OPERATIONAL MANUAL AND RULE BOOK

The purpose of HGS shall be to provide the youth of the Chippewa Valley with a quality program for fastpitch softball and softball related activities. We believe softball is a vehicle for young girls to develop and grow mentally, physically, and develop a sense of resilience and confidence through fun and competitive sports. We support teamwork and cooperation through mutual respect, sharing of skills, knowledge, and responsibilities. This provides a foundation for fun and continuous improvement at an economical cost.

Revised March 2024

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REVISION HISTORY

May 1998 – Rewrite of original manual. Updated information. Added Intermediate League.

May 1999 – Added Scorer's Booth and Lighting Policies. Updated All-Star and Bingo Information. Added "On Deck Batter" and "Disciplinary Rule" to League Rules. Updated Division Rules.

May 2000 – Updated pitching rule and changed run rule to 7 for Junior and Intermediate Leagues. Added tiebreaker rule for League and Hallie Youth Days to league rules. Added "Creating a New Team" and "Dropping A Team" to draft rules. Added June 1st cutoff date to registration. Updated "Protected Daughter Rule" for third round draft pick.

May 2002 – Added Modified Division. Updated Rules for T-ball, Junior, and Intermediate Divisions. Added rules for Modified Division.

May 2003 – Removed Sliding Rule. Added Infielder/Rover Rule for Juniors and above. Added Crash/Collision wording from ASA to Modified and above. Added "Player requirements for legal game". Added "Player dismissal procedure". Updated Bingo information.

April 2006 – Hallie League Rules changed the required number of players to start a game to 7. T-ball Division removed pitcher location to follow ASA requirement. Junior/Intermediate Division removed the exception to number of runs allowed in the 7th/last inning.

April 2007 – Hallie League Rules made the Scheduler the contact person for scheduling makeup games. Added face mask requirement for all levels. T-ball Division changed strike rule and added "Scores will not be kept". Senior Division created "Mercy" rule.

April 2008 – T-ball Division removed overthrow rule. Junior Division changed drop 3rd strike to cannot run.

April 2009 – T-ball Division added normal softball positions, all outfielders including rover on the grass. Modified Division added Rule 11 (only one base allowed on an overthrow) and added all 4 outfielders including rover on the grass.

May 2010 – Hallie League Rules corrected game time limits. Modified Division updated rules 11, 12, 16, added 17. Senior Division added pitching distance and allowed steel cleats.

April 2013 – Updated Organizational Chart to add Coach Pitch. T-ball Division added rules 8 & 9. Renamed Modified Division Rules to Coach Pitch Rules. Coach Pitch added "Coach pitching must start in circle" and added Rules 13 & 14. Added new Modified Division Rules. Juniors changed pitching distance to ASA 40'. Intermediates added pitching distance 40'.

April 2014 – Coach Pitch revised to add 10 pitches is out and removed half season requirement. Modified Division added position of pitcher while coach is pitching, revised rule 7 "player hit by pitch will take their base". Intermediates changed pitching distance to ASA 43'.

May 2015 – Modified Division hit by pitch rule changed. Coach Pitch & T-ball added composite bats are not allowed.

May 2016 – Coach Pitch added time limit and Rover Rule.

April 2017 – HGS League Rules added "games may end in tie", updated time limit rules. T-ball added time limit. Coach Pitch added a pitching machine, time limit, number of pitches, coaches not in infield. Modified added pre-game meeting, time limit, returning pitcher, strike zone, thrown bat, runner halfway, fielding, play stoppage, overthrow, hit to outfield and courtesy runners.

April 2018 – T-ball added max team size, removed number of players required for a game. Coach Pitch added coach to assist catcher. Modified changed pitchers to 2 innings, revised hit by pitch rule, added leading off, added coach to assist catcher.

April 2019 – Modified changed coach pitches to 3, changed hit by pitch rule.

