



Eastvale Girls Softball Rules and Regulations

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Article 1. General Information

A copy of the EGSA Bylaws, EGSA rules, and official ASA rulebook shall be given to all of the Board of Directors and Team Managers before participating in league activities. Copies of these Rules and Regulations are available upon request. EGSA Rules and Regulations may also be obtained in an electronic format by visiting our website at www.eastvalegirlssoftball.com.

The Board of Directors has the authority to establish policy, or to rule on any point not specifically covered by current policy, rules or Bylaws of the Eastvale Girls Softball Association.

Divisions: All ages are determined by what age the player will be on January 1 of the current year. The Teams shall be organized into the following divisions:

- 6U: Ages 6 and under – and – at least 3 ½ years old
- 8U: Ages 8 and under
- 10U: Ages 10 and under
- 12U: Ages 12 and under
- 14U: Ages 14 and under
- HS: Ages 18 and under

Article II. Rules of Conduct

A. Managers, Coaches, Players, and Spectators

1. Exemplary conduct by Managers, Coaches, Spectators, Board Members, and Players is expected at all times. Any charges of misconduct must be submitted in writing to the Board. Said charges will be acted upon within seven (7) days and may result in disciplinary action. If necessary a Special Board Meeting will be held to review and investigate the alleged misconduct. The results of said investigation and review are final. Said results will remain confidential to the parties. Any individual who falsely accuses anyone of misconduct may face disciplinary action by the Board. The protection of all players is the responsibility of the Association.
2. Flagrant acts of misconduct will result in disciplinary action to be determined by the Board. No previous charges or offenses need to be considered to invoke said disciplinary action. Said determination is deemed final; it is not subject to appeal or protest and it will remain confidential to the parties. Flagrant misconduct is defined as the action(s) by a person(s) deemed by the Board to be willful acts which bring or are intended to bring embarrassment, ridicule, or disruption to the Association or any of its functions. Flagrant misconduct also includes physical acts of violence of any kind.
3. **Profanity is prohibited:** Any Manager, Coach, Spectator or Team member guilty of using profanity shall receive the following discipline:
 - a. **First Offense** - Ejection from the current game by the Umpire and a one game suspension

- b. **Second Offense** - Ejection from the current game by the Umpire and the matter will be brought before the Board for possible disciplinary action.
 - c. **Third Offense** - Ejection from the current game by the Umpire and suspension for the remainder of the current season
- 4. **Discrimination:** Managers, Coaches and League Officials shall at no time engage in the act of discrimination based upon age, race or religion. Violation of this rule could be grounds for immediate ejection from the game and removal from ball field. The game will be suspended until the problem is resolved. If the problem persists, the offending Team will forfeit the game. Also, the Manager, along with the offender will be ejected.
- 5. **Smoking:** is prohibited at all EGSA games at all times. NO TOBACCO OR VAPING PRODUCTS OF ANY KIND IS ALLOWED. Smoking is also prohibited within fifty (50) feet of the dugout at all EGSA games. EGSA respectfully requests that smoking be kept an appropriate distance from all Team and/or player functions.
- 6. **Pets:** EGSA requests that pets be kept on short leashes. Any pet owners whose pets are deemed to be a safety hazard will be asked to leave the area. EGSA reminds pet owners of both their full responsibility and liability regarding public and player safety.
- 7. **Intoxicants:** Possession and use of intoxicants and/or signs of intoxication, including but not limited to the smell of alcohol, will not be permitted on the premises at any time. Violation of this rule will result in immediate removal from the field.
- 8. **Food in Dugout:** No food, gum, or open drinks, other than water or sports drinks will be allowed in the dugouts or the playing field at any time. Penalty for this rule will be the suspension of play until the problem is resolved
- 9. **Visits While in Dugout:** Players, Managers and Coaches are asked to refrain from visiting the Snack Bar during the course of their game. Emergency situations will be the only exception to this rule. Players shall remain in the dugout during their games. Parents are not permitted in the dugout during a game
- 10. **Misrepresentation:** Association personnel are strictly forbidden to present themselves as an authorized representative in any matter pertaining to the Association's activities without the expressed authority delegated by the President of the Board.
- 11. **Background Check:** All individuals involved in any supervisory position such as Managers, Coaches, Umpires, Team Parents, or any other person the Board deems necessary, shall be required to sign Code of Conduct agreement. Any false information given by statement can be cause for suspension from EGSA.
- 12. **Authorized Use:** All persons are strictly forbidden from using the EGSA logo without the expressed written permission and authority of the Board. Unauthorized use of the EGSA logo will result in suspension from the league.

