



GGSL GENERAL PLAYING RULES revised 1/14/2025

1. The GGSL General Playing Rules apply to all teams and players participating in GGSL organized season play.
2. Pixie, Pigtail, and Ponytail Division-specific Playing Rules may be adopted that go over or beyond the USA Softball rules observed.
3. All GGSL Bylaws and Playing rules must be approved by the Board of Directors.

PLAYER PARTICIPATION

4. To participate in GGSL, players must be in good societal standing, have no criminal record, and must be eligible to attend public school.
5. GGSL is a participation league. All players bat. All players must be inserted into the field to play defense by the third inning. All players must play two complete innings in the field, provided the game goes the full 7 innings. A complete inning consists of 3 outs. This rule is not violated if a player shows up late or the game is called because of weather, time limit, or mercy rule.
6. The maximum number of players on any given roster shall be 13. The ideal number is 12, although senior league teams may carry a higher roster numbers since players often miss games due to jobs. This is at the discretion of the Area Coordinator.
7. A player must be on the official team roster to participate in a GGSL game. A team forfeits all games played with a player who is not on the official GGSL team roster as maintained by the League Coordinator.
8. All girls may play in the field for defense in Pixie (all extra girls in the outfield). Ten defensive players may play in Pigtail (four as outfielders). There are nine players in Ponytail. Defensive substitutions of players from the bench or among those in the field may be made at any time. Everyone bats.
9. Prior to the start of a game, each team shall submit a batting order to the opposing team's scorekeeper, which includes all players present. Players shall bat in this order throughout the game regardless of their insertion or removal from the defense. Players who show up late shall be added to the end of their team's batting order. Because GGSL plays all girls on the roster, we do NOT use Extra Players or Substitutions. However, Courtesy Runner may be used for a pitcher, catcher or injured player. The Courtesy Runner will be the player that was the last out.

10. For the Post-season Championship Tournament, a player can move up to play in an older league only AFTER her last post-season game; when a player moves up, she must play for the same team throughout the remainder of that season and tournament.

11. For the Season, all girls will play in their own age group, unless a Playing Up Consent Form has been approved. The board reserves the right to move a player who is within one 1 year of the cutoff date up a division when situations warrant. This would be a very rare circumstance and would only be used in the case of an exceptionally skilled player being moved up. Final decisions will be voted on by the board.

12. First criteria for placing players will be the elementary school she attends (or attended). Second criteria will be current physical address (the home of their legal guardian). By default, a player will always play in the community where she attended elementary school, even after the player has moved on to the upper age divisions. If a family changes residences, players can submit a waiver to the board with proof of new residence in order to gain permission to play in a new location. Without a waiver, players will be placed where they attended elementary school. Any player, who misleads the league with false information in regards to age, residence, etc., will be immediately suspended from GGSL and all of her team's games will be forfeited.

UNIFORMS

13. Players must wear their official team jersey or T-shirt or they may not play. Matching shorts or pants should be worn. Players may wear hats or visors but they are not required. Players' jerseys should be tucked in at all times.

14. Patches/Stickers are only permitted on a uniform or helmet if it is advertising for a sponsor or in memory of a past coach or AC. ALL patches/stickers MUST be approved on an annual basis by the GGSL board.

15. GGSL reminds players and coaches that the GGSL and USA Softball (Rule 3 Section 6 F) rules prohibits the wearing of jewelry, including earrings, necklaces, bracelets, watches, piercings or other visible forms of jewelry. If a player wears any of these items, they do so at their **own risk** and GGSL and or officials will NOT BE held liable for any injuries related to them.

16. Rubber or plastic cleated shoes are permitted. Metal cleats are not permitted.

17. The GGSL will provide Pixie teams with t-shirts; other teams must raise money or charge each player. Uniform choices and names are up to the teams and at the discretion of the Area Coordinators.

SAFETY

18. Players are strongly encouraged to wear mouth guards.

19. The catcher must wear a helmet, facemask, shin guards, and chest protector while in the batting area. The helmet and mask may be removed while making a play.

20. Batters, base runners, and player base coaches must wear helmets with facemasks. It is recommended that everyone playing defense should wear a mouth guard, except for catchers.

21. The area immediately behind the backstop shall remain clear of players, spectators, or any other distractions.

22. Bats must be approved or certified by ASA, NSA, USSSA, or ISF for use in GGSL play. This rule does not apply for Pixie bats.

23. If a batter throws her bat in disgust, or anger, then she is out. If a girl swings the bat and the bat unintentionally slips out of her hand, then the call is a strike, but the batter is not out.

24. Sliding is strongly encouraged but is not mandatory. Sliding is purely at the discretion of the player and coach. This rule only applies when a runner interferes with the defense's ability to catch a ball or make a defensive play. In that case, the runner is out. Any player who runs over the defender instead of sliding is out, and should also be ejected from the game. However, if no defensive play is being made on a particular runner, rules do not require the runner to slide. She is therefore safe unless tagged out, forced out, interferes with defender, or runs over defender. By "run over" the rule means she lowers her shoulder and delivers a blow. This is a judgment call and is subject to the umpire's discretion.