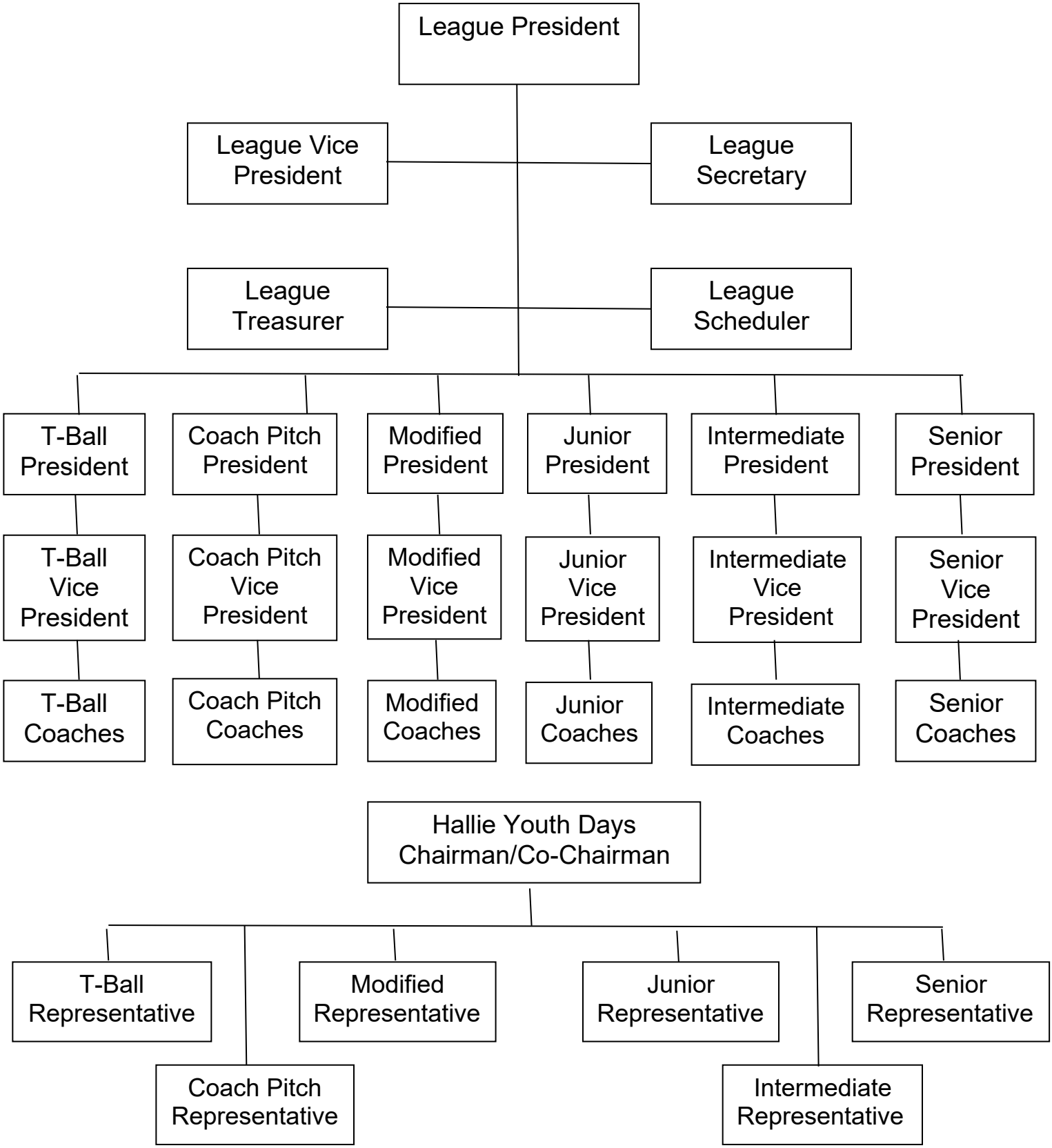
April 2021 – Coach Pitch changed to coaches pitching, no catcher, no umpires, no plays at home plate.

February 2023 – Modified revised all rules.

March 2023 – Coach Pitch added in catcher and umpires. Plays allowed at home plate. Removed rover rule.

January 2024 – Created HGS By-laws and HGS Operational Manual and Rule Book based on previous HGS manual. Modified updated pitcher limits; coach pitches called strikes; and defined when runners can leave a base. All rules for Juniors and Intermediates were removed. Added rules combining Junior and Intermediate divisions to reflect the merged division.

ORGANIZATIONAL STRUCTURE



DUTIES OF COACHES

A. Attend each league meeting or have a representative from your team at league meetings.
B. Participate in the operational functions of the league, as requested.
C. Organize their team roster, equipment request list.
D. Develop the skills of each player by providing an adequate number of team practices for teaching softball fundamentals.
E. Model and promote sportsmanship and teamwork.

MEETING DAYS AND TIMES

Meetings for Hallie Girls Softball shall be held monthly from January to August. The meetings will be held on the first Monday of the month in January through April and August commencing promptly at **7pm**. The meetings will be held on the first Tuesday of the month in May through July commencing promptly at **8pm**. The purpose of this change is to accommodate Board Members, Coaches, and participants who may be involved in games during the League's season.

For additional information on meeting days and times, see HGS By-laws Article X.

REGISTRATION

Registration is all online and will take place with the current registration system that is under contract with the league. Start and end dates of registration will be communicated by League President. Registration may be extended if the number of players registered is below the minimum needed to fill the division.

Registration information is distributed via email to past participants and advertised on social media, including HGS webpage and Facebook.

The ages for each division as of September 1st of the current year are:

T-Ball Skills Division	3, 4
T-Ball Division:	5, 6
Coach Pitch	7, 8
Modified Division	9, 10
Junior Division:	11, 12
Intermediate Division:	13, 14
Senior Division:	15, 16, 17, 18 (19 for graduating high school senior)

Division Presidents will receive copies of the registrations for their division. The draft or team assignments can then be set up by the Division Presidents. After the draft, each coach will keep the copies of the registration forms for their team. The original registration forms are kept by the League President, or their designee for reference.

The Board shall recommend the annual registration fee to be voted on by the league.

- Once a participant is registered, and fees paid, their registration is final.
- Refunds will only be given on a case-by-case basis provided the participant decides not to play prior to the competition season beginning.
- Refunds will be given minus the cost the league has incurred for such participant. This cost includes, but is not limited to, uniforms and the Village of Hallie fee.
- All refund decisions shall be voted on by the Board. A majority vote is required for a refund to be given.

DRAFT RULES

The girls on the waiting list will be called and asked if they want to stay on the waiting list. If they wish, they may request their money back and be dropped from the waiting list. If a team position opens, the next available girl is placed on the team. If there are not enough positions opened by the end of the season's first round of games, the remaining girls will be called and their money refunded. June 1st is the last day to register for being placed on the waiting list.

All divisions will redraft each year.