13. **Harassment:** Directed at any Player, Manager, Coach, Umpire or League Official by any Team member, or their Spectators (spectator is defined as Parents, Guardians, Grandparents, Aunts, Uncles, Siblings, friends of the Team member's family or persons directly or indirectly related to a Team members, etc.) will not be tolerated. The Manager is responsible for all Team members and their spectators. Penalty for infraction of this rule is as follows:
- a. **First Offense** – Will result in a warning to the Manager of the offending Team
 - b. **Second Offense** – Will result in the ejection of the Manager of the offending Team
 - c. **Third Offense** – Will result in the forfeiture of the game against the offending Team.
14. **Concessions:** No food or drinks may be sold at any EGSA event without the expressed written consent of the Board of Directors. No exceptions

B. Disciplinary Actions

1. Ejections

- a. Only Umpires who are on the field, Board Members who are on field duty, and any Executive Board Member who may be at the field, are authorized to eject a Player, Manager, Coach or Spectator from the field or game.
- b. The ejected person, regardless of who that may be, must leave the playing field immediately, stay completely clear from the field, dugouts, bleachers or any other area where spectators could be in attendance, and, remain out of sight and sound for the remainder of the game. Failure to do so can result in an immediate ejection of the offending Team's Manager, forfeiture of the current game, and the possibility of disciplinary action from the Board of Directors. Ejected persons will automatically be suspended from his/her next scheduled game
- c. Ejections may be appealed to the Incident Committee under Article II, Section B, Item 3

2. Suspensions Resulting from Ejections

- a. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection must remain clear of the field, dugout, bleachers and spectator areas in which their Team is playing for the duration of the game. Violation of this policy will result in the offending Team's Manager being ejected and immediate forfeiture of the current game and the suspended person or persons may be brought before the Board of Directors for further action, if necessary
- b. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection may appeal said suspension to the Board of Directors under Article II, Section B, Item 3.

3. Appeals

- a. All appeals must be submitted in writing and are to be delivered to Player Agent Coordinator within 24-hours of the ejection and /or suspension. In the case of an ejected Player, Manager, Coach or Spectator, the automatic one game suspension, as noted in Article II, Section B-1(b) will be set aside while under appeal
- b. Written appeals will be acted upon immediately and a hearing will be scheduled within seven (7) days (excluding Sunday) to decide whether the ejection and suspension should be upheld or overturned.
- c. An Incident Committee formed by the Vice President, Umpire in Chief (UIC), Division Player Agent, and a Board member not directly involved will review the facts and form an opinion based on their investigation.
- d. The decision of the Incident Committee is final and may not be appealed again. All decisions will be remain confidential.

Article III. Managers and Coaches

A. Managers

1. Selection Process

- a. All persons interested in becoming a Manager must have their application (all Managers) submitted to the Board of Directors no later than the date posted on the league website. All applicants must complete an ASA and JCSD background check, and an EGSA Code of Conduct letter
- b. Managers will be considered based on their experience, past performance, league involvement and the ideals of EGSA.

2. Duties and Responsibilities

- a. The Manager is the primary link between the Team and the league. The Manager is responsible for money collected by the Team, league equipment, Team discipline, and general support of the league.
- b. The Manager is fully responsible for all personnel under his/her jurisdiction in all matters pertaining to the Eastvale Girls Softball Association
 1. Disciplinary action shall be taken by the Manager when deemed necessary and shall be immediately reported to the player Agent in writing within twenty-four (24) hours.
 2. If a player is benched during a game, for reasons other than general substitution, the opposing Manager and the Official Scorekeeper must be immediately notified. The Player Agent must then be immediately notified in writing after the game and within twenty-four (24) hours.

