

Manchester Girls Softball Official Rules



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DRAFT RULES FOR EVALUATION DAY

1. The picking order will be based on previous season's official record after playoffs. Last place team will pick first. Third place picks 2nd, Second place choose 3rd and First place chooses last. In the event of a new team entering the division, they would receive the first pick and the other teams simply move down.
2. Each Head Coach shall declare to the board of MGSL up to two (2) assistant coaches in writing before midnight February 1. (FAILURE TO DO SO WILL RESULT IN NOT BEING ABLE TO CHOOSE ADDITIONAL ASSISTANTS UNTIL AFTER THE DRAFT HAS BEEN COMPLETED AND WILL HAVE TO BE CHOSEN FROM PARENTS/GUARDIANS WITHIN THE EXISTING TEAM AFTER THE DRAFT IS COMPLETED.)
3. In the event the Head Coach chooses 2 assistants before Feb. 1 who did not coach on that team the prior year and whose child is new to the team, it will be considered their 1st and 2nd draft picks. If a head Coach wants to pick a 3rd assistant, they must be chosen from the team Roster. In the event of an expansion team, the head coach can pick up to two assistants prior to the evaluations starting and their daughters will be the 4th and 5th round picks for that team.
4. Any returning player that did not play in the previous season will go back into the draft as if they were new registrations.
5. Any new sign-ups, or girls that were unavailable to be at the evaluation day will not be initially placed on a team. There will be a 2nd evaluation date, prior to games starting and as close to the start of outdoor practices as possible. The draft picks will continue in order with the next team in line from the original draft day.
6. The Head Coach's children are not considered a draft pick.
7. Requests to play with siblings must be made on the application and furnished to the coaches prior to the draft. Siblings are always considered a group package unless parents request otherwise and are consecutive draft picks.
8. A new player moving into the division, can put an individual request on their registration to play for a specific team for a valid reason. That information will be available to the coaches before the draft. However, we cannot guarantee that any of these requests will be honored.
9. Requests to "not to play" for one specific coach must be submitted in writing with a valid explanation. The MGSL Board of Directors must approve all requests. (Only one coach can be listed, multiple coaches cannot be placed on a list to not play for).

- 10.** If there is a request by a parent to remove a player from a team in a specific Division and she is remaining in that division, they must submit it in writing with a valid explanation to the Board of Directors. The BOD must then approve any request submitted. If the request to be removed from a team is approved, the child shall be placed back in the draft.

- 11.** In the event the parent of a child who is approved to be removed from a team and entered into the draft, is an assistant coach who then requests to move from one team within a division to another team in the same division, they may apply to be an assistant coach upon an invitation by the head coach of the team the child is drafted by, after the draft has concluded. All coaching applications are subject to BOD approval.

Team Rules

1. The division ages are as follows (the league age is what player was as of 12/31 the previous calendar year)...
 - Mini-mites** 4-6. A 6 year old may move up if they show the required skills, or a 7 year old could move down, at the discretion of the board, if they lack the required skills.
 - Mites** 7-8. An 8 year old may move up if they show the required skills, or a 7 year old may move down if they lack the required skills, at the discretion of the board. It could also be possible for a 6 or 9 year old to be on the team if their skill set best matches this division.
 - Minors** 9-10. A 10 year old may move up if they show the required skills, or a 9 year old may move down if they lack the required skills, at the discretion of the board. It could also be possible for an 8 or 11 year old to be on the team if their skill set best matches this division.
 - Juniors** 11-13. An 11 year old could move down, at the discretion of the board, if they lack the required skills. It could also be possible for a 10 or 14+ year old to be on the team if their skill set best matches this division.
 - Seniors** 14-18. A player that is still enrolled in high school will be able to continue through graduation despite age. If a senior aged player lacks the skill requirements and is a safety hazard to herself or team mates, she may move down to juniors at the discretion of the board.
2. The roster size is determined by registrations and could be slightly higher or lower, however Mini's and Mite's have a 6-9 player goal to allow for proper instruction. The Minor and Junior division goal is 13 players and Senior's goal is to cap at 14 players.
3. Requests to play with friends must be made on the Players application and submitted to the League prior to March 1 of a given year. We cannot guarantee though that any of these requests will be honored as it is subject to availability.
4. Spectators and or parents are PROHIBITED from the dugout, the area behind or immediately to the sides of the dug and prohibited from behind the backstop area. The Umpire and or league officials shall have the power to remove spectators who do not comply with this rule after being requested to move.
5. **MOUTHGAURDS MUST BE WORN ON THE FIELD AT ALL TIMES**-Hitting or fielding, and chin straps must be worn when batting/base running.

MINI Mites (AGE 4-6) Rules

1. When COACHES are PITCHING: Players will be pitched to by a member of their OWN TEAM'S coaching staff. The coach/pitcher shall also act as umpire when pitching. It is only this person who can make the final rule of the call. The coach/pitcher, on the mound, serves only to pitch the ball and call the plays, and may not touch the ball any time it is in play during game play. If the coach acting as pitcher accidentally comes in contact with said ball, the play will continue with ball considered live.
2. Wearing of regulation batting helmets is mandatory to protect against possible head injuries. Helmets must be worn by the batter, base runners, on-deck batters, and any player at the first and/or third base lines. Chin straps MUST be worn properly with the helmets at all times.
3. MOUTH GUARDS MUST BE WORN ON THE FIELD AT ALL TIMES.

