



I. Divisions and Registration

1. The OGSL consists of three divisions based on the age groups shown below. All girls must be of age on or before April 1. Lake Orion residency is not a requirement so girls from neighboring communities are welcome. However, Orion Township charges a \$20 per player fee for players who do not live in Orion Township).

Division	Ages	Pitching Type
Clinic	8U	Coach Pitch
Intermediate	10U	Kid Pitch
Junior	14U	Kid Pitch

- a. 14-year olds must be in 8th grade.
 - b. A parent may submit a written request to have his/her daughter play in a different age group. These requests require approval from the League Coordinator and will be reviewed on a case-by-case basis. A request will not be considered if it is received after the draft even if the player is a late registrant.
2. All players must sign up by the registration deadlines defined by the Orion Township.
 - a. All bounced checks will be assessed a fee of \$25.
 3. Any registration completed after March 14 is considered late and is subject to a \$30/child late fee.
 4. No player will be eligible to play until all payments, forms and waivers are received by the OGSL.
 5. No player will be eligible to play until all previously issued OGSL property (i.e. equipment) is returned to the OGSL.
 6. All candidates for manager must register by the deadline set by the OGSL.
 7. No refunds will be given after a player is drafted and placed on a team unless deemed appropriate by Orion Township. A refund request must be made in writing. All refunds will be issued in form of check minus a \$10 admin fee and direct program expenses. Please refer to the Orion Township General Refund Policy for additional information.
 8. Players will be drafted via the draft process as defined in Appendix A.
 - a. The Orion Township is unable to accommodate special requests in regards to the player draft.

II. Start Times, Games, and Innings

1. The schedule guidelines shown below are firm with the exception that start times and game days may vary in special cases. Extra innings will be played if the game is tied after the scheduled number of innings. Extra innings will be played until the tie is broken or until the game is called due to the divisional time deadline. The game will be declared a tie if it is called due to a time deadline. However, playoff games must be played until there is a winner.

Division	Start Time	No Inning Begins After	Innings
Clinic	6:00 PM	1:10	6
Intermediate	6:00 PM	1:10 Drop Dead 1:20	6
Junior	6:00 PM	1:15 Drop Dead 1:30	6

Note: Games will start at 6:00 PM or when fields become available that meet our time needs.

*** Addendum Note to regular season Start Times, Games and Innings ***

If the game is a tie after the last inning completes, it remains a tie. All time monitoring will be at the discretion of the umpire.

2. A game is considered complete after **the time limit expires** or at the completion 4 innings or 3½ innings if the home team is ahead after the top of the third inning, **if weather stops the game**. A game called with less than the aforementioned number of innings **or time limit** will be replayed from the beginning.
3. All games will be played as scheduled on the assigned fields. The only exception will be rained-out games. Orion Township Parks & Recreation will determine field status by 3:00 pm. After 3:00 pm the Umpire and Head Coach for both teams will cooperatively decide field/game status on each individual field. For weather related cancellations, sign up for an account on cancellations.com, or visit the Orion Township Parks & Recreation page on Facebook. **If a game is halted or called due to lightning or thunder, a 30-minute delay from the last strike or rumble shall occur. If one field is halted for this reason, all fields will be halted at the same complex.**
4. Each reporting player must play a fielding position a minimum of innings as shown in the table below except when games are shortened by inclement weather, a mercy ruling, or time limitation.
PENALTY: The game will be declared a forfeit. The player will play the entire next game.

Division	Innings
Clinic	4 innings
Intermediate	3 innings
Junior	3 innings

III. General Rules

1. The **USA Softball** rules will serve as the playing rules for the OGSL except as amended within this document.
Exception: High School Pitching Rule is in effect.
2. The conduct of all umpires, coaches, players, parents, and spectators is expected to be appropriate as defined within Appendix B. Any person, in opinion of the umpire or League Coordinator, not acting in the best interest of the OGSL will be required to leave the area. Failure to comply with the ruling may result in forfeit of the game by the offending team (7 - 0). The umpire should inform the League Coordinator of the incident in writing within 24 hours of the game. Further disciplinary actions may be taken by the Orion Township as documented within Appendix B.
 - a. Misconduct reported by a source other than the umpire or League Coordinator after a game will be reviewed on a case-by-case basis by Orion Township. Disciplinary actions may be taken by the Orion Township as documented within Appendix B. In extreme situations, the review may result in a forfeit of the game by the offending team (7 - 0).
 - b. Failure to comply with suspensions will result in a forfeit of the game by the offending team (7 - 0).
 - c. Misconduct reported outside of a game (i.e. practice, team outing, etc) will be reviewed on a case-by-case basis by Orion Township. Disciplinary actions may be taken by the Orion Township as documented within Appendix B.
3. Only players, managers, coaches, and umpires are permitted on the field during a game.
 - a. The offensive team is allowed to have the batter, the on-deck batter, base coaches (1st & 3rd), and base runners on the field. Other offensive team members must remain in their dugout while their team is at bat.
 - b. All coaches and extra players on the defensive team must remain in the dugout. However, pitchers may warm-up outside of the playing area with a catcher.
 - c. For the Clinic and Intermediate Divisions, the defense should consist of 6 infielders and must play up to 4 outfielders. If one of teams can only field 3 outfielders than the other team must only field 3 outfielders.
 - d. The Junior Division defense should consist of 6 infielders and are encouraged to play 4 outfielders if the team has an excess of 13 players. This must be agreed upon by both coaches.
4. **STARTING FOR THE 2017 SEASON:** The Official bat must bear **either** the ASA approved 2000 certification mark, **the ASA 2004 certification mark** as shown below, and must not be listed on an ASA Non-Approved Bat List with Certification Marks.



