

2021

**WICOMICO COUNTY JUNIOR GIRLS
SOFTBALL**

MAJOR I



Andrew Bugas
PROGRAM DIRECTOR
410-548-4900 Ext. 113
abugas@wicomicoounty.org

Cancellation Line 410-548-4900 Ext. 5

Wicomico County Department of Recreation, Parks and Tourism
500 Glen Avenue
Salisbury, MD. 21804

JUNIOR GIRLS MAJOR LEAGUE SOFTBALL

GENERAL INFORMATION

- I. **ELIGIBILITY Major I:** Born in 2009 or later. Players of younger age classification may play in an older age classification (one year early) with parent's approval. All participants may only play in one softball league sponsored by the Wicomico County Dept. of Recreation & Parks per season.
- II. **REGISTRATION** - Every girl must register at the Recreation & Parks office or online at www.wicomcorecandparks.org. To register, a parent must complete a registration form and pay the registration fee. A birth certificate must also be presented for any new girls to the Junior Girls Program.
- III. **ROSTERS** - A team roster must be submitted to Recreation & Parks at the final organizational meeting.
- IV. **DRAFTING** - All new girls registering for the League must be drafted (according to the drafting guidelines). Girls wishing to change teams must do so by indicating on their registration form or contacting the Program Coordinator to include them in the draft. Girls may only request this one time per season. Once a player is re-drafted, she may not change teams again for that season.
- V. **DUTIES AND RESPONSIBILITIES OF THE VISITING AND HOME TEAMS**
 - A. **OFFICIATING** - Home plate umpires will be assigned by the Umpire Assignor, Nancy Peavley, 410-845-1778. The home team will be responsible for providing the base umpire. In the event the paid umpire does not show up, the home team should select a volunteer umpire for home plate and the visiting team should provide the base umpire (please notify Recreation & Parks regarding this the following day). Both teams must agree to use a volunteer home plate umpire if the paid umpire does not show, or the game will be rescheduled. Once coaches agree to begin with a volunteer home plate umpire, you must complete the game with the volunteer. Home teams that continuously fail to provide a field umpire will be reported and brought before the federation.
 - B. **SCOREKEEPING** - The home team will provide the official scorekeeper.
- VI. **CANCELLATIONS** - If a scheduled game is not called off because of inclement weather by 5 p.m., both teams will be expected to be present and ready to play at 6:30 p.m. In the event a double header or a later game is scheduled on a given night, and the 6:30 p.m. game is canceled due to weather or field conditions, the 8:30 p.m. game should be canceled as well. If you have any questions whether the game is postponed, call the Recreation Department Cancellation Line at 410-548-4900, Ext. 5 before 5 p.m. Make-up games will be played in open spaces or on Friday nights and Saturdays.
-The home team will be responsible for working out a re-scheduled date with the visiting team. If teams do not make an effort to re-schedule the game, the Program Coordinator will assign a date for the game to be played. If teams are not willing to make up a game on the designated night they are given, they will forfeit the game.
- VII. **PLAY OFFS** – All teams will participate in a double elimination tournament. All teams

will be seeded according to their winning percentages and placed on the brackets accordingly. In the event of ties for a place, the game between the two teams will be considered, and if still tied, runs scored will be counted, if needed, there will be a flip of a coin. The best seeded teams will be the home team - throughout the playoffs. (If the season gets pushed back due to rainouts, the first round of playoffs will be single elimination and the remainder of the tournament will be double elimination. This will occur at the Program Coordinator's discretion.) A team trophy will be presented to the playoff champion and playoff finalist & regular season 1st and 2nd place.

- A. **Major I League** – Curfews, darkness, and rain rules apply for the first two rounds, and all other games must be played to completion for the remainder of the playoffs.
- B. **Major II League** – Curfew, darkness, and rain rules apply for the first round; all other games must be played to completion.

VIII. **OFFICIAL RECORD KEEPER** – Winning teams should report their wins to the Program Coordinator, by Thursday afternoon.

- A. Score can be reported by calling 410-548-4900 x113 and leaving a voice message or by emailing abugas@wicomicounty.org
- B. Scores and Standings will be posted on the Recreation and Parks Website at www.wicomicorecandparks.org scores that are not reported will not be posted.
- C. Please include your team name and opponent and who won plus score.

MAJOR RULES - The League will utilize the National Federation High School Rules and USSSA Rules with the exception of Local League Rules listed in the following pages.