Each division draft will be held at a special draft meeting. The date of each division draft is typically selected at the regular March meeting. In the event this does not happen, it is the responsibility of the Division President to communicate with division coaches to select a draft date that works for most of the division coaches. Draft for the Senior Division will take place in late April or early May. Date to be determined by the Senior Division coaches.

Only coaches and officers are allowed to be present at the draft, no children.

League records from the previous year will determine the draft order. The draft will be in the reverse order of the previous year standings. Once a team has been filled, they drop out of the draft and the others will continue as before. Team rosters with names (last name first), shirt sizes, and hat orders are to be completed the same night as the draft. These rosters will be turned into the League President.

Selection of players: The coaches and officers for each division shall determine the method of draft for players. General practice has been:

Seniors: Open draft. Senior division teams will have rosters of 14 players.

Intermediate: All 14-year-olds will be drafted first, followed by 13-year-olds. Attempt to balance teams so that each will have around the same number of 13-year-olds and 14-year-olds.

Juniors: All 12-year-olds will be drafted first, followed by 11-year-olds. Attempt to balance teams so that each will have around the same number of 12-year-olds and 11-year-olds.

Modified, Coach Pitch and T-ball: Since there are entry level players, and many will be experiencing Hallie softball for the first time, we will attempt to honor requests to play with friends or on a specific team. Will attempt to group players by neighborhood or school.

PROTECTED DAUGHTER RULE

The protected daughter rule exists to enable a team to obtain a coach or assistant coach without having to go through the draft. The daughter of the coach/assistant coach is the first-round draft pick for the team. If a second protected daughter is selected, that daughter shall be the third-round draft pick for the team. In the case of twins, one will be the draft choice, and the other will be treated as the sister rule. A team may have a maximum of two protected daughters. Once a player has been selected by this method, they remain protected until moving to the next division or until they are no longer playing. If a coach/assistant coach quits, the team will not get an automatic draft choice for another player, until the original protected daughter is no longer playing. The original protected daughter will continue to count as one of the two protected daughters. A record will be maintained of protected daughters by each division president.

SISTER RULE

Sisters are automatically placed on teams and are not included in the draft or as protected daughters.

CREATING A NEW TEAM/DROPPING A TEAM

When forming a new team in any division, the new team shall receive two protected daughters, without the loss of any draft picks. The new team will get a pick in each round and will be picked first in each round.

If the number of registered players is low, and the division must reduce the number of teams, the last team formed will be the first to disband unless circumstances warrant otherwise.

HGS Executive Board will make a final determination, based on paid participants, whether to add or drop a team.

UMPIRES

Division Presidents will hire umpires. Division Presidents shall provide the League Treasurer a list of umpires and number of games umpired for payment each week. Senior, Intermediate, and Junior divisions will hire certified umpires. Modified and Coach Pitch divisions umpires do not need to be certified. There will be no umpires for T-Ball. Umpires are paid per game. The pay shall be voted on by the league and reviewed annually. For the 2024 season the pay per game will be as follows:

- Seniors $55 per umpire, 2 umpires
- Juniors & Intermediate $50 per umpire, 1 umpire
- Modified $40 if 1 umpire or $20 per umpire if 2 umpires
- Coach Pitch $30 if 1 umpire or $15 per umpire if 2 umpires

The use of training umpires may be used in the Modified division. In the event there is a trainee, the main umpire will be paid $40 per game and the trainee will be paid $20 per game.

SCORER'S BOOTH

The Scorer's Booth/Scoreboard/Remote Control on the appropriate fields will be used for all Junior, Intermediate, and Senior Division games.

It shall be the home team coach of the last scheduled game of the night, to ensure that the field lights are turned off, the score booth is cleaned, and it is locked at the end of the evening.

LIGHTING

Lights will be used for all 8:00 PM games and may be used for 6:00 PM games depending on the current natural lighting conditions. The umpire shall determine when the lights are required and ask the Scorer to turn on the lights. A coach may request that the lights be turned on, but the umpire will make the final determination. At the end of the last game of the evening, the outfield lights shall be turned off immediately. The infield lights shall be left on for 15 minutes, to assist the teams in clearing the dugouts, and for a brief coaches/ players meeting after the game. On Memorial Field, the security light will be left on.

It shall be the responsibility of the home team coach of the last scheduled game of the night, to ensure that all field lights are turned off.

HALLIE YOUTH DAYS

Hallie Youth Days will be held the last weekend of July, beginning on Wednesday. This event will provide an end of the year tournament for all divisions. All teams will participate. Division Presidents,

or their designee, will determine the bracketing for their division using traditional tournament bracketing.

All league teams will be required to work a shift during the event; concessions, bounce house, ticket sales, T-Ball Skills, and/or any need that arises for the event.

Shift determination will be based on team points earned from January 1st to June 30th. Team points are earned by attending HGS meetings, helping at Hallie Park Clean-Up Day, working T-Ball Skills, holding HGS leadership positions (Executive Board, Coordinators, Division President, Division Vice-President), and anything else deemed point-worthy by the Board. The team with the most points will get to select their shift first, followed by the second most, etc.

ALL-STAR GAMES

The purpose of all-star games is to celebrate those athletes moving up a division. All-Star games shall be coordinated by Division Presidents or their designee. All-Star games shall be held the Wednesday following Hallie Youth Days, weather dependent. There will be an All-Star Game for T-ball, Coach Pitch, Modified, and Juniors. The league may also hold an All-Star Game for Intermediates and Seniors if it is decided one is needed. All players moving up to the next division are eligible for the All-Star game of their current year division. The coach for the All-Star game shall be the current year Division President, or their designee.