3. Pre-Game Field Preparation

Both Managers (Home and Visiting) are responsible for preparing and breaking down the fields. Fields must be ready by game time or the time used to finish the preparation of the field will be subtracted from the scheduled game time. All rules pertaining to the starts of games are in full effect and are not subject to field preparation or the lack thereof.

- a. EGSA will provide a batter's box template, chalk, string, marker, an infield sweeper, and water
- b. Volunteers are always needed to assist the Managers during field preparation.
- c. Dugouts must be left clean by both Teams. Managers must make sure that all trash in the dugouts, field areas and bleachers is collected. The penalty for failing to follow this rule is suspension of the Manager for the next scheduled game.

B. Coaches, Team Parents, Volunteers

1. EGSA is always looking for Coaches, Team parents and general volunteers; all are encouraged and welcome to apply.
2. All Coaches, Team parents and any other volunteers having direct interaction with the players of EGSA will need to submit an application for their desired position. All applicants must complete ASA and JCSD background checks, and an EGSA Code of Conduct letter. This is required annually

C. Player Evaluation

1. In January, all players in all divisions (except T-Ball) must participate in a player evaluation. The specific dates for the evaluations will be posted on the League website at the start of the registration process.
2. Participants will be assigned an evaluation number for tracking purposes
3. Players must attend one evaluation. The Managers, within their respective divisions, will evaluate all the players on their fielding, hitting, throwing, running and pitching skills. All players will attempt to make one pitch. Managers will determine whether the player will make more pitches.
4. Players who are not able to attend either of the two evaluation dates because of extreme circumstances (i.e., family or medical emergency) that has been approved by their respective Division Coordinator will be drafted via hat pick.
5. The Board of Directors will supervise the evaluations.

D. Team Formation

1. The Board of Directors will determine how many Teams to form. Their decision will be based on the total number of players registered in the respective divisions, and the number of Impact Pitchers they anticipate being in the respective divisions

2. Pitcher Evaluations

All players who wish to be pitchers must participate in the pitching evaluation. The player will throw a number of pitches, as requested by the Managers. Impact Pitchers are defined as those players who demonstrate exceptional pitching skills and depth of experience who can make a difference in the outcome of a game. Impact Pitchers (#1 and #2, if available) will be determined by the Managers at the end of the pitcher evaluation process. Only players who participate in the pitching evaluation will be allowed to pitch during the season, including frozen players with exception 1:

Exception 1. Managers that have received a “hat pick” or have developed pitchers during the season to pitch must contact their Division Player Agent for an evaluation in order for the player to be considered eligible to pitch. If the Player Agent feels that the pitcher could have been considered an Impact Pitcher, they will not be able to pitch for the season. If the Player Agent feels that the player has been “developed” into a pitcher, the player will be considered eligible to pitch. This rule is to prevent any player from “Sandbagging” and disrupting the parity of the league.

3. The Draft

- a. The Managers will meet and draft players until each player is selected; which will be determined on draft day. The Division Coordinator (for each respective division) will oversee the draft and record the results.
- b. The drafting order will be based on a blind draw held on the day of the Draft. In the odd number rounds, Managers will draft from first to last. In the even number rounds, Managers will draft from last to first
- c. Manager will “freeze” their own daughter(s), one Coach’s daughters on their own Team. The Player must be their own daughter, relative, or, legal guardian of that player or the player shares the same household address. Each Team may have a maximum of two Impact Pitchers Only. (The only exception is when a division does not have the same number of Impact Pitchers as Teams; no Team will be allowed to lock more than one Impact Pitcher in this case.)

All frozen players and sister options will be evaluated by the division Managers for draft round selection prior to the draft

- d. If the Manager does not have a child to freeze, they will have a first and second round pick. They will pick their Impact Pitcher in round one. They will not be allowed to pick another Impact Pitcher in round two (sisters are the only exception).
- e. When a Manager drafts a player with a sister, the sister becomes that Manager’s automatic pick in the round that has been pre-determined by Article III, Section 3, Rule D.
- f. Any Team not represented by a Manager will have its drafting done by the Player Agent, or their designee.
- g. Daughters of Managers and/or Coaches will not be eligible for the draft. They will be frozen to their parents’ Teams. The only exception would be if the parent chooses to manage a Team that does not include his/her daughter.
- h. After the last round of the draft, the Teams are FINAL. No trades are allowed unless authorized by the Player Agent for Team parity

4. Post Draft

- a. Managers must maintain the original drafted number of players on their Teams. They must notify their Player Agent if they lose a player.
- b. If a player resigns from a Team, the player is not permitted to join another Team for that season

- c. If a Team loses three (3) or more players after the mid-point of the season, the Board will decide within three (3) days on an action to keep the Team solvent.