THE GAME

1. Games are scheduled to begin at 6:00 p.m. with a ten (10) minute grace period. After the 10 minute grace period, the team unable to field the minimum number of players shall forfeit the game.
2. Seven (7) innings constitutes a complete game. In the event a game is tied after seven innings, extra innings should be played to determine a winner. The league will utilize the extra-inning international tiebreaker rule (runner is placed on second base at start of inning).
In case of rain or darkness, four (4) complete innings constitutes an official game.
EXCEPTION: If the home team is ahead, 3 1/2 innings will constitute an official game.
A decision to call the game must be made by the umpires. A game should be called at the first sign of lightning. If a game is delayed due to rain, the waiting period shall be 15 minutes. A tie game called for darkness or rain will be replayed from the beginning. An unofficial game called for darkness or rain will be replayed from the beginning.
3. **Mercy rule:** In effect, the following conditions must be met:
 - (A) That the losing team has batted at least five (5) times (innings)
 - (B) That the losing team is 10 or more runs behind at the conclusion of their fifth time at bat.Therefore, if the visiting team is losing, the game must go 4 1/2 innings and if the home team is losing, the game must go 5 innings.

4. **Maximum Runs per inning:**
 - a. **Major I:** An inning will end after the eighth run has been scored, for the first three innings of the game. After the third inning is complete the run restriction is lifted for the remainder of the game. If needed the umpire may declare the last inning to remove the run restriction.
5. **CURFEWS:** A curfew of 1 1/4 hours will be in effect for all games. No new inning may begin after the curfew time expires. However, if an inning has already started when the curfew time expires, the inning must be completed (unless home team is winning) to be considered a complete game. If the game is not complete at curfew time, the game will be re-scheduled at another time and will be played from the point it is concluded.

PLAYERS AND SUBSTITUTES

1. Field 9 players, option of batting up to 11 players. Teams unable to field a complete team may play with a minimum of 7 players. Late arriving players should be placed at the end of the batting order. If a team is playing with 9 players and there is an injury, the team should enter another player into her batting position that has not played yet or re-enter a player that has already played in that position. If this is not possible, an abnormal substitute will be permitted. If a team playing with 9 players has no substitutes and there is an injury, they will be permitted to play with less than 9 with no penalties. In the event of an injury, a team can decrease the batting order if they have no substitutes to put into the game, and with no penalty, (unless the team falls below the minimum 7 players allowed to play). *****New Roster Batting Option***: Allows a team the option to bat its entire roster (all players physically present) in lieu of a "traditional" lineup. Teams choosing to roster bat may disperse additional players - starters who aren't listed as defensive players - anywhere in their batting order to bat everyone present. If a player leaves the game for any reason, it creates an absent player (automatic out) situation.**
2. Before each game, the opposing coaches must hand in their starting line-ups to the opposing team
 - **FIRST AND LAST NAMES OR THE UMPIRE WILL NOT START THE GAME. Coaches must also list all qualified Pitchers and Catchers on the line-up card as well.**All remaining players present should be listed as substitutes at the bottom of the line-up card.

Please notify the umpire & opposing coach of all substitutions, when they enter the game and announce when a player is coming back in under the re-entry rule.
3. All girls must play a minimum of three complete innings (3 innings on offense and 3 innings on defense) if the game goes regulation (seven complete innings). **EXCEPTION:** If a team has more than 13 present, all players must play at least two complete innings, offense and defense. If a team fails to comply, the game should be protested by the opponents and if the protest is won, the game will be forfeited. In a case where a coach wishes to discipline a player, and would like for that player to sit out for a game, the opposing coach must be notified prior to the start of the game. A coach wishing to discipline a player during the game may do so. However, if the coach does not have substitutes remaining, the team must play with less players (but not less than seven), and an out will be recorded when that player's turn at bat comes up.
4. There will be no DH in the Major League.

PLAYING FIELD AND EQUIPMENT

1. All girls on the playing field should attempt to wear shirts of the same color.
2. All teams must have an ARC First Aid Kit on hand at all times.
3. Both teams will be responsible for picking up any trash, glass, etc., at the ball park at the conclusion of the game.

PITCHING

1. The Major Girls League is a fast pitch league (windmill and slingshot pitching are allowed). Pitching distance is 43 ft.
2. Warm-ups on the infield prior to games will be restricted to infield practice only (batting practices must be taken in the outfield). **EXCEPTION**-when more than one game is scheduled at the same field on the same day/night - there will be no infield practices allowed.

The home team infield warm-ups will be 1/2 hour to 1/4 hour prior to game and the visiting team infield warm-ups will be 1/4 hour prior to game to game time (for normal games at 6:00 p.m.- 5:30-5:45 p.m. for home team, 5:45-6:00 p.m. for visiting team).

