



ELK GROVE VILLAGE GIRLS SOFTBALL

Junior Division

Program Objective

The objective of this league is to provide ALL players with the opportunities to learn and develop the fundamentals skills of playing the game of softball.

It is the manager and coaches responsibility to assist ALL players in developing a better understanding of the rules and strategies of the game with emphasis on good sportsmanship, self-discipline, team play and having fun.

Basis For Rules

The rules of this program are based on Elk Grove Village Girls Softball Community Rules.

Rules Committee

These rules have been drafted and approved by the Elk Grove Girls Softball Board of Directors.

Rule 1. The Game

Section 1.1 Regulation Game

A regulation game shall consist 7 innings for the Junior division.

A regular season game that is tied at the end of the regulation number of innings will continue until a team wins or the Late Inning Rule (section 1.5) applies. If there is no winner the game is over and shall be recorded as a tie in the standings.

All playoffs, championship and consolation games will be played out in their entirety (*slaughter rules still applies in all playoff games*) If the game must be called for severe weather or unsafe conditions it is considered suspended and the Complete Game rule for suspended games will apply.

Section 1.2 Cancelled Game

Only the Member at Large may cancel a game before it starts. The Member at Large and both teams' Manager will reschedule cancelled and suspended games.

Only the umpire or a board member may call a game due to severe weather or unsafe conditions. This may include rain, hail, excessive wind, the first signs of lightning, tornado sirens, darkness, or any other cause that may place the players in peril. If there is no lightning and mild conditions exist the umpire may delay the game for 15 minutes to allow the weather to pass.

Section 1.3 Complete Game

A game called after 5 complete innings in the Junior division, is considered complete. The final score will revert back to the last complete inning.

A game called after 4 ½ complete innings in the Junior division is considered complete only if the home team is winning. The final score stands as is and the game is over.

A game called before it has reached complete game status is considered suspended. The game will be resumed at the exact point where it was suspended at an agreed upon date determined by the Member at Large. The scorekeeper's from both teams shall compare scorebooks to ensure the exact point and count on the batter is agreed upon. Players who have been removed from the game due to disciplinary action may not play in the resumed game. Any players who were not at the original game, but at the resumed game will be placed at the bottom of the batting order. Players at the original game but not at the resumed game will be dropped from the point of resumption.

Section 1.4 Pre Game Warm-Ups

Batting practice is conducted in you respective outfields (Home team= Left field, Visiting team = Right field). No teams shall take batting practice on the infield. Also no pitchers are allowed to warm up off the mound before the game. Pitching warm ups should be conducted down the teams respective baselines.

THE START TIME OF THE GAME WILL NOT BE DELAYED FOR PRE GAME WARM-UPS!

Section 1.5 Late Inning Rule

For regular season games no new inning may start after 2 hours and the game is over after 2 hours and 15 minutes. The umpire's watch will determine time. The outcome will depend on the Complete Game rule.

All post-season games will be played out in their entirety (see section 1.1 Regulation Game)

Section 1.6 Slaughter Rule

A team may score a maximum of 7 runs in each of the first 5 innings. When the 7 run limit is reached, regardless of the out count (if the 7th run scores while a batter is in the middle of their at bat they will lead off the next inning), the inning ends. In the 6th and 7th inning either team may score an unlimited number of runs. The game would end if one team is leading by 15 runs after 5 innings.

Section 1.7 Backstop Area

Managers, coaches, players or spectators will not be allowed to stand directly behind the backstop or so close to the playing field that their presence may be disturbing to the players or the umpire. The umpire will be the sole judge concerning this matter.

Section 1.8 Managers And Coaches On The Field

The defensive manager and coaches **must** remain in the team "dug-out" area and are not allowed on the playing field. Exiting the dug-out and entering the playing field at any time will be considered a charged conference (see section 1.9 Charged Conference).

Section 1.9 Charged Conferences

The defensive team is allowed 1 charged conference between a manager or coach from the dugout with each pitcher in an inning. The 2nd charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the inning. The only exceptions to this are the Player Injury and Blood rules.

The offensive team is only allowed a 1st and 3rd base coach. They will be allowed **ONLY** one offensive charged conference per inning. The umpire will refuse to grant a second conference. If the offensive team holds a second conference in an inning after being informed by the umpire that it is not permitted, the umpire will eject the offending manager/coach from the game – NO warning will be issued before ejection.

