GREATER LOS ANGELES SPORTS ASSOCIATION

GLASA SOFTBALL LEAGUE Women's Division 2025 PLAYING RULES

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Article I. DOCUMENTATION

1.01 <u>League Documentation</u>

- a) In order to provide for a proper order of business for this organization, the rules of this organization will be divided into three sections:
 Bylaws, Softball League Code and Procedures and the Rules of Play.
- b) The Bylaws will represent the general and organizational rules of the corporation. The Bylaws will contain the detailed rules regarding the orderly transaction of business in regard to the stated objectives of the corporation.
- c) The Softball League Code and Procedures will contain the specific softball related rules and objectives regarding our softball league.
- d) The Rules of Play is the document that will contain all rules specifically identified to the rules of play on the softball field and the related actions in regard to the umpires in officiating softball games. Primarily, the Rules of Play will contain only exceptions to the standard USA Softball rules book.

Article II. CLINIC PROCESS AND PROCEDURES

2.01 Clinic Purpose

a) GLASA Women will have a clinic to allow new players to join the league or for teams to pick up on new players at the beginning of each season.

2.02 Sign Up Procedures

- a) Teams will inform the clinic director by email and deadline set in the season due dates documentation the number of players needed for an upcoming season. This will be the maximum number of players the team will be allowed to pick up from the initial player list at the time of the clinic.
- b) Each team must also identify a volunteer from your team to assist with clinic work during the scheduled day or days of play.
 - (i) If a team does not send a volunteer, they are not eligible for initial player pick up from the clinic.

2.03 Player Interference and Fines

- a) Coaches, managers, and players on current teams are not allowed to recruit players before the designated recruiting time is announced at the conclusion of the clinic.
- b) If the board observes a current coach/manager/player going beyond

- assisting a player with skills or answering questions in good faith, that team will forfeit the right to offer spots to any players from the clinic.
- c) In addition, the team will be fined \$25 for player interference. This rule will be shared to all volunteers at the clinic itself. That will be considered the warning to all participants.
- d) No team will be allowed to schedule a practice on the league fields for up to 2 hours after the conclusion of the clinic.

2.04 End of Clinic Procedures

- a) At the end of the clinic, each team will be given an opportunity to present to the attendees the merits of their teams.
 - (i) Teams should speak to their makeup, culture and needs of their team for the upcoming season.
 - (ii) They should try to specific open positions if they can at that time.
 - (iii) Coaches can have contact information to provide to players if they choose to.
- b) At the completion of the clinic, coaches and players may mingle and ask questions and exchange information.
- c) Players will be provided coach and team information at the end of the clinic for contact.
- d) Coaches will be provided player information at the end of the clinic for contact before the end of clinic day.

2.05 Player Pickup Process

- a) All players will be instructed to contact the clinic lead with their team selection.
 - (i) Coaches should not inform the clinic lead prior to the player.
- b) Clinic lead will contact the coaches with the player selection and coaches will then confirm acceptance of that player.
- c) Only after the coach and player are confirmed, will that player be taken off the clinic pick up list.
- d) Coaches will be able to access the player pick up list and information via the clinic lead throughout the season.

Article III. PLAYING PROCEDURES

3.01 Schedule

a) A complete schedule of all League games will be distributed to all team managers at least one (1) week prior to the start of League play. The schedule will list the date, time, and place of each League game. The home team is the Second team named for each game (e.g. "ALPHA vs. BAKER", BAKER is the home team).

3.02 <u>Postponements</u>

- a) Weather and field conditions can be affected by fire, rain or field conditions and in most cases is determined by the City of Glendale. For days where the weather and field conditions may impact the scheduled games, the league website will put all information regarding field status on the front page of the site.
- b) If the City of Glendale and/or the Executive Board determine the fields are not playable, the teams will be contacted by the division commissioner.
- c) In the event a game is postponed during the Spring/Summer Season of play, the game will be rescheduled. The schedule for other games will not be affected. This may entail the use of and/or other days or fields.
- d) In the event a game is postponed during the Fall/Winter Season of play, the game will NOT be made up or rescheduled.
- e) The Executive Board, prior to the start of each season, will determine the criteria for rescheduling of postponed games, and will discuss this information during the initial managers meeting.
- f) Games that are canceled due to other natural disasters [fire, smoke] should be made up if possible. If games are not able to be made up, a reimbursement will be made to the teams that were scheduled to play on that day. The amount should be set at the beginning of each season of play by the Executive Board and be made clear to teams during the first managers meeting.