5. Post Assignment

- a. Each Team will have no more than twelve (12) players in a season and no less than ten (10) players, with the exception of T-Ball and 8U. Late registering players, who have not been assigned to Teams will be distributed by Player Agents in a weekly draw. Identified impact players will be distributed separately, and with regard for League parity. All Teams with fewer players will participate in the weekly draw regardless of the number of players available. Managers, Coaches and Player Agents cannot manipulate sign- ups, or Drafts

E. T-Ball

1. Team Formations, Post Assignment

- a. The Player Agent will group the players by their age, and will then form the Teams manually, through random selection process and parental request.
- b. The Player Agent will have final approval on all Team formations.
- c. Should a Team have to be dissolved; players will be distributed by hat pick to remaining Teams

Article IV. Team Rules

A. General Rules

NOTE: The penalty for failing to comply with Article IV, Rule A, 1 through 4 is suspension of the Manager for the next scheduled game.

- 1. An adult female (woman aged 18 or older):**
 - a. Shall be present at all Team activities; and
 - b. Must be inside the dugout during games at all times
- 2. Home Team will occupy the 3rd base dugout.**
- 3. Managers and Coaches shall hold scheduled practices only**
- 4. All practices must be held at EGSA sanctioned practice fields.**

5. No Team is permitted to practice more than two (2) times per week for a total of four (4) hours. Teams may hold a third practice by one of the following situations only:
 - a. Hold a practice game with a Team that already has a scheduled field.
 - b. Holding batting practice at an authorized batting cage. Authorized batting cages are the cages at any public batting cage that carries liability insurance. EGSA can assume no liability for practices or batting cage sessions held on private property or non-sanctioned fields.
6. Players must attend all practices and games. The Manager must notify their Player Agent if a player misses two (2) or more consecutive unexcused practices. The Manager then has the right to bench the player from the next game.
7. The League will supply the Official Scorekeeper. The official Scorekeeper will sit near the backstop by the plate Umpire. The Official Scorekeeper is an Official during that game, and as such, shall not inform either Team of any violation of the rules, shall not put themselves in a position Scorekeeper.
 - a. In the event there is not an official scorekeeper, the home Team will be responsible for assigning a scorekeeper.
8. Both Managers must inspect and sign the official score slip at the conclusion of a game to attest to the final score. These score slips must be checked carefully. Once signed, the score slip becomes official, no exceptions. Any discrepancies must be resolved prior to signing. Failure to sign the score slip will result in the score being accepted as official by that Manager.

B. Equipment

1. The Manager/Coach is responsible for all EGSA equipment used by their Team. The Manager/Coach must account for all EGSA equipment when returned at the end of the season. Managers/Coaches may be assessed the replacement cost for lost or damaged equipment. In addition, each Manager's Team awards may be withheld until all equipment has been accounted for.
2. Teams must have a first aid kit in their possession at all practices and games. Managers shall supply one (1) first aid kit for their own Teams.
3. Batting helmets shall be used for batting, base running, warming up in an on-deck circle, and by players who are base coaching. Helmets must be worn at all times until the player returns to the dugout. For league play, EGSA requires that all batting helmets be equipped with face masks. For Tournament play, ASA requires approved helmets and face masks which are indicated by the "NOCSAE" stamp built into the face mask during its manufacture. "NOCSAE" is an acronym for the National Operating Committee on Standards for Athletic Equipment
4. All bats shall be official softball bats or those allowed by ASA with the ASA stamp on them. A metal bat should be free of burs, cracks or sharp edges.
5. Teams are allowed to use only one (1) coach bucket to call pitches. Bucket must be at the opening to the dugout, off the dirt whenever possible, and occupied at all times or must be removed

C. Deals

No deals are allowed between parties of any Team. This includes Managers and Coaches of opposing Teams, regarding the rules, eligibility, field conditions, or any other matter relating to a game. Penalty is forfeiture of the current game by both Teams.