Section 1.10 Batters On-Deck

Batters that are on-deck are not allowed to take practice swings on the field of play.

Section 1.11 Sides Of The Field

The home team will have the third base side of the field. The visiting team will have the first base side. The home and visiting teams will be based on the schedule distributed by the Member at Large.

Rule 2. Conduct

Section 2.1 *Umpire Warnings*

An umpire may issue a warning to a manager for un-sportsman like conduct or actions of a coach, spectator or player. If there is a 2nd occurrence of the un-sportsman like conduct or action, the offending person will be asked to leave the playing field or spectator area, **(including the parking lot)** and will no longer be involved in the game. If the offender does not comply with the umpire's instructions within 2 minutes, the umpire will leave the field and award the game to the opposing team by forfeit.

The use of foul or abusive language or threat of physical harm to the umpire will not require any previous warning. The individual will be subjected to the immediate removal from the park. If the offender does not vacate the park, the game will be awarded to the opposing team by forfeit.

Section 2.2 *Un-sportsman Like Conduct*

Managers, coaches, players or spectators may not make any disparaging or insulting remarks or engage in excessive or abusive chanting. This is considered un-sportsmanlike conduct and will result in a warning and possible forfeiture of the game (see Umpire Warnings rule). This is an umpire judgment call and is not open to discussion.

Section 2.3 *Manager's Responsibility For Conduct*

Each manager is responsible for the conduct of his or her parents, players, spectators and coaches. If an offense occurs the manager will receive a warning and time out will be called so that the manager may speak to the offender(s). Any manager who repeatedly fails to control their parents, coaches, players or spectators, will be subject to suspension or removal by the Board of Directors.

Section 2.4 *Player Removal By The Umpire*

A player may not question an umpire's decision, or in the umpire's judgment, exhibit un-sportsman like conduct. If the incident occurs the umpire will remove the player from the game.

Section 2.5 *Alcohol, Drugs And Smoking*

ALCOHOL OR ILLEGAL DRUGS ARE NOT ALLOWED ON OR NEAR THE FIELD!

Any managers, coaches or players suspected of being under the influence of alcohol or illegal drugs during practices or games, will be removed from the program immediately. There is NO SMOKING allowed on the field or in the dug out by managers, coaches or players. A warning will be issued to the manager for anyone one on their team smoking in these areas. The Board of Directors strongly urges all managers and coaches not to smoke at any time during the course of a game or practice. The umpire has the right to remove anyone from behind the backstop area whose smoke is entering the field of play.

Section 2.6 *Protests*

NO PROTESTS ARE ALLOWED!

Rule 3. Umpires

Section 3.1 *Umpire's Decision*

NO ONE MAY QUESTION AN UMPIRE'S DECISION!

ONLY THE MANAGER MAY REQUEST A RULE INTERPRETATION FROM THE UMPIRE.

Any person questioning an umpire's judgment call will receive a warning from the umpire. If it is a question of rule interpretation, only the manager may ask for an explanation.

Section 3.2 *Safety Equipment*

All plate umpires will be supplied with a safety mask, shin guards and chest protector by the league for Ponytail, Sophomore, Junior and Senior Divisions. Umpires must wear this safety equipment when officiating behind the plate. An umpire who does not comply with this rule will not be paid for the game and may be subject to dismissal as an umpire.

Rule 4. Players

Section 4.1 *Required Players*

A team must field no more than 9 and no less than 8 defensive players. A team with less than 8 players at any point must borrow players, or forfeit the game. A team with less than 8 players may borrow up to 2 players to field the required number of defensive players. Any team having less than 6 players at any point during the game must forfeit. The borrowed players may play any defensive position except Pitcher or Catcher. The borrowed players will not play offense. The borrowed players will always be the last two outs from the previous inning. In the event the borrowed players are due to bat they will be switched with the player who made the last out.

Section 4.2 *Injured Or Sick Player - Prior To Game Time*

A manager may keep a player out of a game for injury or illness but must report it to the manager of the opposing team before the game begins.

Section 4.3 *Player Leaving During Game, Sickness, Injury, or Other*

A player who has been pulled during the game due to sickness or injury may be returned to the defensive position at any time. The player must wait for her next scheduled at bat, in order to bat. If her turn at bat occurs while she is out of the game, the manager has 2 options. (#1) He may declare her out for the remainder of the game and inform the opposing manager of his decision. In which case the next batter in the line up will bat with no penalty, or (#2) he may take an out for the injured player's turn at bat and she may return to the game. In the case of a girl leaving for personal reasons the manager must notify opposing manager and the girl is just dropped from the line up. NO PENALTY WILL BE ASSESSED.