3.03 Forfeits

- a) Scheduled game time plus ten (10) minutes is forfeit time. Any team not able to field nine (9) players by the end of this time will forfeit and shall pay the umpire for the scheduled game.
- b) If a previous game runs overtime, then the start of the grace time shall be assumed to be the time at which the previous game ends. A forfeited game shall be scored as 7 0 in favor of the team not at fault. A double-forfeit game shall be scored 0 0 and considered a

- loss for both teams.
- c) All teams must pay a forfeit fee of four times the umpire fee at the start of each season. If the forfeit fee is not utilized during a given season, it will be carried over to the next season to fulfill the forfeit fee requirement. When a team leaves, they can request a refund of their forfeit fee deposit, if any remains in the account.
- d) The league treasurer shall keep a record for each team of forfeit fee usage. If a team utilizes their forfeit fee, they must replenish the fee before they will be allowed to participate in scheduled games.
- e) If at the beginning of each season, the forfeit fee is less than the designated amount, each team will be responsible for paying the difference. Teams who fail to pay the forfeit fee will not be allowed to participate in the league until said fee is submitted.
- f) If a team must forfeit a game in advance, the team representative should contact the division commissioner, along with the secretary via written communication.
- g) Any upper division team forfeiting more than 30% of scheduled games to lower division teams during the Spring/Summer season will not be allowed to participate in the ASANA World Series for that given year. Any lower division team forfeiting to an upper division team during the Spring/Summer season will have the loss counted in their respective standings.
- h) All divisions will have separate standings even though they might play each other during the Fall/Winter or Spring/Summer season.

3.04 Time Limit

- a) Game time length will be set at the beginning of each season by the executive board and shall be communicated at the start of each season to each manager and team representative.
- b) The home plate umpire will be the official timekeeper.
- c) Grace period is 10 minutes and is inclusive of scheduled time.
- d) There will be no time limit in effect for playoff games. Any time remaining after seven (7) innings may be used to break tie games.

e) Fall/Winter & Spring/Summer Season 2025

 No new inning shall begin after 55 minutes of play, and games are 60 minutes in length.

3.05 Run Ahead Rule

a) GLASA will follow the current USA Softball run ahead rule for each season.

3.06 <u>Field Lining</u>

- a) If the league obtains field lining services from the facility, this rule will be void for that given playing season. This will be noted in the first meeting of each season.
- b) All home teams playing the first game of the day will be responsible for lining their field.
- c) If the home team does not line the field, they will be responsible for the umpire fees for both teams.

3.07 <u>Pitching Regulations</u>

- a) GLASA will allow a 6 -12' arc in pitching height.
- b) All other USA Softball rules regarding pitching will apply.

3.08 Bases

- a) GLASA women will play with pegged bases at 60' for league play on at Glendale Sports Complex Field 2
- b) Field Three will continue to be set at 70' for the upper divisions
- c) The league will provide the 70' base for use on Glendale Field 3.

3.09 Cleanup

a) The two teams scheduled to play the last game of each day shall be responsible for cleanup of their dugouts after the conclusion of each day's play.

3.10 Equipment Required

a) Each team must provide its own bats, warm-up balls, and other individual equipment. The league will provide a new softball and used softball at the start of each game.

3.11 Uniforms

a) All players on a team shall properly wear uniforms that are alike in color, style and trim, printing, fabric, team name and must have a

player / roster number as described by USA Softball.

- (i) Number: A number, between 0 99, of contrasting color at least three (3) inches high must be worn on the uniform shirt. No players on the same team may wear any identical numbers. Double numbers [00, 01, etc.] and single numbers [0, 1] are now considered unique. Numbers as fractions, decimals, higher than 99, or containing three (3) digits, like 007, are considered illegal.
- (ii) Headbands, hats/caps, cloth visors (not plastic material) may be worn provided they are of the team's uniform color and is not determined as distracting by the umpire. Handkerchiefs / bandannas are not allowed to be tied about the neck.
- (iii) Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- (iv) No Metal Cleats are allowed.