Article V. Playing Rules

Division	Pitching Outs	Game inning limit. All games must have a minimum 2 innings completed for a complete game.	Spring / Winter Season Time Limits on games. No New Inning Time Limit Drop Time Limit.	Ball Size and Type	Pitching Distance	Bast Path Distance	Infield Fly Rule in Effect?	Home Plate Open or Closed?	SPRING ONLY - Run Ahead Rule is 15 after 3 innings, 12 after 4 innings and 8 after 5 innings.
6U	N/A	5	1:00	10	15	60	No	c	N.A
8U	9	5	1:20	10" RIF	30	60	No	c	YES
			1:40						
			1:20						
			1:30						
10U	9	6	1:30	11"	35	60	Yes	o	YES
			1:40						
			1:20						
			1:30						
12U	12	7	1:30	12" DS	40	60	Yes	o	YES
			1:40						
			1:20						
			1:30						

14U	UL	7	1:30	12" DS	43	60	Yes	o	YES
			1:40						
			1:20						
			1:30						
HS	UL	7	1:30	12" DS	43	60	Yes	o	YES
			1:40						
			1:20						
			1:30						

RIF = Reduced Injury Factor Approved NOCSAE

DS = Rawlings Dream Seam

Coach pitch? T-ball starts mid-season, 8U ends mid-season. No coach pitch during playoffs.

A. United States Softball Association (USA Softball) Rules

This league will function under the current USA rule book. (EGSA) By-Laws and Ground Rules will supersede the USA Rule book.

B. Uniforms

1. Only the official EGSA uniform shall be worn during a game. Shirts will be tucked in.
 - a. An exception would be if uniform is not available at start of season.
2. No Jewelry can be worn during practice or games. NO Exceptions. If a piercing cannot be removed player shall not return to games until it has been removed.
 - a. Newly pierced ears may have athletic tape put on to cover piercing. Tape must stay on, In case it doesn't stay on it earring will need to be removed.
3. Players shall wear athletic shoes or cleats with socks.
 - a. Cleats are strongly encouraged. Cleats shall be molded rubber or plastic only with no screw-in-spikes for 6U-12U.
 - b. Metal spikes are allowed for 14U-HS division. Inter-league play may not allow the use of metal spikes

C. Players and Substitutes

- 1.** Only those players shown on the official roster will be allowed to play. Teams will bat all players present. No Designated Players (DP or Flex) will be used.
- 2.** Coaches can openly perform defensive substitutions (including pitchers). No player can sit out of the game more than two innings until all players on the lineup card have sat out at least one inning. During winter ball season no girl can sit out of the game more than one inning until all players have sat out at least one inning. (See disciplinary exception)
- 3.** Teams shall field the following: T-Ball Division will field all players. (8u) Division will field ten (10) players using six (6) infielders and four (4) outfielders. All other divisions will field nine (9) players with three (3) outfielders.
- 4.** Games may start and finish with only eight players. A team with less than eight players shall forfeit. This is known as the short-handed rule which is in effect for all divisions except T-ball. Managers can play with 8 players without penalty. See exception 1a below.
 - a) Exception 1a**

A team that has 7 players, can pick-up one (1) player from their age division or lower to be their 8th player. 8th player must take the defensive outfield position and be listed last on line up, in the event that their missing player's reasons are due to injury, medical reason or out of town. But they will still need to list the vacant ninth position last in the batting order. No penalty for each time the vacant position appears (except in tournament play where an out shall be recorded each time). This is so that teams will not need to forfeit due to missing players.
- 5.** Courtesy Runners can be used to relieve pitchers and catchers after safely reaching base – and – can be used to replace a player that is injured while on base one time only during a game. The Courtesy Runner is the player that made the last out, or the last runner to cross the plate.
- 6.** When a player is removed from the game as a result of injury, illness, parental, or disciplinary reasons, only their next at bat will be declared an out unless the short-handed rule is in effect.