Weeks 1, 2, 3, 4, (Single Team PRACTICE)

These sessions will consist of a warm up of catch followed by a team stretch. A quick water break and 15-20 minutes of skills and drills (6 PM – 6:30 PM) and 30 minutes for batting practice.

Practices on Tuesday OR Thursday and Saturdays

Week 1 (Weather Permitting)

Week 2

Week 3

Week 4

USUALLY SCHOOL VACA WEEK practices will be held

Weeks 1 through 4

- Goal is to keep the girls interested/moving.
- Practice 4-5 skills per session.
- Each skill should last 10-15 minutes.
- Practice both offensive (i.e. hitting and running) and defensive (i.e. fielding and throwing) skills within same session.
- Start with tees and work in pitching by coaches to those players that can hit

Weeks 5, 6, 7, 8, 9,10, 11 and Season Finale with Ice Cream Social

These sessions will consist of a warm up of catch followed by a team stretch. A quick water break and 15-20 minutes of skills and drills (6 PM – 6:30 PM) and 30 minutes for batting practice. End every practice with something fun and a team snack. Send them home HAPPY.

FOR SATURDAY GAMES: Warm up by playing catch and then stretch for no more than 15 minutes combined. Then play a game for 40-45 minutes (2 innings). See rules below for dates. Games will end by letting them know what they did right followed by a team snack.

Week 5

Weeks 5 - 7 (Coaches Pitch)

- Each batter gets (4) strikes, then use a "T".
- Everyone bats every inning.
- Everyone runs the bases.
- Last batter every inning clears the bases, anyone on base rounds the bases and goes home.

Week 6

Week 7

Week 8

Weeks 8 – 11 (Coaches Pitch)

- Each batter gets (3) strikes, then use a "T".
- Everyone bats every inning.
- Plays made in the field count as outs.
- Base runners sit down if put out on base.
- Last batter does not clear the bases.

Week 9

Week 10

THIS NEEDS TO BE FOLLOWED!

Week 11

*** In case of rainouts, make up sessions at coach's discretion or as assigned by the League.**

**** Mites field is available most other days if coach like to add occasional practices.**

Mites (AGE 7-8) Rules

1. **FIELDERS:** A Mites team should field ONLY 10 girls. (6 infield positions and 4 outfield positions.) ALL outfielders must be on the outfield grass and in fair territory.
2. **SCORES:** Scores are not kept
3. **FIELDING:** Each player MUST play a minimum of 2 innings in the infield. Teams should support and encourage girls to catch, rather than having the coach catch.
4. **BATTING:** All the players in the entire lineup will be eligible to bat with free substitution. Meaning that if you have 12 players, 10 in the field and 2 subs, your 2 subs will bat when their turn comes up.
5. Player(s) who are not present at the start of a game may be listed at the bottom of the rotating batting order. Simply insert them when they arrive.
6. **PITCHING BREAKDOWN:** Coaches will pitch all games. Players do not pitch in this division. Pitchers should be worked with during practice to develop them. Based on the size of the team, the position in the circle should be played.
7. **When COACHES are PITCHING:** Players will be pitched to by a member of THEIR OWN TEAM'S coaching staff. The coach/pitcher shall also act as umpire when pitching. It is only this person who can make the final rule of the call. The coach/pitcher, on the mound, serves ONLY to pitch the ball and call the plays, and may NOT touch the ball any time it is in play. If the coach acting as pitcher accidentally comes in contact with said ball, the play will continue with ball considered live. There will be no walks when coaches are pitching, but strikes will be called for swinging.
8. **STRIKE OUTS:** During weeks 1-4, there are no strike outs, after 4 good pitches, if the player does not make contact, a tee should be used. Please move the tee in and out to not delay the game. During weeks 5 to the end, 3 swinging strikes and the batter is called out with the batters turn ending. If the batter has not connected with the ball into fair territory after (5) pitches that are over the plate, their turn will end and a new batter shall come to bat. NO EXTRA PITCHES can be made by the coach.
9. **OUTS:** If a player is put out on the bases, they should head back to the dugout area.
10. **AN INNING SHALL END WHEN:** your line up has batted, with the last batter cleaning the bases upon their hit by all players on base running home.

