



**2025 Fall
Greater Omaha Softball League**

**League Rules
& General Information**

All girls' fast pitch leagues will follow the USA Softball Association code / rules with the exceptions and clarifications that follow.

General Information

Softballs

- 8U & 10U – Provide ANY 11-inch .44 or .47 COR SOFTBALL optic yellow/red stitching.
- 12U-14U – Provide ANY 12-inch .44 or .47 COR SOFTBALL optic yellow/red stitching.

SPECIAL NOTE – GAME OFFICIALS MUST BE ABLE TO READ THE "CORE" AND COMPRESSION DESIGNATION ON THE BALL OR IT WILL NOT BE ALLOWED TO BE PUT INTO PLAY.

Time Limits and Other Considerations

60 Minutes "DROP DEAD" in 8U AGE GROUP. The result of the game is the score when the time expires.

70 Minutes "DROP DEAD" in 10U-14U AGE GROUPS. The result of the game is the score when the time expires.

There will be NO TIE BREAKER in youth league play.

ALL TEAMS MUST BE PREPARED TO START GAMES 10 MINUTES PRIOR TO THEIR SCHEDULED STARTING TIME.

Umpire Fees

8U Division – No Umpires

10U-12U-14U Divisions - Solo Umpire

Runs-Ahead Rule

- ◆ 12 runs after the 3rd inning
- ◆ 10 runs after the 4th inning
- ◆ 7 runs after the 5th inning

Reporting Scores/League Standings

Whether your team wins or loses, coaches or a designated team representative MUST report the score of the game within 48 hours. All reporting of scores will occur via the following link:

<https://millardunited.sportngin.com/register/form/976282462>

Uniform Requirements

Follow the USA Softball Code for players and coaches. Exception: Coaches may wear denim jeans.

PLAYERS IN THE 14U DIVISION MAY WEAR METAL CLEATS.

Coin Flip

Home team will be decided by a Coin Flip prior to the start of the game. Home / Visitors are listed on the schedule / App as a reference to matchup ONLY.

Lineups and Keeping Score

Teams should exchange lineups at the start of the game. Lineups should also be given to the umpires. However, umpires will only become involved in lineup issues IF a batting-out-of-order situation occurs.

Teams should periodically check the score with each other to avoid the potential of conflicting score information. The home team scorebook will be the official scorebook. Umpires will become involved in score-of-the-game issues only if there is a conflict between the scorebooks of both teams. At such a time, the umpire will confer with both managers and resolve the situation before the game will continue (the clock will NOT be stopped during the discussion). If the issue cannot be resolved, then the score in the home team scorebook will be the official score.

Please take one minute to verify the final score with the opposing team following each game!

Banned Bats

All bats in Greater Omaha Softball League Play must meet USA Softball Code. For 2025, GOSL will follow the USA Softball "banned bat" list as published on the USA Softball website, ***<http://www.teamusa.org/USA-Softball>***.

Intentional Walk

Announce the intentional walk to the umpire. Teams **do not** have to pitch to the batter.

Age Group Participation

The players' age on Sept. 1, 2025, is the age group she is eligible to participate in during the 2025 season.

Players will be allowed to move up only ONE AGE GROUP in league competition UNLESS there are special extenuating circumstances involved, and they are submitted in writing. In which case, GOSL will investigate and decide in the best interest of the other teams in the league.

A player may only be listed on the roster of one (1) team.

Players will not be allowed to substitute for another team in the same age group OR division of play (Ex: a 12U Division I player cannot play for a 12U Division II team and so on). **Exception: a player may "play up" one age group/division but not "down."**

If a player chooses to switch organizations/teams during the season, the player's parent/guardian MUST notify the GOSL League Director in writing of the change. The coach of the new team must also notify the GOSL Director and will be required to update the Player Waiver form prior to the player entering a game. If this is not done prior to the start of a game in which a player participates, the result may be the forfeiture of the team's game.

Player Eligibility

If a team has a reason to question the eligibility of a player, an inquiry must be filed in writing to the GOSL Director. The inquiry and any other resulting activity will be handled by the League Director, which at their discretion may call the player and coach of the team in question to attend a special hearing.

In such cases, umpires WILL NOT become involved in handling any dispute. This is strictly an administrative matter. The umpires will instruct teams to contact the GOSL League Director.

Protests

Protests can be filed on any umpires' rule interpretation, but not a judgment call. Before the next legal pitch, the umpire must be notified that you are going to continue to play the game under protest. The umpire will gather the teams together and announce that a protest is being lodged. Both scorebooks must reflect the same score and, if necessary, the ball/strike, outs count and positions of the runners. The umpire will initial both books. Your protest - along with a \$100 filing fee - must be turned into GOSL, in writing, within 48 hours after completion of the game. The filing fee will be returned if the protest is upheld by the League Director.