ORGANIZATION AND STANDING

25. Post-season championship tournaments are scheduled for Pigtail, Ponytail Jr and Ponytail Sr. Winning percentage from regular season play shall determine tournament seeding. In the event of tie, head to head results between the two tied teams shall determine the higher ranked team. In tournament play, the Home Team shall be the team seeded highest. GGSL Official Brackets provided by Allprosoftware will be utilized for both Early Bird Tournament and Post-Season tournament.

GAME RULES

26. A team must field at least eight players and one adult coach to begin a scheduled game. If at least eight players and one adult coach are not present 10 minutes after the scheduled start time, that team shall forfeit. The game may be played as a scrimmage if the coaches agree to play.

27. Regular games shall be 7 innings (6 ½ innings if the Home team is ahead) or end in accordance with the time limits prescribed in the next rule. For games called prior to the end of the time limits (for rain, darkness, etc.), three complete innings (or 2 ½ innings if the Home team is ahead) must have been played to constitute a complete game. When the game is called, the current score will be counted as the official game result. Anything less than 3 innings (or 2.5 if the home is ahead) does not count in the won loss column, and can be made up later if both coaches agree and there is a time and field available. Called games resume under the same circumstances as when play was halted (score, inning, etc).

28. 1.5 hour time limit for all GGSL games. A new inning may not be started after 1.5 hours of playing time has elapsed. When time runs out, the inning currently in progress may be finished unless the mercy rule comes into play or the home team has the lead. The last game of the night may go longer than 1.5 hours if both coaches agree to continue playing.

29. Once a team has scored 8 runs in an inning (5 runs for pigtail), play will cease and the other team will bat. The Mercy Rule will be in effect and the game ended if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings. However BOTH coaches can agree to continue play if time permits.

30. The dropped third strike rule will be in effect for Ponytail Jr and Sr only. Stealing will be allowed in every division except Pixie. Player cannot leave bag until ball leaves the pitcher's hand. In Pigtail, there will be no double stealing.

PITCHING

31. For the Pixie and Pigtail divisions, all girls pitch from 35 feet. For the Ponytail Jr and Pony Sr divisions, all girls pitch from 43 feet. See Official USA Softball Rule 6A for specifics.

32. Umpires should observe a generous strike zone in games where pitching is weak. This is to keep the game moving and prevent a walk fest from taking place. It is at the umpire's discretion to gauge the ability of the pitchers in the contest and to adjust his or her strike zone accordingly.

MISCELLANEOUS

33. Cheering. Generally speaking, players may cheer for their own team; DO NOT direct any cheers towards the opposing team. In other words if the cheer targets the opposing pitcher or any of your opponents, it is not allowed. If it is about a teammate, it is allowed. This is umpire's discretion.

34. The Home Team Coach shall report daily game results to League Coordinator. This is to keep track of standings and records for post-season tournaments.

35. Each team shall be responsible for policing the dugout, playing and spectator areas for litter after the game. Lost and found articles should be turned in to the concession stand.

36. Only players, coaches, and scorekeepers are permitted on the bench.

37. Adults or players may coach first and third base. Player coaches must wear a helmet.

38. Only "official fastpitch softball" bats may be used. No slowpitch or baseball bats allowed.

39. If an official umpire fails to arrive on time for a game, the game may be played if both Head Coaches agree on a substitute umpire. If both coaches do not agree, the game will be cancelled and rescheduled.

40. You may not be head coach of more than one GGSL team at a time (although you may be head coach of one team and assistant coach on another).

41. Player always plays on team coached by her mother / father. Teams may only claim two official coaches for roster purposes. A coach may not recruit a parent to be an assistant coach just to secure the services of his / her daughter. The board reserves the right to approve or deny all league coaching appointments.

CANCELLATIONS, CALLED & POSTPONED GAMES, PROTESTS

42. The Area Coordinator shall reschedule cancellations and postponements for their home games. AC will report all changes to the League Coordinator.

43. The Home team coach and/or AC will make the final decision for individual game cancellations due to poor weather or playing field conditions. The Home team coach should report any cancellations to the AC who will then notify the League Coordinator. Someone from home team must call the opposing coach at least 2 hours before scheduled game start time to inform of cancellations.

44. The Home team coach should contact their Area Coordinator to check field availability and schedule makeup games.

45. After the regular season starts, a scheduled game may only be postponed at the discretion of the AC. If eight or more players are available to play, a game must be played. Otherwise, it will be considered a forfeit.

46. There is no GGSL provision to protest an umpire's judgment call or the outcome of a game. The umpire is in charge and his/her decisions are final. Complaints regarding umpires should be referred to the respective Area Coordinators.

47. Each coach should carry a copy of the general rules and their specific division rules and become familiar with them. GGSL rules take precedent over USA Softball rules.