11. If a ball is rolling or bounces on the ground and then hits the batter, it will not be considered a hit batter and the batter should not go to first base. No runners should advance.
12. There is NO in-field fly rule.
13. LEANING/LEADING and STEALING: There is NO Leading/Leaning or Stealing of any base.
14. Games will be a maximum of 1 hour. You should hurry the players on and off the field and be ready to bat promptly. Your goal is 4 innings, if time allows you may play more but at 1 hour the game ends. All games end in a tie.
15. A runner must attempt to avoid contact with the defensive player. Teach your players they cannot run into the fielders.
16. If a game is suspended or canceled due to weather or darkness, it will rescheduled by availability of fields by the division coordinator. Some games may not be made up if weather or scheduling does not allow.
17. Wearing of regulation batting helmets is mandatory to protect against possible head injuries. Helmets must be worn by the batter, base runners, on-deck batters, and any player at the first and/or third base lines. Chin straps MUST be worn properly with the helmets at all times. Catchers must wear the catcher's mask and gear. MOUTHGUARDS ARE TO BE WORN ON THE FIELD AT ALL TIMES- batting/base running or fielding
18. You may schedule extra or additional practice in the available mite area by contacting the division manager/commissioner if field time is available.
19. Players, managers, coaches, authorized by the manager are the ONLY people permitted to be in the Dugout. The total number of coaches, including the manager, is limited to a maximum of four (4). Players are to remain in the vicinity of the dugout during the course of the game.
20. PRE-GAME; Field should be raked by BOTH teams starting 30 minutes before game time. Home team should line field and put bases out.
21. POST GAME: When your game concludes the dugout area should be free of any debris or garbage before excusing your team. When there is no game after you, Bases should be put away, tools put away and the equipment closet and or areas locked. Always re-rake the base lines and batter's box after the game as well. Check for anything left behind. When on field 1 garbage cans in dugout emptied.

APRIL- Regular Games

They will be in the mini-mites area. Infields are painted on the grass. Coaches should have a set of throw bases and a Tee.

Week 1-4 Single team practices. You should be simulating games by splitting your roster for part of practice to show the players what to expect in May. Coaches should work on both offense (hitting) and defense (fielding) at all practices.

Regular season- end of season

You should ask for volunteers who would like to catch before making anyone play this spot, as they may be afraid to. All girls should be educated on all positions, and encouraged to try, but not forced.

Each player should be able to play at least 2 innings in your infield. Educate your players that 3 strikes is an out and that their turn at batting ends and they should go back to the dugout. It is important to make them aware of game rules before being put in a game situation.

It is important to get your players used to getting on and off the field quickly between innings. Have your positions already written out so players know where to go.

Please review the rules. All coaches **MUST** play by the same rules. They cannot be changed to accommodate only 1 team. If you have a problem or suggestion, consult with your division manager or the executive board of the league.

MINORS (AGE 9-10) Rules

1. **FIELDERS:** A Minor League team should field ONLY 10 girls. (6 infield positions and 4 outfield positions.) ALL outfielders must be on the outfield grass and in fair territory.
2. **SCORES:** Scores will be kept starting on the 1st regular season game.
3. **FIELDING:** Each player MUST play a minimum of 2 innings in the infield. Teams shall include a catcher (coaches will not catch).
4. **BATTING:** All the players in the entire lineup will be eligible to bat with free substitution. Meaning that if you have 12 players, 10 in the field and 2 subs, your 2 subs will bat when their turn comes up.
5. Player(s) who are not present at the start of a game may be listed at the bottom of the rotating batting order. If the player is not present at the time they come to bat, the team must alert the opposing coach that the player has not arrived. Prior to the start of the 3rd inning, these player(s) must be removed from the batting order if the player(s) is not present.
6. Before Each game, a line up MUST BE submitted to the opposing coach, uniform number must be included with each name on the lineup card. Coaches should supply their own line up cards.
7. **When COACHES are PITCHING:** Players will be pitched to by a member of THEIR OWN TEAM'S coaching staff. The coach/pitcher shall also act as umpire when pitching. It is only this person who can make the final rule of the call. The coach/pitcher, on the mound, serves ONLY to pitch the ball and call the plays, and may NOT touch the ball any time it is in play. If the coach acting as pitcher accidentally comes in contact with said ball, the play will continue with ball considered live. There will be no walks when coaches are pitching, but strikes will be called for swing/miss, or not swinging at a pitch thrown in the strike zone. 3 strikes and the batter is called out with the batters turn ending.

NO EXTRA PITCHES can be made by the coach.

8. **When a PLAYER is PITCHING**, Coaches will umpire for their own pitchers. There will be no walks. STRIKES will be called for swinging. Strikes are called even if the batter doesn't swing. If there are 4 balls, or a total of 6 pitches without a hit or strike out, the coach from the hitting team will come in and finish the batter.
9. If a pitcher is taken from the mound, either to the bench or to another position than pitcher, she may not return to the mound until the following inning.
10. Teams will bat their entire line-up meaning girls who are subs will bat.
11. AN INNING SHALL END WHEN THERE IS 3 OUTS OR when (4) runs are scored. There is a (4) run rule each inning.
12. If a ball is rolling or bounces on the ground and then hits the batter, it will not be considered a hit batter and the batter should not go to first base. No runners should advance.
13. There is NO in-field fly rule and NO running on a dropped third strike.
14. LEANING/LEADING and STEALING: Players may lead and/or lean a maximum of 3 steps on release. There is no Stealing of any base. Teach the girls to go back to the base when the pitcher has control of the ball in the circle. They cannot lead and stay 3 steps out through multiple pitches.
15. RUNNING BASES: On a hit ball, the runner may continue running the bases all the way to home unless there is an error made, the base runner must then stop at the next base after the error. Examples a ball hit to the outfield and no fielders touch the ball, runner may run all the way home. Example 2 is when a base runner is running to 1st base, there is an over throw at first base, the runner must stop at 2nd even if there is an another overthrow at 2nd base.
16. Scores will be kept and Win/Loss records maintained EVERY GAME, and reported to the division manager or commission after each game.

