rule. The goal of Fall Ball is to let the girls play as much as possible