3.12 <u>Umpire Fees</u>

- a) Each team manager is required to pay one-half (1/2) the umpire fee; as determined prior to the start of League play, at the beginning of each game. If the game is a forfeit, the team at fault must pay the entire umpire fee.
 - (i) Fees for the 2025 Season are set at \$40 per game
 - a. Each team is responsible for **\$20** of that fee
 - b. Fees shall be paid in cash to field umpire

3.13 Protests

- a) Protest procedures; in accordance with USA Softball Rules will be strictly adhered to.
- b) Protests are limited to USA Softball Rules, and interpretation of those rules

Article IV. LEAGUE RULES

4.01 Batting Order

- a) The batting order, the official list of offensive players in the order in which members of that team must bat, must be established before the game starts. Teams have the option of batting nine (9), ten (10), eleven (11), or twelve (12) players during a game. The eleventh and twelfth players are considered as extra players (EP's).
- b) If batting 11 or 12, only ten (10) may play defense at a time with rotation of the extra players (EP).

4.02 Number of Players

- a) Teams must start with a minimum of 9 players. If a team chooses to play with 9 players, they will be assessed an out every time the tenth position comes up in the batting order in accordance with USA Softball rules. [Spring/Summer season only]
- b) During winter season, a team playing with less than 10 players will take an out for only the first time that tenth position comes up in the batting order
- c) Pitchers must be designated on the lineup card when turned into the umpire at the start of the game.
- d) A late arriving tenth player may report to the umpire and may enter the game as soon as the umpire determines it to be appropriate. This player will become the tenth person in the batting order.
- e) If a team elects to bat ten (10), eleven (11) or twelve (12) players and that team loses a player due to injury and does not have an available substitute on the bench, that team may continue to play; however, the team will be assessed an out every time that player comes up in the batting order in accordance with USA Softball rules.
- f) If the team loses a player due to ejection and does not have a substitute on the bench, the team will automatically forfeit the game.
- g) When a team begins the game with 10 players only, additional EP's may not be added. Late arriving players may be inserted as substitutes on the batting order.

4.03 <u>Pickup Players - Summer</u>

a) **Spring/Summer Season 2025:** teams who cannot field a team before the start of their game may pick up 1 additional player from

within the league to reach a total of 9 to avoid forfeit.

- (i) 8 core players Pick up 1 to make 9
- (ii) Please note, if your player shows up after game time, you must remove your pick-up player at the next inning and play your own player. Pick-ups cannot be used while core players sit the bench.
- b) Pickup players should be designated on the lineup card with 'p/u' by their name
- c) Teams cannot pick up upper division players that exceed the total allotment for their division based on available players at the field that day.
 - (i)Managers should know and understand the status of any player that they are picking up and the impact on their team
 - (ii) Pick up players ratings can be validated by the Board Member on Duty
- d) Managers knowingly picking up players over the cap will be fined and the team will forfeit the game.
- e) Games played by pick up players in Spring/Summer Season do **NOT** count towards their qualification number

4.04 Pickup Players - Winter

- a) **Fall/Winter Season**: teams who cannot field a team before the start of their game may pick up 3 additional players from within the league to avoid forfeit.
 - (i) TEAM MUST HAVE SEVEN (7) rostered players at the field to avoid a forfeit.

a. 7 core playersb. 8 core playersc. 9 core playersd. 10 core players
Pick up 3 to make 10
Pick up 2 to make 10
Pick up 1 to make 10
No pick-ups allowed

- (ii) Please note, if your player shows up after game time, you must remove your pick-up player at the next inning and play your own player. Pick-ups cannot be used while core players sit the bench.
- b) Pickup players should be designated on the lineup card with 'p/u' by their name

4.05 <u>Losing Player – Injury/Ejection</u>

a) Teams which elect to bat all players and lose a player due to injury or ejection Teams that choose to bat 10 players and lose one due to injury or ejection, without any available substitutes on the bench, will automatically forfeit the game.