17. Games will be a maximum of 5 innings, with an exception of an 8 run mercy rule. If a team is behind by 8 runs or more after 3 innings the game will end. No new inning will start after an hour and 15 minutes, with a drop dead time limit of 90 minutes. Games revert to the score of the last played full inning.
18. A runner must attempt to avoid contact with the defensive player or she will be called out using the umpire's discretion.
19. If a game is suspended by the Umpire due to weather or darkness before the minimum number of innings is completed, play will resume at point of **last completed inning**, girls not present at the original game may be added at the end of the batting lineup when play resumes and enter the game.
20. Wearing of regulation batting helmets is mandatory to protect against possible head injuries. Helmets must be worn by the batter, base runners, on-deck batters, and any player at the first and/or third base lines. Chin straps **MUST** be worn properly with the helmets at all times. Catchers must wear the catcher's mask with the catching gear.
21. **MOUTH GUARDS MUST BE WORN ON THE FIELD AT ALL TIMES, HITTING OR FIELDING.**
22. **The home team BOOK will be considered the official Game scorekeeper.** Visiting team should check with home team after every inning to confirm score.
23. Players, managers, coaches, and volunteers authorized by the manager are the **ONLY** people permitted to be in the Dugout. The total number of coaches, including the manager, is limited to a maximum of four (4). Players are to remain in the vicinity of the dugout during the course of the game. Coaches are approved by the board and parents should not be in the dugouts.
24. **PRE-GAME;** Field should be raked by **BOTH** teams, home team should line field and put bases out.
25. **POST GAME:** When your game concludes the dugout area should be free of any debris or garbage before excusing your team. When there is no game after you, Bases should be put away, tools put away and the equipment closet and or areas locked. Check for anything left behind. When on field 1 garbage cans in dugout emptied.
26. **PLAY OFFS-** Five innings, or no new inning after 1 hour 45 min and the score reverts to the last finished inning. There are extra innings allowed in the case of a tie, but will be played with the international tie breaker rules (The inning is started with a runner on 2nd. The runner is the last out from the inning before). There is an ump. There is still no stealing.

JUNIORS (AGE 11-13) Rules

1. Junior division games shall be six (6) innings long, with the exception of the ten (10) run mercy rule. If a team is behind by 10 or more runs after four complete innings the game will be over. Four (4) innings is considered a complete game. *home team will always get their last at bat.
2. There is a 5 run per inning rule, except in the 6th inning when there is no run rule. There is also no run rule in any inning in the playoff games.
3. Bat the entire lineup with free substitution. Each player must play 2 defensive innings.
4. Before Each game, a line up should be submitted to the opposing coach, uniform number must be included with each name.
5. Junior Players will pitch from a distance determined by their league age (how old they are on January 1st of that season). Age 10-35 ft; 11-38 ft; 12-40 ft; 13-43 ft.
6. Pitchers can pitch 9 innings in consecutive games. (Consecutive Games are games played by the team in a row, whether that player pitches or does not pitch in a game.)
7. If a pitcher is taken from the mound, either to the bench or to another position, she may not return to the mound until the following inning.
8. Play is no longer live when the pitcher has control of the ball within the pitchers circle. (Umpires discretion for what is considered control.) The diameter of the circle shall be sixteen (16) feet. (8 feet from the center of the rubber marked from 40 feet from home plate for Juniors.) Runners are permitted to advance if the ball is deemed outside the circle as the result of a hit or overthrow, and is not counted as a steal. When a catcher misses a pitch, it is considered a passed ball, and it is counted as a steal.
9. In the event of tie in a regular season game after all regulation innings have been played, there shall be 1 extra inning allowed if time allows. If the game ends in a tie after 1 extra inning, the game shall be declared a tie.
10. No stealing of home for the first two (2) weeks of games. Home plate is only available during this period after the ball is batted, or a walk with bases loaded. The player can run home on overthrows during the fielding of the ball after a batted ball but not after the play is called dead and pitcher begins pitching to a new batter. After the first (2) weeks home is available. You can steal 2nd and 3rd from the start of the season.