The schedule for the games will be determined at the July meeting. The League President is responsible for notifying all division coaches when the games will be played.

Teams will be paired up according to league standings, if applicable and depending on participation.

T-Ball Division:	Divided by division teams so each team has equal numbers.
Coach Pitch Division:	Team A 1st, 4th, 5th, 8th; Team B 2nd, 3rd, 6th, 7th
Modified Division:	Team A 1st, 4th, 5th, 8th; Team B 2nd, 3rd, 6th, 7th
Junior Division:	Team A 1st, 4th, 5th, half of 7th; Team B 2nd, 3rd, 6th, half of 7th
Intermediate Division:	Team A 1st, 4th, 5th, half of 7th; Team B 2nd, 3rd, 6th, half of 7th
Senior Division:	Team A 1st, 4th, 5th, half of 7th; Team B 2nd, 3rd, 6th, half of 7th

Everyone eligible for the All-Star Game will receive an All-Star trophy or medallion. The League President is responsible for purchasing the individual awards for each division. Awards shall be engraved:

HGS 20XX ALL STAR
XXXXX DIVISION

HALLIE GIRL'S SOFTBALL LEAGUE RULES (REVISED 2024)

1. Scheduled dates and times are final. If a game is cancelled or postponed for any reason, the league scheduler needs to be notified. To make up games, coaches must contact the league scheduler to determine available times and dates as per the field usage schedule.

2. Games are canceled at the park by the umpire, unless previously called by the League Officer(s) or Hallie Park staff.

3. Umpires will make the decision if a game is to be called due to weather or at the **FIRST** sign of lightning. (see rule #4 below) In the T-Ball, Coach Pitch, and Modified Divisions a game called due to rain after 4 innings (3 1/2 if the home team is ahead), will be counted as a complete game. For the Junior, Intermediate, and Senior Divisions a game called due to rain after 5 innings (4 1/2 if the home team is ahead), will be counted as a complete game. Games may end in a tie. Coaches will notify the league scheduler when a makeup game is required, to determine available times and dates. It is not necessary to reschedule unless the final standings are affected.

4. All games will be called at the **FIRST** sign of lightning. **THIS IS MANDATORY**. There will be a 30-minute waiting period from the time of game stoppage. Should the storm pass, play may be resumed at the umpire's discretion. The safety of the girls comes before all else.

5. Games will have a time limit.

T-ball: Games will have a hard stop at 1 hour. The last batter will finish their at-bat and the game will be called.

Coach Pitch: No new inning will start after one hour. The inning being played at the one-hour mark will be completed. The visiting team will complete their at bat. The home team will bat if behind by 5 or less runs. If the home team is ahead or behind by more than 5 runs the game is over. Games can end in a tie.

Modified: No new inning will start after 1 hour 15 minutes. The inning being played at the 1 hour 15-minute mark will be completed. The visiting team will complete their at bat. The home team will bat if behind by 5 or less runs. If the home team is ahead or behind by more than 5 runs the game is over. Games can end in a tie.

Junior and Intermediate: no inning will start after 1 hour 30 minutes. If a game is tied when the time limit or 7 innings is reached, the ASA tiebreaker rule will be implemented. This will apply in both league games and at Hallie Youth Days. The effect of this rule is that the player scheduled to bat last in the inning will be placed on second base to start the inning.

Senior: no inning will start after 1 hour 20 minutes. If a game is tied when the time limit or 7 innings is reached, the ASA tiebreaker rule will be implemented. This will apply in both league games and at Hallie Youth Days. The effect of this rule is that the player scheduled to bat last in the inning will be placed on second base to start the inning.

6. HGS **STRONGLY RECOMMENDS** all players wear softball appropriate protective equipment for games and practice sessions. This includes but is not limited to, a fielder's mask, batting helmet with face mask, and proper footwear with an enclosed toe. HGS encourages players to wear protective equipment to prevent injuries and minimize the severity of them. Metal spikes may ONLY be worn in Senior Division.

7. All batters and baserunners **MUST** always wear a helmet with a face mask.

8. For safety reasons, on deck batters will warm-up in the “on deck” circle behind current batter. Coaches will ensure that players warming up in front of the opposing team’s dugout are not harassed by opposing players. Failure to comply will result in a warning first, followed by disciplinary action to either the coaches or players, with possible ejection from the game.

9. Only official softball bats will be allowed. (No baseball or Little League bats.)

10. The home team will provide the game ball. The home team will take the first base dugout. Each team is responsible for picking up their dugout at the end of the game. The home team is responsible for the scorebox and lights. This includes opening and closing the scorebox, and making sure the lights are turned out after the last game.

11. A player who registers late (after draft night) will be placed on a team based on team size.

12. All girls will play every game, and each girl must play at least two innings in the infield each game, including HYD. All girls will bat, and the batting rotation must be followed. If a girl comes late, she will be added to the bottom of the batting order and will bat as soon as her turn comes up. If a girl does not want to play, she must leave the bench area (unless she is injured). Coaches will inform each other of pulled players.