4.06 <u>Submitting Lineup Sheets</u>

- a) At least five (5) minutes prior to the start of each game, the batting order will be submitted on the official line-up sheet to the home plate umpire. The line-up sheet will consist of all rostered players, both starting players and substitutes, who are at the game and in the dugout. The starting players will be listed in batting order sequence with all substitutes noted at the end. If there is no official scorer, the home team's scorebook will be considered official.
- b) The lineup sheets shall include: player's first initial or name; last name and number that they are wearing, as well as the position of the player in order to be considered complete.
- c) Pitchers must be designated on the lineup card when turned into the umpire at the start of the game.

4.07 Other Late Arriving Players

a) Any other late arriving players must report to the umpire and will only be considered as a regular substitute. The batting order cannot be expanded past ten (10) players once the game begins.

4.08 Substitutions

a) Substitutions or reentries must be announced to the home plate umpire before such line-up changes become legal.

4.09 Players - Substitutes

a) A roster team member who is not listed as a starting player, or a starting player who re-enters the game. The team batting lineup sheet will consist of all rostered players, both starting and substitutes, who are present at the game or in the dugout. Substitutes who are present at the game must be listed at the bottom of the batting lineup sheet.

4.10 Players – Illegal Entry

a) If a substitute enters the game without reporting to the plate umpire, and after a pitch has been thrown (legal or illegal), the player will be disqualified when discovered. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game. If, however, the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player(s) were in the game. All action prior

to the discovery is legal.

- (i) If an unreported substitute on offense bats and reaches base safely, and then is discovered and protested before a pitch to the next batter, or if at the end of the game and before the umpire(s) leave the field, all runners, including the batter, will return to the base occupied on the batted ball. All outs that occur on this play will stand.
- (ii) If the substitute is an illegal player for any reason, then will be subject to the penalty for that violation.

4.11 Players – Courtesy Runners

- a) All teams will be allowed one courtesy runner per inning, in line with USA Softball rules
 - (i) Exceptions can be made at the umpire and team discretion in the case of injury.
 - (ii) This does not apply to ADA players
- b) All courtesy runners must report to the umpire prior to running for a player
- c) All players currently in the game as a pitcher will be allowed one courtesy runner per inning, in line with USA Softball rules
 - (i)Players designated as pitcher must pitch to one batter to be eligible for this runner.
- d) Any player on the lineup sheet may be used and will not be considered a substitution.
- e) If the Courtesy Runner is on base at the time of her batting lineup position, an Out shall be recorded for failure to bat and the inning shall continue with the CR on base. The next batter shall be the name following the Courtesy Runner.

4.12 ADA Requests and Runners

- a) All ADA player requests must be submitted to the league via the request form yearly and validate as an ADA player prior to this designation.
- b) This request will be held for one calendar year, no matter when submitted
- At the beginning of a new Spring/Summer season, all requested ADA considerations must be submitted to the league with all applicable backup documentation
- d) This ADA consideration will hold from the time of submission and

- approval until the end of December of any calendar year.
- e) ADA players must be designated on the line up card when turned in prior to the start of each game.
- f) Runners for ADA **do not** have to be pre designated.

4.13 <u>Disqualified or Ejected Player</u>

- a) Any arguing on the judgment of balls / strikes, safe / out will constitute a team warning. Any repeat offense shall result in the disqualification or ejection of that team member. Any player / team member (including team spectator) shall not continue to participate in the current game and may be suspended in participation in the next scheduled game.
- b) If the umpire, in judgment, deems the violation to be physically harmful or verbally abusive, no warning may be given but immediate ejection and removal of person from the premises. Any such bodily harm directed towards an umpire may result in arrest and prosecution. (California statute 243.8 Battery against Sports Official)

4.14 Throwing or Carrying a Bat

a) If a player throws the bat intentionally in anger, in frustration or any form of purposeful intent, the player should be ejected immediately without warning. There is no penalty when a player carries a bat to first or any other base; however, the batter should drop the bat before reaching first base to prevent interference or injury.

4.15 "Slide or Avoid" and Interference

- a) It is the Umpire's judgment whether Interference occurred, but that action will not influence whether an act of unsportsmanlike conduct has occurred.
- b) It is NOT mandatory that a batter-runner or runner slide to a base. Runners SHOULD avoid any physical contact AND shall not hinder the defensive player attempting to make or complete a play.
- If a player is found to have contacted another player intentionally or with malice, this will be seen by the Executive Board at a minimum, as

an act of unsportsmanlike content, resulting a suspension.

