

- C. No alcoholic beverages are allowed at any IGSA function. No smoking will be allowed on the playing field or in or around the bench or dugout area by any coaches, assistant coaches, managers or anyone helping with the team.
- D. Any manager or coach ejected from a game will be ineligible to be in attendance (on the field or in the park) at their next played game.
- E. Players, managers, umpires and coaches shall not mingle with spectators, nor sit in the stands during the game.
- F. Violations of the rules and regulations of the League's Codes of Ethics for Managers will be grounds for the Board to take positive actions to reprimand, suspend or remove the offender as they see fit.

SECTION III – MANAGERS AND COACHES

- A. Managers and coaches are prohibited from standing behind the plate Umpire during the game.
- B. Each manager is responsible for providing a scorekeeper for his or her team. Lineup cards will be filled out and presented to the scorekeepers by each manager five minutes prior to game time. This form will include the starting lineup as well as benched and absent players with reasons stated.
- C. The manager must field at least 7 eligible players no later than five minutes after the scheduled time of the game, or lose the game by forfeit. The team must field at least 7 eligible players at all times during the game, or forfeit.
- D. In the absence of the manager, the Umpire shall ascertain the name of the person acting as manager. A coach or parent assuming the status of “acting manager” shall assume the responsibilities of the manager.
- E. All managers shall be 18 years of age or older and coaches shall be 16 years of age or older.
- F. A person may only manage one team in the League.
- G. All managers and coaches must complete required forms for the City of Independence, Missouri Park and Recreation Department. If background check is returned for any reason, this person will not be allowed to participate as a manager or coach in neither practices nor games.

SECTION IV – PLAYERS

- A. Any girl who meets the age requirements is eligible for League play.
- B. Player participation shall consist of the following:
 1. T-Ball and Machine Pitch – all players play
 2. Divisions 1, 2, 3 and 5 – Each player must play at least two uninterrupted innings on defense. A batting order including all eligible players present at the game will be established at the beginning of the game and maintained throughout the game. Late arrivals will be added at the bottom of the batting order. *

The only exception to this rule is when the player:

- a. is benched because of unexcused absence from practices;

- b. is expelled from the game by the Umpire;
- c. is benched because of an ejection in the previous game;
- d. is injured or ill;
- e. arrives after the beginning of the 3rd inning. The players' name and the inning in which she arrived must be reported to both scorekeepers and recorded on the score sheets. After the third inning, late arrivals may be added but if they are added to the batting order, it must be at the bottom;
- f. is benched because of disciplinary reasons;
- g. game doesn't make three innings.

* Failure to comply with the participation rule will result in forfeiture of the game.

- C. Playing under an assumed name, or falsification of any registration form, will constitute ineligibility. All players must be registered with the League.
- D. Any player ejected from a game will sit out (on the bench in uniform) the next game that they attend and may be subject to any other disciplinary action as the Board sees fit. (Exception – thrown bat rule.)
- E. Unexcused absences from two practices may be cause for a player to be benched for the following game. Such ineligibility must be noted on the official lineup card. Managers, please use discretion regarding this rule.
- F. If a player is removed from a game because of injury, IGSA may require a doctor's release in order to return to play.

SECTION V – TEAMS

- A. Each team roster will be composed of no more than 15 players and no less than 8 registered players.
- B. The playing field and bench shall be restricted to only the players, manager (1), coaches (2), bat person (1), and umpires. Divisions 1 through 5 will play with 10 players on the playing field from one team. The 10th player is a “rover” position. The “rover” must be positioned in the grass until the ball is hit.
- C. During the game, except for the batter, base runners, the player “on deck” and coaches in the coach's box, all players shall be on their benches or in the bullpen. When the team is in the field, all reserve players shall be on their bench or in the bullpen.
- D. Player pool: When all team rosters are filled, all players not assigned to a team will have their registration placed in the player pool. Assignments will be made by the League as soon as space is available.
- E. Players may be added up to the start of the season in the order we receive registration, and offered to managers in order of the draft. After the season starts, no player shall be added unless the team roster is down to less than 10 players.
- F. Team assignments will be made by the League guidelines. There will be no tryouts or recruitments by the managers or coaches.
- G. Teams should be gathered at the field 15 minutes prior to the start of the game. No infield practice allowed for either team. Both teams may warm at the same

time for 5 minutes. Warm-up time can be waived at the discretion of the umpire if games are running behind.