11. Teams use 10 defensive fielders. The 10th fielder has to start on the outfield grass in fair territory.
12. Teams can play with as few as 8 players without penalty. A game can be played with 7 players, however, each time the eighth spot comes up in the batting order, the team must take an out. Umpires can waive this rule, when, in their opinion, the team intentionally walked the batter previous to get to the designated out spot in the lineup.
13. Player(s) who are not present at the start of a game may be listed at the bottom of the rotating batting order. If the player is not present at the time they come to bat, the team must alert the opposing coach that the player has not arrived. Prior to the start of the fifth (5th) inning, these player(s) must be removed from the batting order if the player(s) is not present.
14. No new inning shall be started after 1 hour and 45 minutes with a drop dead time of 2 hours. Scores will revert to the previous full inning played. In playoffs, no new inning after 2 hours, but no drop dead, the inning can be completed. In the event of a tie in playoffs extra innings are allowed but will be played with the international tie breaker rules (The inning is started with a runner on 2nd. The runner is the last out from the inning before.)
15. Players, managers, and coaches are the ONLY people permitted to be in the Dugout. The total number, including the manager, is limited to a maximum of four (4). Players are to remain in the vicinity of the dugout during the course of the game.
16. There is no infield fly, but there will be drop 3rd strike.
17. If a game is suspended by the Umpire due to weather or darkness before the minimum number of innings is completed (4), play will resume at point of last completed inning, girls not present at the original game may be added at the end of the batting lineup when game play resumes and enter the game.
18. Wearing of regulation batting helmets is mandatory to protect against possible head injuries. Helmets must be worn by the batter, base runners, on-deck batters, and any player at the first and/or third base lines. Catchers must wear the catcher's mask with the catching gear. Any one warmer up a pitcher must also wear a helmet.
19. The home team book is the official scorekeeper. Visiting team should check with home team after every inning.
20. The head coach or designated person must submit scores to the division manager as soon as possible following the games (within 24 hrs).

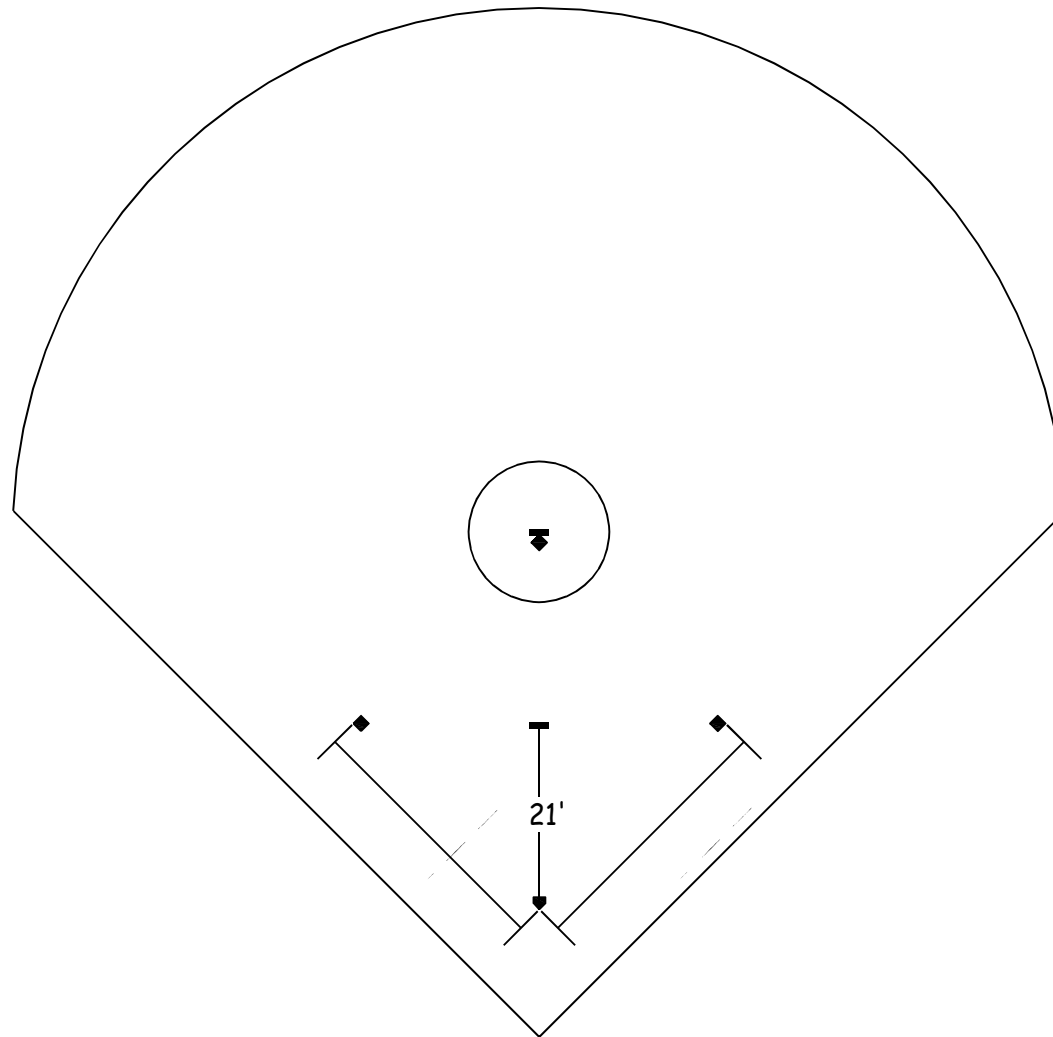
21. MOUTH GUARDS MUST BE WORN ON THE FIELD AT ALL TIMES, HITTING FIELDING. FACE MASKS ARE HIGHLY RECOMMENDED FOR INFIELDBERS.
22. PRE-GAME; Field should be raked by BOTH teams, home team should line field and put bases out.
23. POST GAME: When your game concludes the dugout area should be free of any debris or garbage before excusing your team. When there is no game after you, Bases should be put away, tools put away and the equipment closet and or areas locked. Check for anything left behind. When on field 1 garbage cans in dugout emptied.