13. Unsportsmanlike conduct and profanity by coaches or players will not be tolerated on or off the field during games or practices. These actions will result in a warning first, followed by disciplinary action. A coach may suspend a player from games and practices if such conduct persists after a warning. A coach may be suspended from coaching by the league for similar actions. Refer to Article XII of the HGS By-Laws

14. Teams at the Modified level and above must start a game with at least 7 players to be a legal game. A game started with 6 or less players will go on record as a forfeit for the team that did not have the required number of players at game time. A team cannot “pickup” players from another division or team to fill their roster and have the game count as a legal game. Non-roster players can be picked up to play for the games, but the game will go down as a forfeit for the team that did not have the required number of players at game time.

15. If a player misses two games or practices in succession without notifying the coach, the coach has the right to start the process of dismissing that player from the team and picking up a player from the waiting list. The process to follow is:

- The coach contacts the division president to inform him/her of the player’s situation.
- The division president will contact the player and her parents to discuss why the player has missed games/practices and if they are going to continue to play.
- If the division president determines that the player will be dismissed from the team, s/he will contact the League President. The team will then receive the next player off the waiting list. If there is no waiting list available, the team will finish the season with one less player on their roster.

16. All decisions of the umpire(s) are final. The umpire(s) have the right to expel any player, coach, or spectator for unsportsmanlike behavior. While winning is fun, it is the philosophy of HGS for girls to learn skill development and have a good time.

17. All game disputes must be made in writing to division president and vice president within 24 hours after the game. Game disputes will be considered on rule infractions only. An umpire’s decision may

not be protested or disputed. Should there be conduct related issues by players/coaches and the issue cannot be resolved then refer to Article XII of HGS By-laws.

NOTE: Division specific rules are noted on the following pages. Any rule listed within the division specific rules shall be the rules followed within that specific division.

T-BALL DIVISION (REVISED 2020)

GENERAL GAME RULES

1. Games shall be 6 innings in length with a maximum of 5 runs scored by a team in an inning. Games will have a hard stop at 1 hour. The last batter will finish their at-bat and the game will be called.
2. Players and coaches should be at the game at least 20 minutes prior to game time.
3. A ball must go 12 feet to be judged a fair ball, thus crossing the arc provided.
4. Each play is over once the ball is returned past the 12-foot fair ball arc. Batters and runners will advance only one base per hit.
5. An 11-inch official softball will be used. Composite bats **ARE NOT ALLOWED** in games, but may be used during team practices, at the coach's discretion.
6. Coaches will teach players to make plays by throwing the ball. A player fielding the ball may not run to a base if the same play would normally be made by throwing the ball to the player covering that base. Example: Runner on 2nd, ball hit to the pitcher. The pitcher must throw the ball to 3rd for the play. home to the catcher for the play. If the pitcher runs the ball to 3rd to make the play, the runner will be called safe.
7. If possible, team size should be an appropriate number determined by the league. There will not be a minimum number of players required to play a game.
8. Score will not be kept during games except to maintain the batting order. The scoreboard will not be used during regular season or Hallie Youth Days games.

CLARIFICATION OF PITCHER'S POSITION

ASA rules require that the pitcher must have both feet on the pitcher's rubber to start play. USA Softball requires one foot on the mound and one foot to the rear of the mound. Either foot position is allowed.

DEFENSIVE RULES

1. Teams will play all players when a team is on defense (in the field). Normal softball positions will be played including five infielders. All outfielders, including the rover, will start play on the edge of the infield/grass.
2. When in the field, each player will play a minimum of 1 inning in the infield on defense. Players may not play the same position for more than 2 innings.
3. Two coaches will be allowed on the field when a team is on defense to assist in positioning and providing instruction for players.

OFFENSIVE RULES

1. All players at the game will be in the batting order. The batter may take up to three swings (strikes). If the batter has not hit a fair ball after three swings, a coach will assist the batter. The batter cannot be called out on strikes. The batter will be warned once for throwing the bat or stepping out of the batter's box while swinging. The second time, the batter may be called out.
2. No base stealing or leading off is allowed. A runner may be called out for leading off.
3. All batters and runners are required to wear a batting helmet with face mask and chin strap.

NOTE: If a game play rule is not specified above, then USA/ASA rules apply.

COACH PITCH DIVISION (REVISED 2023)

PRE-GAME MEETING
There will be a brief pre-game meeting with the head coaches and umpire(s).

GENERAL GAME RULES
1. Division President or designee will schedule umpires for games. In games where no umpires are available, there will be **no** umpires. Coaches will make calls. Coaches shall be fair in their play calling and will not jeopardize the integrity of the game.
2. Games shall be no more than 6 innings in length with a maximum of 5 runs scored by a team in an inning. Games are scheduled for 1 hour and 15 minutes. No new inning will start after one hour. The inning being played at the hour mark will be completed. The visiting team will complete their at bat. The home team will bat if behind by 5 or less runs. If the home team is ahead or behind by more than 5 runs the game is over. Games can end in a tie.
3. Players and coaches should be at the game at least 30 minutes prior to game time.
4. An 11-inch official softball will be used.
5. Score will be kept to determine wins and losses.
6. Each play is over:
    a. Once the ball is thrown to the pitcher and breaks the plane of the pitcher's circle. (The ball may be thrown to the girl playing the pitcher's position or to the coach who is pitching.)
    b. All runners have come to a stop and the player in possession of the ball asks the umpire for a timeout.
8. The primary goal of the Coach Pitch Division is to teach and develop players. Coaches may be on the outfield to instruct players. Coaches cannot be on the infield during play. They can come in to instruct players between plays but must return to the outfield before the next pitch. A defensive coach will be allowed behind the plate.
9. Girls will be given a chance to play all positions during the season if they are interested and capable of doing so.