- H. Practice time should be limited to four hours per week.
- I. IGSA will provide insurance to team members, only during the regular season (pre-season and IGSA tournament included) and only for IGSA games and practices.

SECTION VI – EQUIPMENT

- A. Equipment provided by the League or your own personal equipment must comply with USSSA and/or ASA standards: catcher’s masks, chest protectors, shin guards, batting helmets, face masks, chin straps, uniforms, practice and game balls. Official game balls will be provided by the League and supplied to the managers prior to the start of the season. The home team manager will be responsible for providing the game balls, one of which will be new. The manager will be responsible for returning all equipment at the completion of the final game.
- B. Players must wear uniforms provided by the League. All shirts will be tucked in with no alterations.
- C. Any bat that is marked “official softball” will be allowed for all divisions except T-ball. Divisions 3 and 5 must comply with ASA or USSSA specifications.

SECTION VII – GAMES (DIVISIONS 1, 2, 3 AND 5)

- A. When at bat, a team may score a maximum of five runs per inning. When the fifth run has crossed home plate, the turn at bat is completed. NOTE: The seventh inning will also have a five run limit.
- B. Games shall be seven innings in length, time permitting. Ballgames will have a time limit of 1 hour and 10 minutes. No new inning will begin after one hour and five minutes. The inning will continue if the home team is behind even if time has expired. If at the completion of the top half of an inning is over with the home team ahead at the end of one hour and five minutes, the game is over. The plate umpire will be the official timekeeper. If the game is tied after time is up, the game will be declared a tie. (Time limits may be changed if needed in case of limited field time at a later date.)
- C. All games shall be played on a regulation diamond with the following modifications:

Division 1	Pitching distance = 34 feet
	Distance between bases = 60 feet
Divisions 2, 3 and 5	Pitching distance = 40 feet
	Distance between bases = 60 feet
- D. A game called because of weather, darkness or any cause which makes further play impossible shall be an official game if it complies with any of the following:
 - 1. Three innings have been completed.

2. 2 ½ innings have been completed with the home team leading.
3. One hour of playing time
4. In case of a tie, each team is credited with ½ win.

Games not qualifying shall be replayed from the start. If a game of official length is called during an incomplete inning with the home team behind in the score, the score reverts to the last complete inning.

- E. Cancellation of games: Games will be called off only by the Parks and Recreation Department due to poor weather or wet field conditions. When in doubt as to playing conditions, it is the responsibility of all teams to be at the diamond ready to play. Jackson County Parks and Recreation Department is the final authority as to whether the games will start and field conditions are playable or not. IGSA does not want games to start or continue when there are storm warning alerts and/or siren warnings are in effect. It will be up to the discretion of the UIC (Umpire in Charge) or IGSA Board Members to make the decision.
- F. Division 1 only – The catcher will not be required to hold the third strike for an out. There will be no infield fly rule.
- G. In Division 1, stealing will be allowed. Runners starting at 1st or 2nd base are entitled to steal one base per pitch with liability to be put out. Runners starting at 3rd base may not steal home.
- H. Division 1 – Every batter will begin each time at bat with a count of one ball and one strike. Batters will be called out on the third strike if they bunt foul on their second bunt attempt.
- I. A pitching machine will be used in Division 1 after 4 consecutive walks no matter if a pitching change has been made per inning for either team. Once the machine has been set on the field, the machine will be left on the field until needed again for the duration of the game. Offensive teams will supply Manager or Coach to operate the pitching machine. If a batted ball hits the machine or operator, it is a dead ball and all base runners will advance one base. During tournament play, there will be NO pitching machine used.
- J. Thrown bat rule – On the 1st thrown bat, both teams will be warned. Any player throwing a bat after the warning shall be declared out. The play will be dead. Any repeat offenders are ejected. Managers will notify Division Representative.
- K. When the outcome of the game can no longer change because of the run limit, the umpires shall consult with the managers of both teams between innings and (1) determine if both teams have fulfilled participation requirements and (2) determine if the losing manager would like to continue the game to the time limit or stop the game at that point (if participation requirements have been met). If the game is continued, it will not go past the time limit.
- L. If there is only one paid umpire at a game, the duties and jurisdiction shall extend to all points of the playing field and to all players covered by this code and the umpire shall occupy any part of the playing field which, in the umpire's opinion will best enable the umpire to discharge their duties.
- M. If an umpire feels that the safety of the batters is compromised because of wild pitching, he/she may move to remedy the situation.