Seniors (age 14-18) Rules

1. All League 14 year old players are required to attend the evaluation day for Seniors. The exception is if a parent requests with the child's registration to remain in Juniors and is determined by League officials, coaches, and or parent(s) to be "not ready" for the Senior division, the player will be placed back into the Junior division on their previous team.
2. Senior division games shall be seven (7) innings long, with the exception of the ten (10) run mercy rule. If a team is behind by 10 or more runs after five complete innings the game will be over. *home team always gets last at bat.
3. There is 7 run per inning rule, except in the 7th inning when there is no run rule. There is also no run rule in the playoff games.
4. Bat the entire lineup with free substitution. Each player must play 2 defensive innings.
5. Before Each game, a line up should submitted to the opposing coach, uniform number must be included with each name.
6. Senior Pitchers have no limits on innings per week, Varsity HS pitchers can only pitch a total of 2 innings per game. 43' is the distance ALL pitchers pitch from for this division.
7. If a pitcher is taken from the mound, either to the bench or to another position, she may not return to the mound until the following inning.
8. Play is no longer live when the pitcher has control of the ball within the pitchers circle. (Umpires discretion for what is considered control.) The diameter of the circle shall be sixteen (16) feet. (8 feet from the center of the rubber marked from 43 feet from home plate.) Runners are permitted to advance if the ball is deemed outside the circle as the result of a hit or overthrow, and is not counted as a steal. When a catcher misses a pitch, it is considered a passed ball, and it is counted as a steal.
9. Run on dropped third strike is allowed, and infield fly applies.
10. STEALING ALLOWED UPON RELEASE
11. Teams use 9 defensive fielders.
12. Teams can play with as few as 8 players without penalty. A game can be played with 7 players, however, each time the eighth spot comes up in the batting order, the team must take an out. Umpires can waive this rule, when, in their opinion, the team intentionally walked the batter previous to get to the designated out spot in the lineup.