5. Managers must exchange batting orders of all players present prior to the first pitch of the game. All available players who are present prior to the start of the game must be included in the batting order. Players who arrive after the batting order has been exchanged must be added to the bottom of the batting order (the opposing coach must be notified). Players who step into the batters' box out of order can be called out by the umpire after the first pitch against the batter out of order has been thrown. An appeal by the opposing head coach must take place prior to the first pitch being thrown to the next batter to enforce this rule if not recognized by the umpire. If a player becomes unable to play after batting orders have been exchanged (i.e. injured, sick, etc.), then that batter must be skipped. The player may return to the game and resume her original place in the batting order. **If an umpire feels that a player has been concussed, thru their training, they have the responsibility to inform the coach that the player needs to be checked out. If no medical personnel are available to give a thorough examination, the player must sit the remainder of the game.**
 - a. The opposing coach must be notified immediately when a player leaves the game.
PENALTY: The skipped **batting position shall** be called out by **the umpire when that position comes up in the batting order. It is the offending team's responsibility to bring this to the attention of the umpire.** An appeal by the opposing head coach must take place prior to the first pitch being thrown to the next batter to enforce this rule if not recognized by the umpire.
6. The defensive team is allowed unlimited substitutions. This includes the pitcher.
7. Team standings are determined based on winning percentage. The calculation to be used is: $(W+(T/2))/(W+T+L)$. A tie will result in co-champions.
8. The home team scorebook is the official scorebook.
9. The home team Head Coach is responsible for posting the final score of the game within 24 hours. All Head Coaches will have access to QuickScores.com/orion. This task may be delegated to one of the Assistant Coaches at the discretion of the Head Coach and with the knowledge of the League Coordinator.
10. The Orion Township reserves the right to adjust any rules and regulations specifically for tournament day. This may be necessary due to time limitations, etc.
11. If a parent is ejected:
 - a. Parent must leave the playing area immediately and take their child with them.
 - b. The ejected parent is banned for 2 weeks.
 - c. After the second offence, the child of the ejected player is suspended for 1 week,

IV. Field, Uniform, and Equipment Rules

1. Field dimensions

Division	Bases	Home to 2nd	Pitching Distance
Clinic	50 ft	70 ft, 8 in	25 ft (Clinic Coaches may adjust distances for individual players)
Intermediate	60 ft	70 ft, 8 in	35 ft
Junior	60 ft	84 ft, 10½ in	40 ft

2. A player must be in full uniform as issued to her by the OGSL or she cannot play. This includes shirt, socks and pants. A player's shirt must be visible at all times while playing offense or defense on the field. Exception; outerwear (i.e. sweat shirts, etc.) may be worn over the uniform in extreme weather.
Penalty: The player will be skipped in the batting order and will not be allowed to play a fielding position until the uniform issue is resolved.
 - d. Defensive fielding face masks are required for the Clinic, Intermediate and Junior Divisions.
 - e. Custom uniform alterations are not allowed. The parent will be required to purchase new uniform components from the uniform supplier at his/her own expense if alterations are made. A player may play with the alterations covered by colored (not clear) tape until a new uniform component is purchased.
 - f. Safety accessories worn over the uniform such as knee braces, knee pads, shin guards, etc. are permitted.
3. Face masks must be used on all helmets.
4. The Clinic division and Intermediate divisions will use an 11-in softball. All other divisions will use a 12-inch softball.
5. Home teams will furnish the game ball and will setup the field early enough for both teams to have 15 minutes for warm-up. The visiting team will get the first fifteen minutes to warm-up on the infield and the home team will get the last fifteen minutes. Each team will be responsible for litter removal after using the fields.
6. Catchers must wear full equipment (including helmets) for all games and when warming up the pitcher. Batters and base runners must wear helmets **with an approved face mask**.
7. Studded earrings, friendship bracelets, sports/energy bracelets and necklaces and Livestrong type plastic bracelets are permitted. Watches are not allowed. Necklaces should be tucked in the player's shirt to help avoid any injury to the player or the opponent. No unsafe jewelry is not allowed.
8. Athletic shoes or all-sport soft cleats are required. Metal cleats and sandals are not allowed.
9. All players and playing equipment must be kept behind the fence or boundary line except when playing in the field, batting, or on deck.
10. **SAFETY BAGS ON 1ST BASE:** The batter must target the orange area of the safety bag and the fielder must target the white area of the safety bag.
11. At the umpire's discretion, a base runner or batter who intentionally removes her helmet while the ball is in play **shall be called out after a team warning has been issued. The ball is dead and all other runners return to the last base legally touched.** A warning must be issued for the first violation.