Section 4.4 *Player Injury*

Play does not cease on the field when there is an injury until the play is completed and the umpire calls time. If in the judgment of the umpire the injury is serious, they may call time immediately and the base runners are awarded the base they were going to plus one.

Section 4.5 Blood Rule

Any player actively bleeding must leave the field of play for medical attention (cleaning and bandaging of the wound) and then may return. If the injured player is a base runner the courtesy runner rule will apply. If the injured player is the pitcher they will be allowed to return and only charged with one inning pitched. Any interim pitcher in this case will not be charged with an inning pitched.

Section 4.6 Courtesy Runners

When an injury or illness occurs to a player during the game, which prohibits them from running, a courtesy runner can be substituted. The courtesy runner must be the player making the last out. If no outs have been made in the game, the player at the bottom of the batting order will run. If a player plays any defensive position, she must run the bases unless; (a) an injury or illness occurs during her at bat or while she is a base runner, (b) both managers agree at the pre game meeting that a particular player requires a courtesy runner and thus no penalty will be assessed.

After one out a courtesy runner must be used for the catcher. Any manager not following this rule will forfeit warm up pitches and if the catcher is not behind the plate when the umpire calls batter up, the umpire will start calling balls.

Rule 5. Playing Field

Section 5.1 Setting Up The Field

It is the responsibility of the home team to set up and dismantle the field. This includes setting the bases at the appropriate distance, painting of the pitcher's circle in the Instructional and Ponytail divisions.

It is the umpire's responsibility to review the field set-up and check the base distances. At the conclusion of the game it is the home team manager's responsibility to check that all the appropriate equipment has been returned to the storage box and the box is locked.

Section 5.2 Base Distances

Junior & Senior Divisions 60 Feet

Section 5.3 Fielder Warm-Ups

The beginning of the game the fielders will be allowed to bring a ball out on to the field to warm up. No infield/outfield warm ups after the 1st inning.

Rule 6. Pitching

All Pitchers in the Junior division must wear a face protector per Section 10.6.

Section 6.1 Pitching Distances

The pitching distances are: Junior Division 40 Feet

Section 6.2 Limited Pitching Innings

In the Junior division a pitcher is allowed to pitch a maximum of 3 innings per regulation game,

Playoffs/Championships they may pitch a max of 4 innings. A pitcher who pitches any portion of any inning, that inning shall be considered 1 of her allotted innings. A pitcher who has been removed in an inning and returned later that same inning shall be counted as 2 innings (except where the Blood Rule applies). In the case of extra inning games, any pitcher may return to pitch in the extra innings, but not to exceed 3 more than the allotted innings for the entire game.

Section 6.3 Number Of Warm-Up Pitches

The pitcher will be allowed 5 warm-up pitches per inning.

Section 6.4 Pitching Preliminaries

Before starting the pitch, the pitcher will comply with the following:

- a) Both feet must be on the ground within the 24-inch length of the pitcher's plate and with both feet in contact with the pitcher's plate. The shoulders shall be in line with first and third base.
- b) The pitcher shall hold the ball in both hands for not less than 1 second and not more than 10 seconds before releasing it. Both feet must remain in contact with the pitching plate at all times prior to the first step.
- c) The pitcher shall not be considered in pitching position unless the catcher is in position to receive the ball.
- d) The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in her possession.
- e) The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of her windup.

Section 6.5 Legal Delivery

The legal delivery of a pitch is an umpire judgment call and is not open to discussion.

A legal delivery must meet the following requirements:

- a) The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b) The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, she removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of her body.
- c) The pitcher must not use a windup in which there is a stop or reversal of the forward motion.
- d) The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.
- e) The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow.
- f) The release of the ball and follow through of the hand and wrist may be forward and past the straight line of the body.
- g) In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitching plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- h) Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

- i) The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as, the pivot foot remains in contact with the ground.
- j) The pitcher must not continue to wind up after releasing the ball.
- k) The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- l) The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates, "play ball".
- m) "CROW HOPPING" by the pitcher as defined by the ASA rules is considered an illegal pitch.