D. Shortened Games

1. The judgment of Jurupa Community Services District (JCSD) or ranking Board member shall determine when games should be called due to field conditions, such as weather or darkness. Upon proper notification, the game will immediately end. To be considered complete, a shortened game shall play a minimum of two (2) complete innings.
2. Only completed innings will count on the official score sheet. A completed inning is when the home team has had a chance to either tie or go ahead in the bottom half of that inning. If the home Team has a lead in the bottom half of the inning, the score at that time will remain. If the home Team is behind in the score, the inning will be nullified and the score of the previously completed inning will be the final score of the game.

E. Pitching

1. Pitchers may only pitch as many outs as listed on the playing grid. Violation of this rule will result in forfeiture
2. When multiple pitchers are used on the same batter and an out occurs, each pitcher shall be charged with a pitching out. A pitcher may not pitch more outs than listed on the playing grid for her respective division, excluding Championship Playoff games and the Championship Tournament play
3. A pitcher's eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires
4. Pitching changes must be reported to the Umpire at the time of the change or prior to the next pitch
5. If the defensive Team fails to notify the Umpire at the time of the change but corrects the error before the offensive Team appeals to the Umpire, the pitcher's eligibility will not be jeopardized and no penalty will be imposed.
6. If the defensive Team fails to notify the umpire at the time of the change, does not correct the error and the offensive Team appeals to the umpire, the pitcher of record will be credited with the outs and not the pitcher currently on the mound
7. In the 8U division, Umpires will not enforce rules as they apply to illegal pitches made during the first half of the season. However, Umpires will enforce these rules during the second half of the season. Umpires will call illegal pitches as appropriate for all other divisions (excluding T-Ball) throughout the entire season

F. Coach Pitching / T-Ball

1. Each batter will get up to three (3) pitches from a Coach. If the third pitch is not hit fair, the tee shall be placed just ahead of home plate so that the ball is just in front of the plate. This will teach proper hitting style. Batters must stand in a natural batting stance as if they were facing a pitched ball
2. To be considered a fair ball, the ball must be hit from the tee inside the lines and beyond the 15' arc. Once the ball is hit into fair territory, the batter becomes a runner and is subject to be put out by the defensive Team.
3. If a batter swings and misses the ball – or – if a ball is hit from the tee into foul territory – or – if the ball stops within the arc, it shall be considered a strike. Anytime a batter strikes or touches the ball causing the ball to leave the tee, it will be considered a hit ball and the above rules will apply. A foul ball after two (2) strikes will not be considered a strike. A batter will be called out after three (3) strikes
4. Outs will be enforced mid-season (Spring Season)

G. Coach Pitching / 8U Division

1. A batter may be called out on three (3) strikes, either by swinging at the pitch or by strikes called by the Umpire. Should the Umpire declare four (4) balls, the Coach of the batting Team will pitch from the pitching rubber. The batter's strike count will carry over from her at-bat. The Coach will pitch the remaining balls until three (3) strikes occur, or until the ball is hit fair. A foul ball hit after two strikes will not count as a strike and the batter may continue her at-bat. All Coach pitches are considered strikes. During playoffs and Championship games, no Coaches are allowed to pitch
2. When a pitched ball hits a batter, the Coach of the batting Team will then pitch to the batter. The batter will assume a clean count with no strikes.
3. Batters may not bunt during a Coach pitch. The batter must make a full swing. If she hits the ball and the Umpire determines that she did not take a full swing, the ball is dead and a strike will be called on her. If she already has two (2) strikes, it is considered a foul ball

H. T-Ball

1. No official score or standings will be recorded
2. Defense – All players on the Team can play on the field at the same time
3. A maximum of three (3) Coaches per Team will be allowed on the field at any one time
4. Coaches on the field shall not interfere with a hit ball.
5. Batting line-up should stay the same for the entire game
6. The last batter in the batting line-up shall run all the bases after they hit the ball (unless tagged out) and that will end that Team's turn at bat

7. Offense – First half – Approximately five (5) games
 - a. Players will get four (4) swings off the “T” for each at bat
 - b. Base running – Runners shall advance one base at a time per hit ball.
 - c. Each Team will bat through their entire line up per inning
 - d. Outs shall not be counted in the first half.