3. Warm-up pitches between innings - five (5) pitches each 1/2 inning or one (1) minute, whichever comes first.
4. If in the judgment of the umpire, a pitcher is wild enough to endanger the safety of a batter, after a warning to the pitcher and the coach, said pitcher should be removed from the pitching position for the remainder of that game.
5. Players can be switched to and from the pitching position for an unlimited number of times, but must pitch to at least one complete batter. In Major I, each pitcher is limited to pitching a maximum of five innings (15 outs) per game.

BASE RUNNING

OPTIONAL - A courtesy runner will be allowed for the catcher when there are two outs. The player that made the last out would run for the catcher. An agreement can be made between the two coaches to allow a courtesy runner for an injured runner (the player that made the last out would run).

UNSPORTSMANLIKE CONDUCT

There is absolutely no room in youth recreational programs for unsportsmanlike behavior. The Wicomico County Junior Girls Softball League endorses a zero tolerance toward any unsportsmanlike behavior exhibited during the program. Federation members of each league have pledged to police unsportsmanlike conduct. All coaches need to make an effort to keep players and parents behaving in a sportsmanlike conduct.

The use of profanity or unsportsmanlike conduct by either players or coaches will be grounds for dismissal by umpires. A player, coach, or parent who is dismissed from a game for unsportsmanlike conduct must leave the field/park immediately. If a coach refuses to leave, the game will be forfeited by that team. In addition, a player or coach ejected from a game will be automatically suspended from the next two (2) games that are played. A coach that is ejected must call the recreation office to make an appointment to come in for a meeting with the appropriate league or department official. This meeting must take place before he/she is allowed to coach again. This includes practices and games. Any coach that is thrown out a 2nd time in a single season will be removed from coaching for the remainder of the season.

The umpire's decision in all matters is final and there shall be no protests. The official shall report all ejections to the umpire assignor and/or recreation department as soon as possible after the game is completed, along with a brief statement to the recreation department of the occurrence. Please contact the Program Coordinator concerning these incidences.

PROTESTS AND APPEALS

1. A protested game will only be considered if the umpire is notified immediately before the next pitch has been thrown after the play in question. If the umpire is not notified there will be no protest, with the exception of illegal player protests which you have 24 hours to report.
2. A protest must contain the following:
 - a. A \$50.00 protest fee. This fee must be cash and is refundable only if the protest is upheld.
 - b. A detailed written account of the situation being protested. Please use the protest form in the back of the rulebook.
 - c. Rule interpretations must be stated in the report. Please include the page number, section, article and rulebook (Wicomico County Junior Girls Softball or NFHS Softball rulebook) in which it is located.
3. The protesting coach must notify the Program Coordinator within 24 hours of completion of the game in question.
4. Call 410-548-4900 ext.113 or e-mail abugas@wicomicocountry.org to report a protest. The Program Coordinator will notify the Junior Girls Softball Federation members within 24 hours of being notified. (weekends and holidays excluded).
5. The umpire must notify the league umpire assignor within 24 hours of the completion of the game in question.
6. A protest committee will then be formed, comprised of league officials and federation members, not including the federation representatives from the league that the player/team is from.
7. The committee will hear and review the case, and make their decision in a timely manner.
8. Decisions made by the protest committee are final. **NO EXCEPTIONS.**
9. All parties involved must attend the protest hearing, including coaches and umpire(s).

10. If the protesting coach does not attend the meeting, then the protest will be thrown out and the result of the game in question will stand. **NO EXCEPTIONS.**
11. Protests and appeals may only be made by the head coach.

All protest will be heard within a maximum of five days after the protest has been filed. Both coaches will be notified of the date of the protest hearing either by phone, mail, or e-mail.

SMOKING AND THE CONSUMPTION OF ALCOHOLIC BEVERAGES ARE PROHIBITED.

USSSA Softball Bat Marks Rules*

- Have the new permanent¹ USSSA Mark on its taper OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved USSSA Bat Licensee



***Bats which meet these rules will be allowed in USSSA play, unless the bat is listed on the **USSSA Withdrawn/Non-Compliant Bats List** (found under Licensed Equipment – New Bat Rules section of the USSSA Baseball website) as a bat withdrawn by the manufacturer or found by USSSA to be non-compliant.**

¹USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being violation of the USSSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA. If you have any concern about the person selling or providing you a bat, do not accept the bat, because you will be held responsible for any bat you bring into or use in a USSSA facility.

Updated 2/21/2022