4.16 Run Rules

- a) We follow the standard USA Softball run rules for play
 - (i) 20 runs ahead after 3 innings or 2 ½ if the home team is ahead.
 - (ii) 15 runs ahead after 4 innings or 3 ½ if the home team is ahead.
 - (iii) 10 runs ahead after 5 innings or 4 ½ if the home team is ahead.

4.17 At Bat Rules

a) Batters start with 1-1 count, and there is no courtesy foul.

4.18 Tie Breaker

- a) We only use tiebreakers in Spring/Summer play
- b) To break ties, we will use a One Pitch Rule of play
 - (i) The last batter of the previous inning shall be placed on 2nd base.
 - (ii) Each batter gets ONE PITCH
 - (iii) Foul ball, caught or dropped = OUT
 - (iv) Strike [swing or pitch] = OUT
 - (v) Ball = WALK
 - (vi) Batted Ball = Outcome of play
 - (vii) Complete innings until tie is broken

4.19 World Series/Second Half Play Eligibility

- a) Eligibility to participate in World Series play or in the second half of a season shall be determined by the tally of games created from the official line-up sheets turned in at the end of each game.
- b) A player must have been present at the field or played in one half (1/2) plus one (1) of the team's scheduled games to be eligible for league playoff games. The commissioner shall make such determination of eligibility.
- c) A player must have been present at the field in at least one third (1/3) of the team's scheduled games in the Spring/Summer 2025 Season to be eligible for World Series participation. The commissioner shall make such determination of eligibility.
- d) Players who live in the identified 90 minute window can request an

Article V.PLAYOFFS AND FINAL STANDINGS

5.01 Playoff Determination

- a) The decision to hold playoffs shall be made prior to each Spring/Summer Season of play, and prior to any scheduling. This fact should be recorded in the minutes of the first meeting prior to the start of the season.
- b) Final Standing Determination If at the end of the regular Spring/Summer season, if there are no playoffs scheduled, two or more teams finish with identical won-lost-tied percentages in a tie for the top three positions, we will determine final standings by the following criteria:
 - (i) Head to head record
 - (ii) Run differential for season
- c) Final Standing Determination If application of the identified criteria does not result in a definitive order, then a one game playoff round will be used to determine final standings.

5.02 Playoff Format

a) Playoff formats to determine Division Champions will be determined prior to the start of each season by each division. No player or team may benefit or qualify for drop down to a lower divisional bracket for league or playoff purposes by either forfeiting or intentionally losing games.

5.03 Officials for Playoffs

 League will cover costs of these officials, if playoff games are deemed in scope for the season of play, and if the format exceeds the scheduled number of league games.

Article VI.

GLENDALE FACILITY RULES

6.01 Ground Rules

- a) All dugout gates must be closed during the game.
 - (i) If Offense leaves a gate open and a batted or thrown ball enters the out of bounds area, runners do not advance on award.
 - (ii) If Defense leaves a gate open and a batted or thrown ball enters the out of bounds area, base awards will be in accordance to where runners were at the time of the pitch.

b) DOGS AT THE COMPLEX FIELDS MUST BE LEASHED AT ALL TIMES

- (i) Players may not leave dogs tethered to any fencing or railings.
 Dogs must be in the attendance of a responsible person during the game. Dog owner is responsible for any damage to other dogs, persons or properties.
- (ii) They are not allowed on any of the playing fields at any time.
- (iii) Violation of this rule can result in a penalty from the City and loss of our permit for field use.
- (iv) If a player is found violating this rule during play, and does not correct the situation immediately, the player may be asked to leave the game.
- c) GLENDALE CITY ORDINANCE PROHIBITS SMOKING OF ANY KIND ON OR NEAR SOFTBALL FIELDS AND PARKING LOT AS FIRE HAZARD

d) NO DRINKING AT THE FIELDS, STANDS OR IN THE DUGOUTS AT ANYTIME

(i) Discovery of alcohol at the field or the complex will result in a forfeit for the team violating the policy