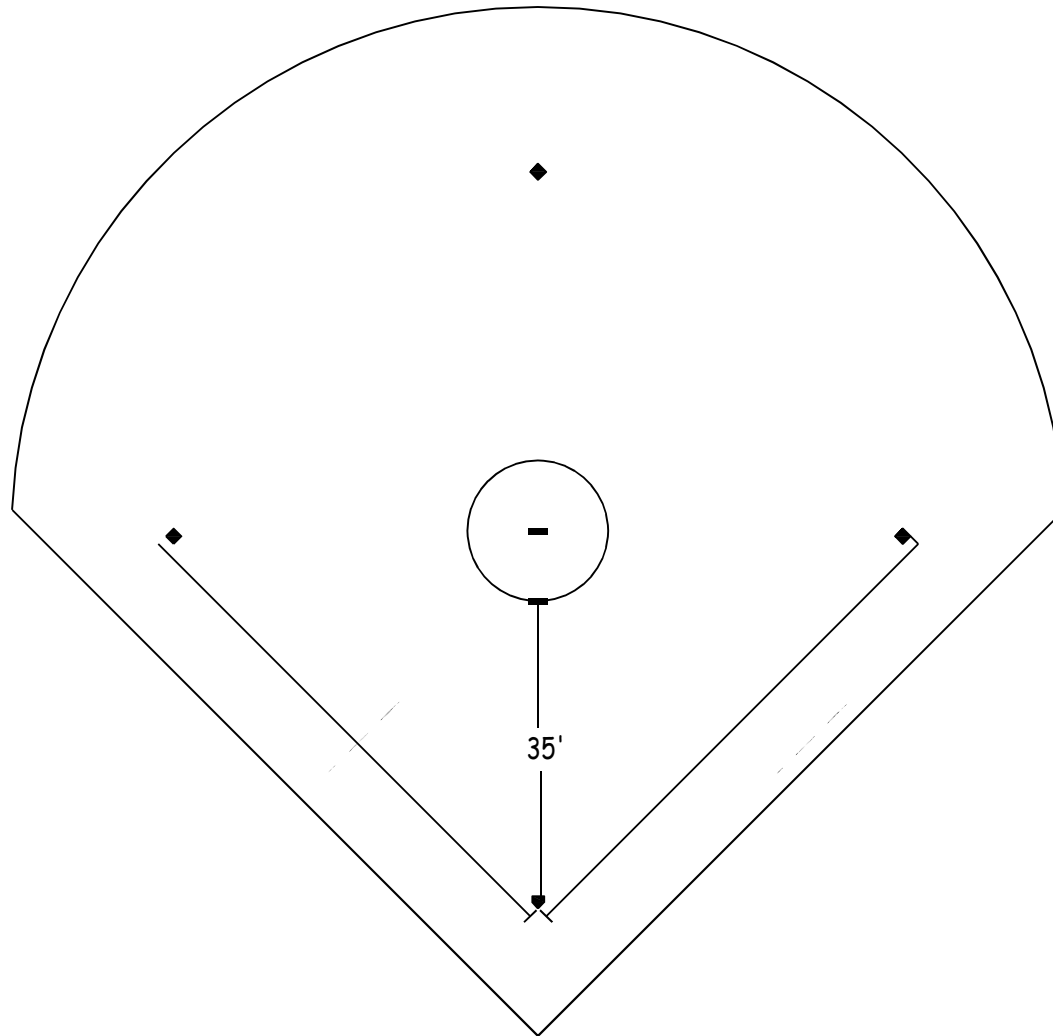
13. Player(s) who are not present at the start of a game may be listed at the bottom of the rotating batting order. If the player is not present at the time they come to bat, the team must alert the opposing coach that the player has not arrived. Prior to the start of the fifth (5th) inning, these player(s) must be removed from the batting order if the player(s) is not present.
14. No new inning shall be started after 1 hour and 45 minutes with a drop dead time of 2 hours. Scores will revert to the previous full inning played. In playoffs- no new inning after 2 hours, but there will be no drop dead, the inning can be completed. In the event of a tie in playoffs the game will continue using the international tie breaker rules. (The inning is started with a runner on 2nd. The runner is the last out from the inning before).
15. Players, managers, and coaches are the ONLY people permitted to be in the Dugout. The total number, including the manager, is limited to a maximum of four (4). Players are to remain in the vicinity of the dugout during the course of the game.
16. A runner must slide to avoid contact with the defensive player at the bag making a play, or she will be called out at the umpire's discretion.
17. If a game is suspended by the Umpire due to weather or darkness before the minimum number of innings is completed, play will resume at point of last completed inning, girls not present at the original game may be added at the end of the batting lineup when game play resumes and enter the game.
18. Wearing of regulation batting helmets is mandatory to protect against possible head injuries. Helmets must be worn by the batter, base runners, on-deck batters, and any player at the first and/or third base lines. Catchers must wear the catcher's mask with the catching gear.
19. The home team book is the official scorekeeper. Visiting team should check with home team after every inning.
20. The head coach or designated person must submit scores to division manager as soon as possible following the games (within 24 hrs).
21. MOUTH GUARDS MUST BE WORN ON THE FIELD AT ALL TIMES, HITTING OR FIELDING. FACE MASKS ARE HIGHLY RECOMMENDED FOR ALL INFIELDBERS.
22. PRE-GAME; Field should be raked by BOTH teams, home team should line field and put bases out.
23. POST GAME: When your game concludes the dugout area should be free of any debris or garbage before excusing your team. When there is no game after you, Bases should be put away, tools put away and the equipment closet and or areas locked. Check for anything left behind. When on field 1 garbage cans in dugout emptied.