8. Offense – Second half – Approximately five games
 - a. Players will get a maximum of four (4) Coach pitches and three (3) swings off the “T” for each at bat to hit a ball into fair territory
 - b. The pitching distance for a Coach pitcher shall be a minimum of 20 feet, but no more than 30 feet. c.) If a hit ball hits the Coach pitcher, interference shall be called and the batter shall bat again
 - c. Base running – Runners shall advance a maximum of two (2) bases at a time per hit ball.
 - d. Balls and strikes will not be called
 - e. If a player gets out on a hit ball or while running the bases, she should return to the dugout
 - f. Outs shall be recorded but not tallied.

I. The Overthrow Rule / T-Ball & 8U

1. Important Definitions:
 - a. PASSED/MISPLAYED BALL= a ball not caught or under control by a defensive player
 - b. INITIAL PLAY= 1ST play off the bat
 - c. OVERTHROW= ball that leaves the field of play which results in a runner advancing two bases

THE RULE: Any PASSED/MISPLAYED BALL at 1st base off the INITIAL PLAY, batter-runner may advance no further than 2nd base at her own risk. If a runner is already on 1st base, she may advance no further than 3rd base at her own risk. (DOES NOT APPLY TO THE 1ST BASEMAN MAKING AN UNASSISTED PLAY)

2. In all cases, when the ball is returned to the pitcher in the pitcher’s circle, runners between bases must continue to advance to the next base or return to the previous base without hesitation. Hesitation is to be determined by the Umpire and the runner will be called out. (T-Ball is the only exception to this rule – the play is dead when the ball reaches the circle.)

3. If the ball is hit into the outfield, then runners may advance until the ball is returned to the pitcher, under control, and inside the pitching circle

4. If the catcher throws the ball to the pitcher and the pitcher doesn't catch it, the runner may advance one base if the runner didn't steal during the initial pitch.
5. Stealing is permitted in all divisions except T-Ball. Base runners can steal only after the ball leaves the pitcher's hand. In the 8U Division, players may steal only one (1) base per pitch.
6. Home Plate is closed in the 8U Division – you cannot steal home. In instances where a player attempts to steal home, the Umpire may return the player to third base after the attempt. (The base runner is in jeopardy of being put out until safely touching home plate)

J. Batting, Batter-Runner, Runners / All Divisions

1. On Deck Circle. Teams are allowed to have only one batter in the On Deck Circle at any given time. At no time should more than one player be warming up outside the dugout prior to entering the batter's box
2. One Foot in Batter's Box. Batters must keep at least one foot in the box between pitches and while taking signals or practice swings, unless:
 - a. There is a foul tip;
 - b. A time-out is called;
 - c. The pitcher or catcher is moving
 - d. There is an attempted play (such as the catcher trying to throw out a runner); or
 - e. The ball is put into play

Managers/Coaches should properly train all players to keep one foot in the batter's box while at-bat. Failure to do so will not currently result in a penalty; however, Umpires will be issuing a warning to all batter's failing to keep one foot in the batter's box

3. Hit by Pitch. When a pitched ball that is not swung at nor called a strike touches any part of the batter including the hands or clothing, the Umpire (at his/her discretion) may award the batter first base. If no attempt is made to avoid being hit, however, the batter will not be awarded first base unless it is ball four
4. The Look-Back Rule (Excluding T-Ball). In softball, runners must stay on the bases until the ball is released from the pitcher's hand. The Look-Back Rule forces runners onto a base so the next pitch can be thrown, and provides a means to avoid time-consuming "cat and mouse" games on the base paths that detract from regular play.

The Look-Back Rule is triggered when the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw):

- a. Any runner stopped on a base must stay on the base; and
- b. Any runner not on a base must immediately either advance toward the next base or return to the previous base.

Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.

K. The 5-Up Rule (7-Up for Divisions 12U, 14U, and HS)

1. Three outs or five/seven (5/7) runs ahead will constitute a half inning
2. No Team with the score tied or a lead may score more than five/seven (5/7) runs in any half inning.
3. Teams who are behind in the score at the beginning of that half inning may score as many runs as needed to bring the score even, and then may go ahead by no more than five/seven (5/7) runs in that half inning.
4. The last pitcher of record in the inning will NOT be charged with the remaining outs of the inning when the fifth/seventh run crosses the plate.