Section 6.6 *Illegal Pitch*

A manager or coach may not challenge a pitcher's delivery during an inning. First occurrence will result in a warning from the umpire; a second occurrence will result in ejection of the manager from the game. A manager's challenge must be between innings with the umpire.

An umpire will give a warning to the pitcher on the first offense, the pitch will be ruled a ball. A pitcher on the 2nd offense will be removed from pitching the rest of the game but may play another position.

Section 6.7 *Intentional Walks*

INTENTIONAL WALKS ARE NOT ALLOWED. If in the umpire's judgment an intentional walk has been attempted, the pitcher will be removed from the pitching position for the remainder of the game. In addition, the manager of the offending pitcher shall be issued a warning. On the second occurrence in a game the manager will be ejected from the game.

Section 6.9 *Repositioning The Pitcher*

The starting pitcher only, will be allowed to return to the game once, at any time, providing she has not exceeded her allotted innings (see section 6.2 Limited Pitching Innings). The one exception to this rule is the Blood rule (see section 4.5). A removed pitcher can play any other defensive position. The removed pitcher cannot be substituted for any player on the bench except for an injury (see section 4.3).

In the case of an extra inning game, any pitcher may return in the extra innings to pitch up to 3 additional innings.

Section 6.10 *Limited Hit Batters*

A pitcher will be allowed to only hit 3 batters in an inning. When she hits the 3rd batter she must be removed from the pitching position and will be charged with an inning pitched.

The removed pitcher may return to the pitching position in the following inning if she has not reached her allotted number of innings (see Limited Pitching Innings rule). If she does not start the following inning or if the manager removes her of his own choosing the Repositioning The Pitcher rule will apply. Any pitcher who hits 6 batters in one game must be removed from the pitching position for the remainder of the game. She may however play any other defensive position.

Rule 7. Batting

Section 7.1 Batting Position

If a player has one or both feet less than 6 inches off the plate and the player hits the ball the umpire will issue a team warning. On any subsequent warnings the batter is called out. The 6 inches is the judgment of the umpire and may not be questioned.

Section 7.2 Hit By A Pitched Ball

When a pitch hits a player in the batter's box, the ball will be dead and the batter will be awarded 1st base. Exceptions to awarding first base are:

- a) In the judgment of the umpire if the batter does not make a legitimate effort to avoid the pitch, it will be called a ball and the batter is not awarded 1st base.
- b) A pitch in the strike zone hits the batter, the pitch is called a strike and the batter is not awarded 1st base.
- c) The pitch strikes the batter when the batter is less than 6 inches off the plate (see section 7.1 Batting Position), and not in the strike zone, the pitch will be called a ball.

Section 7.3 Throwing The Bat

The Manager will be issued a warning if a batter throws her bat. A warning will be issued the 1st time. The second time the same batter will be called out and the third time, removed from the game. A batter will be called out if she carries the bat beyond 1st base.

Section 7.4 Foul Tip

A batted ball that goes sharply and directly from the bat to the catcher's glove/mitt or hand and is legally caught by the catcher. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball remains live. It is not a catch if it rebounds off the catcher, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by the catcher.

Section 7.5 Missed Turn At Bat

If a restroom trip causes a player to miss their turn at bat, the batter is out and will not bat until her next scheduled at bat.

Section 7.6 Batters Arriving Late

Players' arriving late, after the game has started, whether the player is on the home or visiting team will be added to the bottom of the batting order. A player whose team is in the field and has less than a full defense may enter prior to the end of the inning.

Section 7.7 Batting Out Of Order

When a batter is discovered batting out of order while she is still at bat, the correct batter may take her place and legally assume the ball-strike count. If the error is discovered after the incorrect batter has completed her turn at bat, but before the 1st pitch to the next batter, the batter that should have batted, is out. If the batter hits the ball, the ball is dead and no runners may advance; all base runners return to the base they occupied at the time of the infraction and no runs score. If the error is discovered after the 1st pitch to the next batter, the turn at bat of the incorrect batter is legal. All runs score and base runs are legal. The next batter in the line up following the player that should have

batted is up.

Section 7.8 Infield Fly Rule

An infield fly is a fair fly ball, at least as high, in the umpire's judgment, as the backstop which can be caught by an infielder with ordinary effort. The rule is in effect when 1st and 2nd bases are occupied, or bases are loaded and there are less than 2 outs. The pitcher, catcher and any outfielder that positions herself in the infield at the start of the play shall be considered infielders for the purpose of this rule. Runners may advance at their own risk. However, if the fly ball is caught the runners must tag up before advancing. If the fly ball is not caught the runners may advance at their own risk without tagging up.