Manchester Girls Softball League Field Dimensions



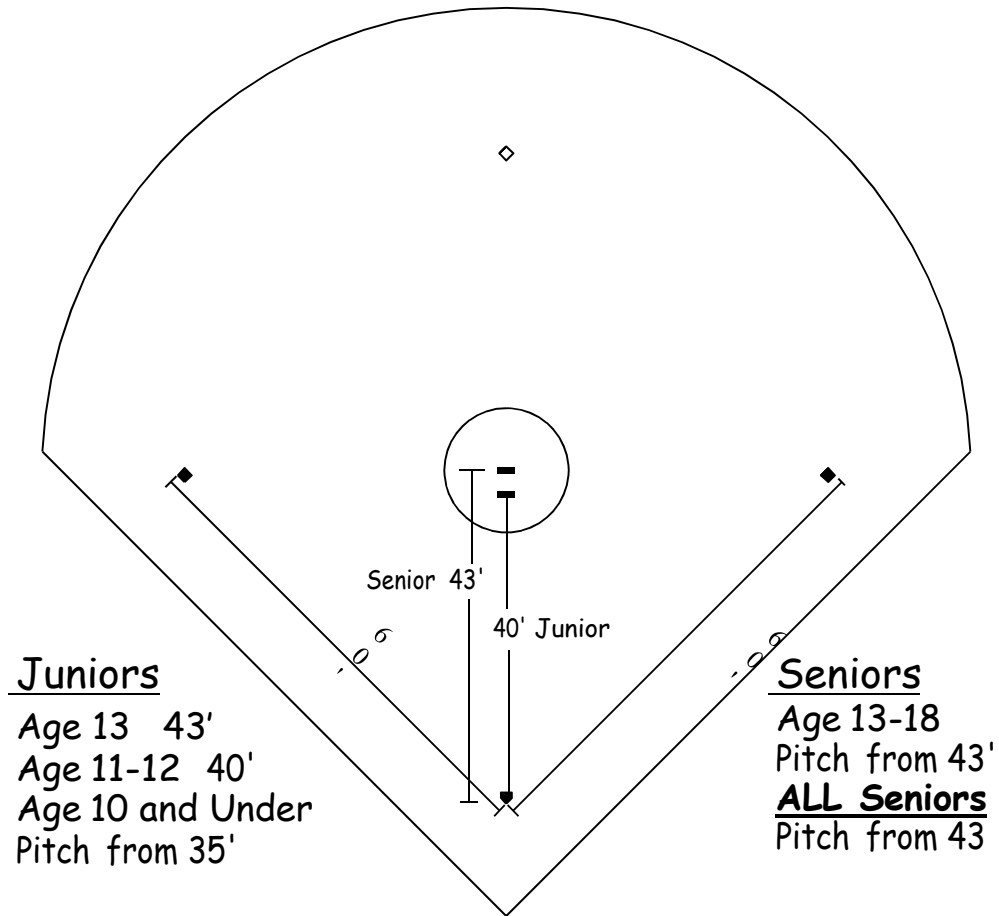
Mini Mites and Mites

Manchester Girls Softball League Field Dimensions



Minors

Manchester Girls Softball League Field Dimensions



Juniors and Seniors



PARENT AND PLAYER'S CODE OF CONDUCT

1. All Players, Parents and /or Guardians must support and uphold the League Rules and regulations
2. All Players, Parents and /or Guardians must respect the decisions and calls of League Officials and Umpires
3. All Players, Parents and /or Guardians must refrain from criticizing any fellow coach, umpire, player or league official.
4. All Players, Parents and /or Guardians should not use alcoholic beverages or tobacco in and around the fields.
5. All Players, Parents and /or Guardians must refrain from abusive and profane language.
6. All Players, Parents and /or Guardians must act as a role model for players and spectators.
7. All Players, Parents and /or Guardians are responsible for respecting and refraining from damaging team equipment. This includes but not limited to uniforms, bats, balls, helmets, catcher's equipment etc.
8. All Parents or guardians whose children are in Minor, Junior or Senior leagues and whose game is played on field 1, are responsible for working a minimum of 1 game in the concession stand. Coaches will oversee team schedules for concession stand
9. All Players, Parents and /or Guardians are responsible for completing Fundraisers and turning in on time from their players unless they have paid for a waiver on their application.
10. All Players, Parents, Guardians and coaches are responsible cleaning their dugout area after the game. Parents in the stands or sidelines should refrain from throwing anything on the ground. Parents should pick up and throw away any trash or debris in their area. Coaches and Players around the bench, dugout, warm up area and area along and behind the back stop should be free of debris and garbage. The Coach shall empty the garbage can near your bench, then should be emptied into the dumpster and placed back. Educate your team players and parents to use the garbage cans instead of the ground.
11. All Parents, Players, Guardians and coaches acknowledge warm up times are subject to availability and umpires discretion if needed. You should not mess or disturb the lines during warm up.
12. All Parents, Players, Guardians and coaches acknowledge that the MGSL, officials and or Board of Directors can make any changes to this policy as deemed necessary and shall be allowed to email and or hand in person any changes to this policy without prior notice.
13. All Parents, Players, Guardians and coaches acknowledge the CONDUCT POLICY.

CONDUCT POLICY

1. **BULLYING:** MGSL has a zero tolerance of bullying by coaches, players, parents or spectators. In the event any conduct perceived as bullying is reported to or seen by a member of the MGSL Board of Directors, League Official or Umpire there will be an immediate minimum 2 game suspension and a hearing by the MGSL Board of Directors within 2 weeks of the report which can rule on but not limited to probation, additional suspension or expulsion from the league.
2. **VERBAL ABUSE:** Verbal abuse towards any player, coach, umpire or league official by any coach, player, parent or spectator will result in an immediate warning along with actions deemed necessary at the time by an umpire or League Official. The actions could include but not limited to immediate expulsion from the field. If the nature of the offense is warranted to be aggressive by league officials or if this is a second or any additional violation of the policy. The person violating this rule shall be immediately suspended from all games until League Officials and or the Board of Directors meet to conduct a hearing where actions such as but not limited to probation, further suspension, expulsion from the league and or grounds may take place.
3. **PHYSICAL VIOLENCE:** MGSL has a zero tolerance towards physical violence. Any physical violence by a coach, player, parent or spectator will result in immediate expulsion from the premise and from the league along with and subject to a reporting to the Police Department.
4. **Definition of SUSPENSION AND EXPULSION.** The MGSL defines suspension and or expulsion as the offender is not allowed at the field, ballpark, premise or area surrounding the ballpark not limited to a minimum of 500 feet from the MGSL field area. Violations of the suspension or expulsion policy may result in a permanent ban from MGSL and not limited to a trespass order being served by the proper authorities.