L. Tie-Breaker Rule (See ASA Rule 5)

1. If a game plays the required number of complete innings within the division time interval and the score is tied, then the Tie-Breaker Rule will be utilized. (Applies to Playoffs (Spring) or Tournament play only.)
2. If it is determined that the Tie Breaker Rule is to be applied to a tie game, then each Team's pitchers will be allowed three additional outs for the entire game. The total number of remaining allowable pitching outs may result in the same pitcher throwing in more than one tie-breaker inning

M. Protests (See ASA Rule 9)

1. There are three types of protests:
 - a. Misinterpretation of a Playing Rule – must be made:
 1. Before the next pitch;
 2. Before the next play;
 3. Before all infielders have left fair territory; or
 4. On the last play of the game, before the umpires leave the playing field

- b. Illegal Player – must be made while they are in the game and before the umpire leaves the playing field.
 - c. Ineligible Player – can be made at any time. Eligibility is the decision of the Protest Committee
2. Protests must be filed in writing with the UIC within 48 hours of the scheduled time of the contest along with a \$100 Protest Fee. The \$100 fee is refundable only if the protest is won.
 3. The Protest Committee shall consist of the UIC, Vice-President, Scorekeeper Coordinator, and two other Board Members from divisions other than that relating to the division in question. A Protest Meeting must take place within five (5) days of the filing. A minimum of five people is required for decisions regarding the protest. All decisions will be determined by majority vote and are considered final.
 4. If the Manager or a designee from either Team fails to attend the Protest Meeting without a reason acceptable to the Protest Committee, the game in question and the Protest Fee may be forfeited by that Team.

Article VI. League Championship - Spring Only (T-Ball Excluded) / EOS Tournament (T-Ball Excluded)

- A. All divisions will compete for their respective league championships / EOS Tourney
- B. 8U, 10U, 12U, 14U, and HS division final standings at the end of the regular season will be for seeding for the Tourney brackets
- C. Official Record. The official order of finish in season play shall be determined as follows:
 1. Win-Loss Record
 - a) If a tie exists, Teams shall be ranked according to which Team had the most wins in head-to-head competition.
 - b) If a tie still exists, Teams shall be ranked according to the fewest runs allowed per game in head-to-head competition during the regular season.
 - c) If a tie still exists, Teams shall be ranked according to the most runs scored per game in head-to-head competition during the regular season
 - d) If a tie still exists, a one game playoff will be scheduled to determine the final placing of the Teams in question

D. Trophies/Medals

1. T-Ball players will receive a participation trophy for the season
2. 1st and 2nd place medals will be awarded based upon regular season standings / Participation medals for all others (Spring Only)
3. 1st and 2nd place trophies will be awarded for Tournament play (Spring Only)
4. Participation Trophies/Medals for all (Winter Season)

Article VII. Team Sponsors

- A. Every Team is required to obtain an official team sponsor. The cost of Team sponsorship is \$300
- B. Sponsor fees may be paid by cash or check, and must be paid before uniforms will be issued.
- C. Each Team will receive one (1) 2'x2' banner for the first \$300 in sponsorship paid.
- D. A Team may split the cost of sponsorship between more than one individual and/or business
- E. Teams failing to comply with the sponsorship requirement will not be issued uniforms, which will result in forfeiture of games

Article VIII. All Star Tournament Teams

During the Spring season, Eastvale Girls Softball Association forms All-Star Teams for each division. These Teams compete in All-Star tournaments which provide an opportunity for the best players in Southern California area softball leagues to play. These tournaments are held from May through August. A supplemental set of rules created by the All-Star Committee and approved by EGSA will govern Manager Selection and All-Star Team Formation. The All-Star committee will be formed to review the previous year's rules. The All-Star committee will approve or make changes as needed and present them to the EGSA board for approval. The new set of All-Star Rules will then be in effect for the upcoming Spring Season.

The All-Star selection process will be based upon player's performance during the Spring season. Managers are required to evaluate the players, keep stats of all their own players, keep stats of other Teams players, and based on outstanding performance, positive attitude and sportsmanship, select the All-Star Teams. Managers will meet and select the players after May 1st.