PITCHING RULES
1. Pitching rubber is to be set to 35'.
2. At the beginning of each season, coaches shall decide whether to use a pitching machine or if a coach will pitch to batter. Whatever is decided will be in place for the entire season. A maximum of 7 pitches can be thrown. Strikes will not be called. On the 7th pitch, the batter will be called out if they do not hit the ball into play. If a batter hits a foul on the 7th pitch, the batter will get an additional pitch. The batter will receive additional pitches if they continue to foul them off. Walks will not be allowed. A batting tee will not be used.

DEFENSIVE RULES
1. The infield fly rule will not be called.
2. When in the field, each player will play a minimum of 1 inning in the infield on defense. Players may not play the same position for more than 2 innings in one game.
3. A team may have all their players on the field at a time. Normal softball positions will be played, including catcher.
4. All outfielders, including rover, will start play on the grass.
5. There must be at least 5 players on the field or the game will be forfeited.
6. Coaches will teach players to make plays by throwing the ball. A player fielding the ball may not run to a base if the same play would be normally made by throwing the ball to the player covering that base. Example: Runner on 1st base, ball hit to pitcher. Pitcher will throw to either 1st or 2nd for the play. If the pitcher runs to the base to make the play or tags the runner, the runner will be called

safe. (Goal is to teach players to play as a team and try and make plays by throwing to teammate covering the base.)

7. Only infield players are allowed to cover the base. An outfielder MAY **NOT** come to the infield with the intention of covering a base. They can make a play on the ball but must throw the ball to an infield positional player to get a runner out. This is the same as if a pitcher were to make a play on the ball. They must throw the ball to get an out.
8. The player in the pitching position will start in the circle next to the coach who is pitching. The player may stand to the left or right of the coach to be able to make a play on the ball.

OFFENSIVE RULES

1. All players at the game will be in the batting order.
2. The batter will be warned once for throwing the bat or stepping out of the batter's box while swinging. The second time, the batter may be called out by the umpire.
3. Bunting will not be allowed.
4. No base stealing or leading off is allowed. A runner may not leave the base until the ball has been hit. A runner may be called out for leading off.
5. All batters and runners are required to wear a batting helmet with face mask and chin strap.
6. A runner who is halfway or more to the next base when play is stopped will be given the next base. If less than halfway, the runner must return to the previous base.
7. Players will advance only one base per hit. Players will be allowed to advance two bases on a clean hit to the outfield. Clean hit is defined as the ball going untouched to the outfield. If the ball rolls through the leg of player and is not touched it will be considered a clean hit. Players may advance to the second base at their own risk and can be thrown out. Base runners will not advance on an overthrow.
8. The ball is dead, and the runner is out if the runner crashes into the defensive player with the ball in hand.

    A. All other runners must return to the base they were on when the crash happened.

    B. An errant throw or batted ball drawing the defensive player into the path of the runner is not a crash.

    C. If a batted ball brings a defensive player into the path of the runner and contact is made, then the runner is out.

    - The runner should try to avoid contact if the defensive player is in the baseline of a batted ball.
    - It is only considered out of the baseline if the runner is trying to avoid a tag.

    D. If the act is determined to be deliberate, the offending player shall be ejected from the game.

NOTE: If a game play rule is not specified above, then USA/ASA rules apply.

MODIFIED DIVISION RULES (REVISED 2024)

PRE-GAME MEETING

There will be a five-minute pre-game meeting with the head coaches and umpire(s) if umpire is officiating.

GENERAL GAME RULES

1. Games shall be no more than 6 innings in length with a maximum of five runs scored by a team in an inning. No new inning will start after 75 minutes.
    a. The inning being played at the 75-minute mark will be completed.
    b. The visiting team will complete their at bat.
    c. The home team will only bat if behind by five or less runs.
    d. If the home team has more than five runs, then the game will be over.
    e. Non-tournament games can end in a tie. In tournament games rules “b” and "c" (above) are still in effect until there is a winner.
    f. Players and umpires should be at the game no later than 30 minutes prior to game time.
2. Teams must have at least seven players to start the game with a maximum of ten players on the field. The tenth player must play in the outfield.
3. A broader strike zone will be enforced for games. (Knees to shoulders and 2” on each side of the width of the plate.)
4. The play is over once the ball thrown breaks the pitcher’s circle when attempting to get the ball to the pitcher in the pitching circle.
5. A player will be awarded the next base if the play is stopped only if the runner is more than halfway. Any other instance the runner must return to the previous base. (This will be at the umpire's discretion, and umpire rulings are final.)
6. No arguing with an umpire at any time. The umpire’s call is final.