- N. In order to increase actual playing time and to limit down time between innings, when two outs have been recorded and the catcher is on base, a pinch runner will be substituted for the catcher in order for the catcher to be ready for the following inning. The batter making the 2nd out will replace the catcher.
- O. Conferences
 - 1. Offense will be allowed 2 conferences per inning.
 - 2. Defense will be allowed 2 conferences per inning. On the second defensive conference, the manager will declare if the pitcher is being changed before the conference is allowed.
- P. Batting out of order – If the violation is noticed while the batter is still at bat, the correct batter will be inserted and the present count will remain.
 - 1. Division 1 – Incorrect batter will remain where play ended. EXAMPLE: If the batter made an out, the out remains in force, and if the batter reached base, she will be placed on first, and the correct batter will then bat.
 - 2. Division 2, 3 and 4 – The runners that were on base will return to their original base, and the correct batter will bat, (just as if the wrong batter had not batted). EXCEPTION: If an out was recorded, the out will stand (first offense). If it is the second offense, the team will be given an out and the correct batter will bat. If a third offense occurs, the team will be given an out and the manager will be ejected.

SECTION VIII – SCOREKEEPERS

- A. Each team is to furnish a scorekeeper. Scorekeepers must sit together behind home plate. Scorekeeper for the team listed first on the schedule shall be known as the “Official Scorekeeper.” In the event only one scorekeeper is present, that scorekeeper shall become the “Official Scorekeeper.” Scorekeepers must write the time the game started and ended on the score sheet and have the score book signed by the home plate umpire.
- B. Scorekeepers will use the official score sheets furnished by the League. A Scorekeeper’s Clinic will be held prior to season play. Each team is encouraged to have their scorekeeper or scorekeepers in attendance.
- C. No score will be kept for T-ball or Machine Pitch games.
- D. Home team is listed first and will occupy 3rd base bench.

SECTION IX – SCHEDULES

- A. Game schedules will be provided by the League.
- B. Postponed games will be played as soon as possible and on the date rescheduled by IGSA. Failure of either team or both teams to play will result in forfeiture by either or both teams.

SECION X – PROTESTS (DIVISIONS 1, 2, 3 AND 4)

- A. Only the Manager of the contesting team shall have the right to protest a game.
- B. The Board of Directors as soon as possible following the game involved shall discuss protests.
- C. The League Board of Directors must receive written reports from manager and umpires within 24 hours after the game. The particular rule or rules that were violated must be specifically stated in the exact manner in which they were violated. The League Board will make all protest decisions. All decisions are final. An exception to the above mentioned 24-hour time limit is during tournament. If it is necessary for a written report, it shall be given to a League board member before leaving the field that night.
- D. A fee of \$25 must be submitted with the protest. The fee will be returned if the protest is allowed.
- E. For other rules concerning protest, see ASA or USSSA rules.
- F. Protests need to be indicated at the time of the offense. The only exception is the participation rule. All score sheets and lineups must be turned in immediately after the game.

SECTION XI – TOURNAMENT

- A. An IGSA tournament will be held immediately following the regular season. The tournament dates will be set at the same time the regular season schedule is done, and will follow on those dates, weather permitting. Any rainouts of regular season games not played before the tournament will be scheduled after the tournament.
- B. The tournament will consist of a separate single elimination tournament for Divisions Machine Pitch, 1, 2 and 3. All teams will participate in the tournament. **The home team will be determined by a single coin toss by the home plate umpire who will determine which team calls the flip prior to the start of the game.** Division 5 tournament will be dependent upon the number of league teams. If teams are limited, all reasonable efforts will be made to enter an outside tournament.
- C. There will be no ties. The game will continue with NO international tie breaker, using complete innings until a winner is determined.
- D. IGSA teams may enter non-League tournaments. The team must have prior League approval and all IGSA League Code of Ethics apply. IGSA will supplement \$50 towards the entry fee into one ASA or USSSA sanctioned tournament per team, per season.