Note: The infield fly rule is in effect when the above conditions are met regardless if the umpire has previously called "infield fly rule in effect" prior to the play.

Section 7.9 Caught Foul Balls

A batter is out, if a foul ball, (not foul tipped - see Foul Tip rule) is caught by any defensive player. The defensive player must make the catch within the perimeters of the playing field, and not out of bounds. If the defensive player is in bounds and reaches out of bounds to make the catch, the batter is out and the runners can advance at their own risk. If a catch is made out of bounds the batter is not out, the ball is dead and no runners may advance. If the defensive player makes the catch in bounds and her momentum carries her out of bounds, the batter is still out, however, the ball is dead and all runners are awarded one base from the base they occupied when the ball was pitched. If any fly ball is caught in bounds and the defensive player, in the umpire's judgment, carried the ball out of bounds intentionally, the batter is out, the ball is dead all runners are awarded two based from when the ball was pitched.

Section 7.10 Dropped Third Strike

When a batter has two strikes and the catcher drops the ball on the third strike, whether it is a called strike or swung at, the batter may attempt to reach 1st base. The catcher may either throw to 1st base to get the batter out before she reaches it or tag the runner with the ball. Dropped third strike is only in effect with less than 2 outs and 1st base is unoccupied at any time the batter is up. With 2 outs dropped third is always in effect, regardless of the positions of the base runners.

Section 7.11 Bunting

A strike will be called on an attempted bunt if in the umpire's judgment the bat is not "pulled" back before the ball reaches the plate. When a batter has 2 strikes, if the attempted bunt goes into foul territory the batter is out.

Swinging through a fake bunt, regardless of contact, is not allowed. The batter shall be called out, the ball is dead, and no runners advance.

Rule 8. Base Running

Section 8.1 Base Stealing

All bases may be stolen including home plate. A base runner may leave the base when the pitched ball LEAVES THE PITCHER'S HAND. If in the umpire's judgment the runner left too early, she will be called out, the ball is dead and all runners must return to last base touched.

Section 8.2 Base Possession

Ponytail, Sophomore, Junior & Senior Divisions

As defined by the ASA rules.

Section 8.3 The Baseline

Base runners may not run more than 3 feet from the baseline while trying to avoid being tagged by a fielder with the ball. If in the umpire's judgment the runner has exceeded the 3 feet, the runner is out.

Section 8.4 Sliding

Sliding is permitted in the Junior and Senior Division.

Section 8.5 Base Runner Interference

When a base runner interferes with a fielder attempting to field the ball, or interferes with a thrown ball, the base runner is out, the ball is dead, and all runners return to the last base touched at the time of impact. If in the umpire's judgment the interference was intentional, the umpire has the right to eject the interfering base runner.

Section 8.6 Illegal Base Runner Assistance

A player running the bases will be called out if assisted physically in any way by a manager or coach.

Section 8.7 Fielder Obstruction

When a fielder not in position of fielding or receiving a thrown ball, obstructs a base runner, the base runner will be awarded the base she would have reached had the obstruction not occurred. If the catcher obstructs the batter she will be awarded 1st base.

Section 8.8 Overthrown Ball

The overthrow of a ball from the fielder to out of bounds results in the awarding of the base the runner(s) was (were) going to, plus one additional base. The award will be governed by the position of the runner at the time of the release of the ball by the throwing fielder. The lead runner will govern the awarding of bases at the time of the release of the ball by the throwing fielder.

Section 8.9 No Contact Rule

A base runner **must avoid contact, when not sliding** while approaching a base, when a FIELDER OR CATCHER HAS POSSESSION OF THE BALL. If the runner does not slide and there is contact, the runner will be called out. If the fielder or catcher doesn't have possession of the ball, it will be obstruction of the base and the Fielder Obstruction rule will apply. If an intentional play by the runner either makes the fielder lose control of the ball, or to cause injury to the fielder, the runner may be ejected from the game. Fake tags to force the runner to slide will not be allowed. If the fake tag is attempted, the runner will be awarded the next base. And the fielder will be ejected from the game.

Section 8.10 Sacrifice Fly

After a fair or foul ball is caught in bounds, runners may tag up and advance at their own risk. If after a proper appeal, in the umpire's judgment the runner left too early, the runner will be called out.