Field Conditions/Weather Information

Field conditions/rainout information will be available by 9am on Labor Day and the following Sundays. Game decisions will be made by 4pm, the final week of games, (Tuesday-Thursday).

GOSL Field Conditions & RAINOUTS WILL BE COMPLETELY DONE VIA RAINOUTLINE

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The weather is the single most unpredictable factor affecting any softball season. Umpires will use the following criteria for canceling games in progress as taken from Appendix D of the NCAA rule book and as recommended by the National Severe Storms Laboratory (NSSL):

"Thunder always accompanies lightning, even though its audible range can be diminished because of background noise ... The current recommendation of the NSSL is to consider terminating play when the lightning is six miles away ("flash-to-bang" time of 30 seconds or less). This ... was developed as a practical way to make a judgment in situations where other resources ... are not available."

Games in Progress Called due to Inclement Weather

Any game that is called due to threatening weather and/or rain will be considered a complete game if:

- a) 4 complete innings were played, or
- b) 3 1/2 complete innings were played, and the home team is ahead. If the game does not meet these two conditions, GOSL may attempt to re-schedule the game from the point that the game was suspended. In this case, teams MUST record the number of outs remaining, pitch count and identify the batter so the game can continue correctly.
- c) If a game is called in the top of inning 6 or 7, then the score will revert to the last complete inning played for the purpose of determining a win/loss.

Rainout Dates

Due to the short "window" of opportunity to play games in the fall, the ability to make up rained-out games is limited. However, EVERY attempt will be made to schedule rained-out games IF field space is available. To do so may require that teams play an additional night during the week.

Umpire Pay on Games Called Due to Weather/Darkness

Once a scheduled game begins, the umpire(s) may be entitled to keep the game fees, no matter where you are at in the game. The League Director and Head of Umpires will discuss and come to an agreement on how to proceed with a shortened game. Once an agreement is reached, all parties will be notified.

Forfeited Games

If a team does not have the required number of players to start the game under the short-handed rule, the umpires will start the game clock at the proper time and allow 10 minutes to elapse before calling the game a forfeit. If a player arrives during the 10-minute "waiting period," then the clock will continue to run, and the game will start from that point. For all other starting times ... game time IS forfeit time. For any forfeited games, umpire fees will be deducted from the forfeit fees paid at registration. Umpires will NOT work a game if the teams involved in a forfeit still wish to play a "practice game."

Unable to Play Scheduled Game

If your team is unable to play its scheduled game, the GOSL Director must be notified 72 hours in advance. DO NOT CONTACT THE MANAGER/COACH OF THE OPPOSING TEAM. Failure to do so may result in loss of forfeit fee. The League Director can overrule this if, and only if, they determine that exceptional circumstances existed.

If the League Director is notified 72 hours in advance that a team cannot play its scheduled game - and the opposing team and umpires can be notified - then a forfeit fee will not be charged.

If a team calls the GOSL Director on the *SAME DAY* of the scheduled game and reports it cannot play its scheduled game, the team will automatically lose its forfeit fee, no exceptions.

Refunds

Once Registered, No Refunds Will Be Issued Without Having a Team in Line to Replace the Team Requesting the Refund. Should a Replacement Team Be Available, Refunds Shall Be Subject to an Administrative Fee of up to \$150. After the Registration Deadline, No Refunds Will be Processed, and an additional Administrative Fee may apply.

*Disclaimer - Due to any unforeseen circumstances, the schedule may be adjusted at any given time if deemed necessary by the GOSL Director. This will not result in any refunds.

Specific Playing Rules

• 8U Specific Rules

Game Length (Time Limit & Runs per Inning)

5 Innings or 60 Minutes Drop Dead Time Limit Format (Whichever Comes First)
Innings Will Consist of 5 Runs or 3 Outs (Whichever Comes First)

Pitching Rules

- The Player Playing the Pitching Position Shall Not Pitch to the Batters
- A Coach-Pitcher Shall Be a Member of the Offensive Team's Coaching Staff and Shall Pitch the Ball in an Underhand Motion to Each Batter of Their Team. The Coach-Pitcher May Move Forward from the Pitching Rubber to a Position That Will Allow a Hittable Ball to be Pitched to the Batter.
- A Representative from the Offensive Team May Be Positioned at the Backstop to Assist with Returning Pitches to the Pitcher

Batter (Number of Pitches)

- Each Batter Will Be Allowed Five (5) Pitches to Bat the Ball in Play. A Batted Foul Ball on the Fifth Pitch Will NOT Count as One of the Five Pitches. Each Batter That Fails to Bat the Ball in Play Will Be Counted as An Out, And the Next Batter in the Batting Order Will Take Their Turn at Bat.
- A Caught Foul Fly Ball Will Be an Out Whenever it Occurs, Including the Fifth Pitch or Any Subsequent Pitch

Defensive Line-Up Options

- Teams May Have (4) Infielders, One (1) Pitcher, One (1) Catcher and Four (4) Outfielders.
 - All Outfielders Shall Be Positioned Behind the Base paths.
 - The Player-Pitcher Shall Take a Position Within the Eight (8) ft. Pitcher's Circle, However, May Not Be Positioned Directly in Front of the Coach-Pitcher.