PITCHING RULES

1. Pitching rubber is to be set to 35’.
2. Pitchers are limited to two innings per game. (One pitch in an inning is counted as one inning.) Warm-up pitches will be allowed between innings with a maximum of 5 pitches.
    If the pitcher is starting with one foot on the pitching rubber (pivot foot), then the other foot (drag foot) must start behind pitching rubber.
3. Pitchers are not allowed to take two steps or more (walking pitches) off the pitching rubber or to replant their drag foot. Pitching will continue until the batter has put the ball in play, the pitcher has thrown four balls, or the batter is struck out.
    A. After four balls, the coach from the batter’s team will be called into the game to pitch no more than three pitches.
        - The pitching coach must follow the same rules as any pitcher. Refer to rules above for clarity on the rules.
        - The pitch count stays the same.
        - All strikes from coaches will be called.
        - If batter cannot hit the ball by the 3rd pitch, then the batter will be called out.
        - The only exclusion to the 3 pitches is if the player fouls the ball on the 3rd pitch. The at bat will continue until a strikeout occurs or the ball is put into play.
        - Pitches will not be floated or lobbed to the batter. They should be equal to the previous pitches. The player pitcher will stand to the left/right of the coach that is pitching. They are not to stand outside of the pitcher’s circle.
    B. If a new pitcher starts an inning, they will have up to seven warm-up pitches. If returning, they will have up to 3 warm-up pitches.

C. If a pitch thrown by the pitcher hits the batter, then the batter must proceed to first base. If ball hits the ground first before hitting the batter, it's still considered hit by pitch. Batter must proceed to first base.

DEFENSIVE RULES

1. Pitchers cannot run to home to get an out unless the pitcher is covering for an overthrow to home, and the ball is thrown to the pitcher from the catcher.
2. Every player in the batting lineup must have an opportunity to play a minimum of two innings in the infield to promote growth within the team.
3. Players playing outfield positions are required to start in the grass when the pitcher pitches.
4. Only infielders can cover a base.
5. Outfielders must throw the ball to an infielder. An outfielder can NOT field the ball and run to a base for an out.
6. A courtesy runner may be used to warm up a new pitcher or to allow the catcher to put on equipment. The runner will be the 2nd out of that inning.
7. Underhand throws are allowed when the player throwing is near the receiving player.
8. One coach is allowed in the outfield for the first half of their season.
9. One coach can assist the catching player with wild pitches.
    A. If the coach retrieves a wild pitch, the coach must give the ball to the catcher so the catcher can throw it to the pitching player.
    B. This coach is required to be mute during this time.

OFFENSIVE RULES

1. Base runners can advance one base per play on an overthrow. Runner cannot advance a second or third base on multiple overthrows.
2. HOME is closed. No advancement on wild pitches.
3. No bunting.
4. No stealing.
    A. Runners may leave the base for a lead once the ball has crossed the plate.
    B. Runners may advance a max of one base on an overthrow, if a pickoff attempt is made.
5. Throwing the bat is not allowed. The player will be warned once a game for throwing the bat. The player will be called out for any subsequent bat throws.
6. The ball is dead, and the runner is out if the runner crashes into the defensive player with the ball in hand.
    A. All other runners must return to the base they were on when the crash happened.
    B. An errant throw or batted ball drawing the defensive player into the path of the runner is not a crash.
    C. If a batted ball brings a defensive player into the path of the runner and contact is made, then the runner is out.
        - The runner should try to avoid contact if the defensive player is in the baseline of a batted ball.
        - It is only considered out of the baseline if the runner is trying to avoid a tag.
    D. If the act is determined to be deliberate, the offending player shall be ejected from the game.

NOTE: If a game play rule is not specified above, then USA/ASA rules apply.

JUNIOR/INTERMEDIATE DIVISION RULES (REVISED 2024)

PRE-GAME MEETING

There will be a five-minute pre-game meeting with the head coaches and umpire(s).

GENERAL GAME RULES

1. Games shall be 7 innings in length with a maximum of 7 runs scored by a team in an inning. The 15-run rule will apply after 5 innings. No new inning is to start after 1 hour 30 minutes.
2. Players, coaches, and umpires should be at the game at least 30 minutes prior to game time.
3. Saturday games have a 2-hour limit, with both teams playing the same number of innings.
4. A wider and taller strike zone is recommended for the Intermediate Division, from the knees to the shoulders, and slightly wider than the plate. The umpire is advised to call the strike zone according to the batter. The object is to get the girls to hit.

PITCHING RULES

1. Pitching rubber is to be set at 40.'
2. A pitcher shall be limited to pitching a maximum of four innings in a 7-inning game. One pitch in an inning will cause that inning to count as an inning pitched. In the event of extra innings, a pitcher may pitch one additional inning.

DEFENSIVE RULES

1. When playing defense with 10 players, 4 must play outfield positions on the grass. **You cannot play 5 infielders**. An outfielder may cover a base if that outfielder would have normally covered that base when playing 9 defensive players – i.e. a left fielder covering 3rd base on a bunt with a runner on 1st, or a center fielder covering 2nd on a bunt with runners on first and second.
2. Outfielders must start each play on the grass. Heads up play by outfielders will not be penalized. For example, catcher has the ball, first baseman is out of position, and a runner is leading off first base. The right fielder sneaks in covers first, and the runner is thrown out. The play will stand. (The rule is not intended to hinder smart softball.)
3. The penalty for violation of the rule will be the same as for (see below):

ASA Rule 8 Section 1 Paragraph D Catcher Obstruction.

The umpire shall give a delayed dead ball signal.

If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, obstruction is canceled. All action because of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (whether missing the base or not) and no option is given.

If all runners including the batter do not advance at least one base, the coach has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners, only if forced.