Section 8.11 Base Runner Hit By A Batted Ball

When a base runner is struck with a fair-batted ball in fair territory while off base, and before the ball passes an infielder, excluding the pitcher, the base runner is out, the ball is dead and no runners may advance and the batter is awarded 1st base. If a fair-batted ball strikes a base runner while on the base, the base runner is not out unless the runner intentionally interferes with the ball or fielder making the play. The ball is live and runners may advance at their own risk. If the base runner is struck after it passes an infielder, the runner is not out, the ball is live and the runners may advance at their own risk.

Section 8.12 Base Runner Intentionally Out

In the judgment of the umpire, a base runner is put out intentionally in order to gain an advantage. The manager will be warned. On the second occurrence the game will be forfeit by the offending team.

Section 8.13 Conclusion Of Play

A batted ball remains live and base runners may advance at their own risk. The natural conclusion of play is reached when any defensive player has possession and control of the ball anywhere in the infield and:

1. The runners are held on base and cannot advance, OR
2. The runners are making no attempt to advance forward and the defensive players are making no attempt to make any further plays.

LOOK-BACK-RULE

When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, and is stationary when the pitcher has the ball in the 8' circle, the runner must immediately return to the base left. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw. Failure to immediately proceed nonstop to the next base or return to her original base after the pitcher has the ball within the 8' circle will result in the runner being declared out and the ball is dead. It is not possible to obtain more than one out from the look back rule.

Rule 9. Catchers

Section 9.1 Catcher's Position

A catcher must occupy the catcher's box until the pitched ball has been hit or reached the catcher's box. Otherwise, the pitch will automatically become a ball. If the ball is hit fair it is a live ball and the catcher is not allowed to block the base path to home plate without having the ball. If contact is made between the runners and the catcher without having the ball, the runner will be awarded home. The umpire may suggest to a manager that the catcher could be too close to the batter.

Section 9.2 Catcher's Equipment

The catcher must wear the mask, chest protector, helmet and shin guards provided by the league at all times behind the plate. No one, other than a manager or coach, will be allowed to warm up a pitcher between innings without proper equipment on.

Rule 10. Equipment

Section 10.1 Team Uniforms

Players must wear their current year's uniforms to be eligible to play in a game. The uniform consists of the current year jersey and the pants displaying the Elk Grove Girls Softball logo. If a girl chooses to wear shorts they must have the Elk Grove logo on them and they must wear the sliding shorts and sliding guard. [The sliding guard will only be required to be worn by the offensive team] **Any girl not wearing the complete uniform will not be allowed to play in the game. NO EXCEPTIONS!** Cloth hats are optional. Jersey numbers must be visible while a player is at bat. Player's jerseys must be completely tucked in when at bat. Manager will be given a team warning for the 1st offense. A 2nd occurrence in the same game will result in an out after the first pitch is thrown. Defensive players may wear outer clothing with agreement from the opposing manager. No alterations of the uniforms will be allowed with the exception of either a team name or player name, or nick name on the back of the jersey only. No alterations to the pants or shorts will be accepted. A player found to have altered the uniform would not be eligible to play in the game. Any challenge to a uniform must be made prior to the first completion at bat for the player.

Section 10.2 Shoes

Gym shoes or all-purpose shoes with rubber or plastic cleats are acceptable. **NO METAL OR POINTED PLASTIC SPIKES.**

Section 10.3 Safety Helmets

The batter and all base runners must wear the safety helmets securely on their heads with chin straps. The helmets must remain on the players at all times when they are on the bases and shall not be removed until the player crosses home plate. If a helmet falls off a player while batting or running the occurrence with any batter, the batter will be called out and the ball will remain live.

Section 10.4 Bats

All bats must be no longer than 34 inches and say Official Softball. All bats must have a wrapped or rubberized grip. When a batter is discovered to be using an illegal bat by the umpire or appealed by the opposing manager, before the 1st pitch to the next batter, the offending batter is out, and the bat is removed from the game. Base runners may not advance as a result of a hit with an illegal bat.

Section 10.5 Gloves

All players on the field must wear a glove. The pitcher's glove shall be a color other than solid white, yellow or gray. The pitcher may not wear white, yellow or gray wristbands.

Section 10.6 Pitcher Face Protector

All pitchers in the Junior and Senior divisions must wear a softball approved face protector. Example:
RIP - IT Defense Softball (The Original).