Offensive Line-Up Options

- Teams Will Have the Following Line-Up Options:
 - Option 1: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
- Notes for Option 1:
 - Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
 - Courtesy Runners:
 - Any Player
 - Should the Player Chosen as the Courtesy Runner Come Up to Bat While on Base, They Must Take an Out and Leave the Base to Bat
 - The **SAME** Courtesy Runner **MAY NOT** Run for Both the Pitcher and Catcher in the Same Inning.
- If At Any Point a Team Falls Below the Number of Players Their Line-Up Started With, Those Vacant Spots Will Be Considered Automatic Outs.

Distances

- Base Length - 60 ft.
- Pitching Distance - 35 ft.
- Infield Safety Arch - 27 ft.
 - No Player Shall Be Positioned on Defense Inside this Arch.

Additional Rules / Information

- NO BUNTING
- NO LEADUFF. Each baserunner may lead off when the pitched ball crosses homeplate.
- NO STEALING
- NO INFIELD FLY
- NO DROPPED THIRD STRIKE

- NO DESIGNATED PLAYER

Play Stoppage

- Time Shall Be Called, and the Play is Over in the Following Situations.
 1. The Advancement of the Lead Runner Stopping and the Ball Being in the Possession of an INFIELDER in the infield.
 2. Should Runners Be Beyond the Halfway Line Between Bases, They May Advance to That Base.
- There Shall Be a Limit of One (1) Overthrow on a Play, With a Maximum of a One (1) Base Advancement for Each Runner. Should a Second Overthrow Occur on the Same Play, the Base Runners Will Be Returned to the Base Last Occupied.

- **10U and 12U Leagues ONLY**

A ½ inning of play will consist of three (3) outs OR the MAXIMUM number of runs that can be scored by the team on offense in its ½ inning at bat is seven (7). The inning is over *immediately* when the 7th run crosses the plate. It is the responsibility of the team at bat to notify the umpire when the potential 7th run reaches 2nd base.

- **ALL AGES**

Teams will have the **OPTION to place ALL their PLAYERS in the batting order**. AS AN EXAMPLE, IF A TEAM HAS 12 PLAYERS AT THE GAME, IT CAN CHOOSE TO BAT ALL 12 PLAYERS. If a team elects to bat only 10, the two remaining players are listed as substitutes on the lineup cards. Any nine (9) of the players listed **in the batting lineup** can play a defensive position at any time.

Courtesy runner: Any player can be used as a courtesy runner for pitcher and catcher. Any player can be a pinch runner for an injured runner. If a player is on base when it is their turn to bat. The player they are running for is Out and they go and take their turn at bat.

BASERUNNING RULE IF ALL PLAYERS ARE INCLUDED IN THE BATTING ORDER – If a player who has completed a turn a bat and advanced safely to a base is unable to complete her base running obligation, THEN the “next previous” batter who is not on base will be used as a runner. For example: If the No. 7 hitter is injured, then the No. 6 batter is the runner. If the No. 6 batter is on base, then the No. 5 batter is the runner ... and so on.

If a player is injured and it is deemed that she cannot continue, the player will be removed from the line up and the team **will NOT** be assessed an automatic out, unless the team drops below 9 batters. The player will NOT be eligible to return to the game. Coaches may agree not to impose an Automatic Out if the situation arises.

Short-handed Player Rule for ALL Girls’ Fast Pitch Leagues

Teams MUST have eight (8) players to start a game. It does not matter if your team is the home team or visiting team. If through injury or ejection a team drops to 7 players, then the game is ended. If a team forfeits a game, the umpire will turn in the score as a 7-0 win for the opposing team.

A team may add a player to bring their team to full strength **ANY** time during the game. **THAT PLAYER MAY ENTER THE GAME AT ANY TIME AND WILL BE LISTED LAST IN THE BATTING ORDER.**

The game will not be delayed waiting for a player to arrive from the parking lot or while the player is on the bench preparing to play.