OFFENSIVE RULES

1. The batter may run on a dropped third strike:
   A. If there are less than two outs and first base is unoccupied.
   B. If there are two outs, the batter may run even if first base is occupied.
   C. If the batter runs when she shouldn't, and draws a throw, a dead ball will be declared and the runners cannot advance.
2. The ball is dead, and the runner is out if the runner crashes into the defensive player with the ball in hand.
   A. All other runners must return to the base they were on when the crash happened.

B. An errant throw or batted ball drawing the defensive player into the path of the runner is not a crash.
C. If a batted ball brings a defensive player into the path of the runner and contact is made, then the runner is out.

- The runner should try to avoid contact if the defensive player is in the baseline of a batted ball.
- It is only considered out of the baseline if the runner is trying to avoid a tag.

D. If the act is determined to be deliberate, the offending player shall be ejected from the game.

NOTE: If a game play rule is not specified above, then USA/ASA rules apply.

SENIOR DIVISION RULES (REVISED 2010)

PRE-GAME MEETING
There will be a five-minute pre-game meeting with the head coaches and umpire(s).

GENERAL GAME RULES
1. Games shall be 7 innings in length. The 15-run rule will apply after 3 innings provided all players have batted at least once. The 10-run rule will apply after 5 innings.
2. Players will be allowed to wear steel cleats.

PITCHING RULES
1. Pitching rubber is to be set at 43'.

NOTE: If a game play rule is not specified above, then USA/ASA rules apply.

APPENDIX A: BINGO

The number of Bingo sessions vary but are generally the second and fourth Wednesday of the month for May thru July. If a month has five Wednesdays, the fifth Wednesday is also donated. It is the responsibility of the Hallie Girl's Softball to operate the Bingo session on these Wednesdays. The funds received are used for the purchase of new equipment and to support travel teams. Funds will be disbursed to the general account of Hallie Girls Softball.

Hallie Girl's Softball will maintain a "State of Wisconsin Bingo License", and a "State of Wisconsin Seller's Permit". For purposes of the Bingo License, the League President will be the "Authorized Agent", the Division Presidents (5), the League President, the League Treasurer and two contacts for each travel team, will be "Supervising Members", and a "Member Designated Responsible for Proper Utilization of Gross Receipts" will be appointed. At least one "Supervising Member" must be present at each Bingo. Hallie Girl's Softball will maintain a separate bank account designated "Hallie Girls Softball Bingo Account" for the funds received from Bingo.

BEFORE BINGO:

- Contact caller.
- Organize workers for Bingo session. Need 1 "Supervising Member" and 8 additional workers. Workers should report no later than 6:00. The duties of the workers are:
    A. Sell bingo card packets (2 at the beginning of the night, 1 for the entire session)
    B. Concession (4 at the beginning of the night until Bingo starts, 2 for the entire session includes one person to operate till)
    C. Floor workers (4 while Bingo is in session. These people can be the same workers who sold bingo card packets, or worked in the concession stand at the beginning of the night. Floor workers identify Bingo winners and call back numbers to confirm winners. They will also sell specials during the Bingo session.

- Withdraw funds for change to be used for Bingo Night These funds will be withdrawn from the savings account. Start the night with $300.00 (115 ones =$115, 21 fives = $105, 5 tens = $50, 3 rolls of quarters = $30)
- Food needed for Concession Stand: Minimum of 6 pans of bars

BINGO SETUP

- If not already done, setup tables and chairs.
- Display Bingo License, Seller's Permit, Game Prizes and Bingo Card Prices.
- Put $35.00 in concession till for start-up: 15 ones, 2 fives, and $10.00 in quarters. If concession needs more money, "BUY" it from the card till. The remainder of the money is placed in the till for selling bingo card packets.
- Get money trays, aprons, microphone, and bar towels from the bar if they are not already in the hall.
- Start selling bingo card packets, specials, and concessions at 6:30 PM. Bingo starts at 7:30 PM.
- Give floor workers aprons with pencils and papers for winning names.
- Tape bags for trash to each table.

DURING BINGO

- 17 games total. 4 sets of progressive/special games.
- Payouts are based on the number of bingo players: Under 60 players – Total of $650.00; 61 – 124 players – Total of $825.00; Over 124 players – Total of $1000.00

- If multiple winners, divide prize money evenly, rounding up to the nearest quarter. If amounts are less then $10.00 make check out to Bingo Game #, and give each winner cash. For amounts of $10.00 and greater write checks to each winner.
- Write name of each winner on each check stub.

END OF NIGHT

- Collect cards, pickup garbage, wipe down tables. Push chairs under the tables.
- Take $35.00 from concession and return to start-up bag. Make check for $50.00 to Hallie Eagles Club for rent, put check in the money trays. Pay Hallie Eagles Club $.60 for each can of soda or bottle of water sold from concession monies and place in money trays. Take down Bingo License, Seller's Permit, Game Prizes and Bingo Card Prices.
- Pay caller $35.00 cash from Concession money.
- Take $265.00 start-up money out and place in start-up bag. Deposit profits (after balancing Bingo worksheet) into checking account. Maintain minimum balance.

HGS BINGO SIGNUP SHEET

Workers should report by 6:00 PM

Supervisor Member

_____

Bingo Card Packet Seller

_____

Bingo Card Packet Seller/Floor Worker

_____

Concession Stand Worker

_____

_____

Floor Worker

_____

_____

Concession Stand/Till Operator

_____

Concession Stand Worker/Floor Worker

_____

Food should be at the Eagles Club by 6:00 PM

Pan of Bars

_____

_____

_____

_____

_____

_____