## **Gemme Division Standards**

Age Requirement: 6<sup>th</sup> – 9<sup>th</sup> Grade (girls who play for a High School team must obtain league approval)

This league is intended for girls who have had prior experience in the Junior division (but it is not a necessity). This is the most competitive level of recreational softball before entering high school. Girls will be playing against teams from other towns. The 12" softball is used in this division. Gemme Division girls should have an understanding of fundamental softball concepts taught at the Junior levels.

Each team will play 10-12 regular season games and playoffs will be single elimination. On average, two games will be played per week (weeknights only). Schedules will be established with the towns competing in the league. Each team will also practice at least once during the week. Games and practices are subject to change due to weather, field availability, and other circumstances.

## **Gemme Division Rules**

## **General Rules**

Coaches and parents are looked upon as role models. Coaches and parents are expected to conduct themselves properly and promote good sportsmanship at all times. Profanity, taunting or arguing by any coach, parent or player will not be tolerated. 1<sup>st</sup> offense will result in a warning. 2<sup>nd</sup> offense will be cause for ejection.

All ejections will be reported to the Gemme Division commissioner. Two ejections over the course of the season will result in a suspension and possible expulsion from the League. Suspensions and expulsions will be determined by the Commissioner in consultation with the Board of Directors.

Grafton Girls Softball provides uniforms, bats, balls, helmets and catchers gear. Players must provide their own gloves and can use their own bats and helmets. It is strongly recommended that players wear their hat under the helmet. Players may want to purchase their own helmet.

Players must wear their uniforms (including visors) correctly at all times (not backwards, sideways or inside-out). Players must be in uniform in order to play in any game. The league will provide a uniform which includes a visor, shirt, socks. Players should not write on or alter uniform during the season. Players may keep the uniform shirts, visor and socks. If issued pants, they must be returned at the end of the year.

All pitchers must wear a face mask. Each coach will have one mask for their team. Players may want to purchase their own mask.

Any player who warms up a pitcher must wear a mask. If a catcher's mask is not available, a batting helmet or other facial protection is permissible. This rule applies to both games and practices.

Jewelry is not allowed during games or practices.

The majority of ASA rules apply (same as high school) with the exception of local rules noted in the next section. Some of the ASA rule highlights:

Players pitch from a distance of 40 feet.

Dropped 3<sup>rd</sup> strike rule is in effect – batter may attempt to advance to first base after 3<sup>rd</sup> strike is dropped by the catcher.

Stealing of any base (including home) is allowed.

Players may attempt to advance to the next base (including home) on passed balls and errors.

## Local rules

All players bat in a continuous batting order. Late arriving players may be added to the field or batting order at any time.

No player may sit on the bench more than 2 innings in a row.

Free defensive substitutions are allowed (maintain original batting order.)

It is recognized that at this level girls may be more comfortable playing a particular position. However, the focus is still on developing the skills of all players and not on creating the best line-up to win games. <u>Unless there is **significant concern** for a child's safety</u>, girls should be given the opportunity to play different positions.

Batting orders should change each game so that all players bat at least once in each slot of the batting order over the course of the season.

Stealing of any base is allowed.

Scoring from third base on a passed ball is allowed.

A team can score only 6 runs (maximum) per inning. This rule is waived for teams in their last at-bat if they are behind by more than 6 runs.

Only the batter and one on-deck hitter (in the on-deck circle) will have bats in their hands. All other players are to be seated on the bench or designated area. Only players and coaches may be in the bench area. Team parents are encouraged to volunteer their assistance in managing the players on the bench.

Sliding should be taught and player may slide at their own discretion. On close plays at any base (other than first), runners should slide and not collide with the fielder.