Disciplinary Code

Three Strikes and You Are Out

A general "three strikes and you're out" rule will be used in the GOSL. Team managers/coaches are responsible for the actions of their players, parents, and fans before, during and after games.

- A **PLAYER** or **COACH** who is ejected in the first game of a doubleheader league will NOT be allowed to play/coach the second game.
- A **PLAYER** or **COACH** who is ejected in the **second game** of a doubleheader will NOT be allowed to play/coach the next regularly scheduled league game.
- A **PLAYER** or **COACH** who is ejected for the second time in a season will be suspended for the next two **consecutive** league games.
- A **PLAYER** or **COACH** who is ejected for the third time in a season will be suspended for the season.
- If the **PARENT** of a player is ejected in the first game of a doubleheader league, then **their child** will NOT be allowed to play the second game.
- If a **PARENT** of a player is ejected for the second time in a season, then **their child** will be suspended for the next two **consecutive** league games.
- If a **PARENT** is ejected for the third time in a season, then **their child** will be suspended for the season.

FIGHTING – **At a minimum**, players/coaches involved will be suspended for one year from the date of the incident. "Fighting" shall be defined as any altercation in which ANY TYPE of physical contact occurs.

EXCESSIVE VERBAL ABUSE/THREAT TO AN UMPIRE – minimum three (3) game suspensions.

ANY PHYSICAL CONTACT WITH AN UMPIRE – minimum one-year suspension from the date of the incident.

CAUSE AN INJURY TO A GAME OFFICIAL OR ANOTHER PLAYER – Lifetime suspension.

It is the responsibility of the team coach/manager to ensure that the suspension(s) are appropriately served. Failure to do so will result in one additional game being added to the suspension until the disciplinary action is satisfactorily served. Failure to comply will result in additional disciplinary action being taken against the coach and the team involved.

If a player/coach/parent wishes to have any suspension action repealed, then an appeal must be submitted in writing within 48 hours of the incident that led to the suspension. GOSL will then review the appeal, uphold, or reverse the disciplinary action or recommend another appropriate course of action.

Special note for all youth league games: If the parent ejected in a youth game is also the COACH of the youth team, he/she will be considered the coach and not a parent for purposes of the administration of the discipline code.

Note: GOSL maintains the right to issue disciplinary action on a case-by-case basis.

Profanity and Sportsmanship

GOSL will continue to enforce the USA Softball of Nebraska Procedural Code(s) with respect to "Casual Profanity" and "Sportsmanship." The Code states:

"11.07 Casual Profanity Rule – The umpire has the authority to assess **ONE OUT** against the offending team for the use of **CASUAL PROFANITY** which shall be defined as expletives (Vulgar or Profane Language) not directed at umpires or opposing players, uttered by a player, manager/coach, on the field or individual within the dugout involved with the play of the team, frustrated with themselves, or a teammate or fan. All outs will be assessed to the offending team during their team at-bat. Only ONE "Casual Profanity" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of vulgar or profane language exceeding these limits will subject the individuals responsible to ejection from the game for unsportsmanlike conduct. A player ejected from the game for exceeding these limits will have a casual profanity "out" charged to the team. The casual Profanity penalty "out" will be assessed as a team and will not affect any batter or base runner. For scoring purposes, the put out will be credited to the catcher. **ANY PROFANITY OUT(S) ISSUED AT THE CONCLUSION OF AN INNING—TO EITHER THE OFFENSIVE OR DEFENSIVE TEAM—WILL CARRY OVER INTO THE NEXT INNING THAT EITHER TEAM IS BATTING.**

11.08 Sportsmanship Rule- The umpire has the authority to assess **ONE OUT** against the offending team for excessive protest, arguments, complaints, or behavior not appropriate in a recreation sports setting, throwing bat, glove, gestures, whining etc. Such conduct exhibited by a player, coach, or team representative will be penalized. All outs will be assessed against the offending team during their term at bat. Only **ONE** "unsportsmanlike" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of continued or excessive unsportsmanlike conduct will subject the individual(s) responsible to be ejected from the game. A player/coach /team representative ejected from the game will not have an un-sportsmanship out called against them. The un-sportsmanship "out" will be assessed as a team and will not affect any batter or baserunner. For scoring purposes, the out will be credited to the catcher. **ANY PROFANITY OUT(S) ISSUED AT THE CONCLUSION OF AN INNING—TO EITHER THE OFFENSIVE OR DEFENSIVE TEAM—WILL CARRY OVER INTO THE NEXT INNING THAT EITHER TEAM IS BATTING.**

Alcohol, tobacco, and/or vaping are strictly prohibited. Any coach or spectator found to be violating this may be asked to leave the game site. Lack of cooperation may result in a game's forfeiture.

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