12. For the sake of safety, the on-deck batter has the right to use either on-deck circle or **any safe area down either base line.**

V. Forfeits, Delays, Rescheduling, and Mercy Rules

1. A game may be played with a minimum of 7 players. Fewer than 7 players will result in a 7 - 0 forfeit. The game will be considered a tie if neither team has 7 players.
2. Teams not on the field within 15 minutes of the scheduled start time will forfeit the game (7 - 0). **Game time limit will begin at the scheduled time with the “grace” period coming off the game time.**
3. The mercy rule will apply as shown in the table below.

Division	Mercy Run Threshold	Mercy Inning Threshold
Clinic	n/a	n/a
Intermediate	10 runs or more	4 innings
Junior	10 runs or more	4 innings

The game is considered complete if the home team is ahead by the mercy run threshold before the last half of the mercy inning threshold. The maximum official margin of victory for any game is 10 runs.

4. RESCHEDULE A GAME: The field scheduler and opposing coach must be given one week of notice if a team will not have 7 players available for a game.
5. Rainouts and postponements will be rescheduled by Orion Township depending on field availability. At the discretion of Orion Township, a make-up game may be scheduled on the date of a regularly scheduled game. The number of innings in both games may be reduced to meet time allotments. Any team not attending will forfeit (7 - 0).
6. All dates teams cannot play must be sent to the league coordinator prior to start of the season

VI. Protests

1. The rules are designed in a way to help ensure all disputes can be resolved on the field. However, special circumstances may apply that prevent an issue from being resolved on the field. In this case, the offended coach must inform the umpire and the opposing coach that the game is being played in protest. This must be done at the time when the alleged violation occurs or the protest will not be considered (the protest cannot be considered after one pitch). The fact that the game is being played in protest must be written on the home team's scorebook and initialed by both coaches and the umpire before leaving the field (the other coach and umpire are obligated to initial even if they disagree with the validity of the protest). The offended coach must provide a written summary of the protest to the League Coordinator within 24 hours of the game. Protests and resolutions will be decided by a majority vote of the Executive Board.
 - a. Protests are limited to alleged rule **interpretation**. **Judgment calls cannot be protested.**

Clinic Division Specific Rules

1. No stealing or leadoffs are allowed. A warning must be issued for the first violation.
2. The infield fly rule does not apply.
3. The dropped third strike rule does not apply.
4. CLINIC TENTH BATTER RULE: There will be no more than 10 batters per inning. The outs are set to 2 when the 10th batter steps into the batter's box. If a ball is put into play, all runners may advance until any runner is called out.
5. The Clinic coaches will pitch to their own batters. The coach/pitcher will not interfere with the fielders when the ball is in play. The coach/pitcher is allowed to step off the rubber and move forward a reasonable distance to assist the batter to make contact with the pitched ball.
6. Clinic division is meant to be instructional in nature. No attempt should be made to keep score or record official records, wins, losses, or standings.
7. Managers and coaches from both teams are allowed to be on the field to coach their players during the game. Coaches will not interfere with play.
8. The girl playing the pitching position will stand behind and to the side of the coach/pitcher so that she can see the ball at all times. It is mandatory for the pitcher player to wear a helmet with a face mask.
9. Any ball that hits a coach/pitcher is a dead ball.
10. There are no called strikes, only swinging strikes.
11. The outfielders must play at least 15 feet behind the baseline and the infielders must be a safe distance from home plate (at least as far back as the pitcher).
12. If a team has less than seven players, then players may be loaned by the opposing team to avoid a forfeit.
13. All players in the Clinic League must have a parent or guardian in attendance at all times at both practices or games.
14. After 10 pitches the player will hit off the tee.

Intermediate Division Specific Rules (General)

1. No stealing or leadoffs are allowed. A warning must be issued for the first violation.
2. The infield fly rule does not apply.
3. The dropped third strike rule does not apply.
4. There will be a maximum of 5 runs per inning, except for the last inning where play will continue until three outs are made. This is for both machine pitch and kid pitch games. **No new inning can begin after the 1:10 time limit. The game will be drop dead at 1:20, the batter at bat will complete their turn.** Coaches should discuss this fact prior to the beginning of the inning.
5. The ball will be dead whenever a pitch passes the catcher.
6. The batter and any preceding runners on base may advance with liability to be put out until the ball is possessed by an infielder on the dirt of the infield. Once possession is achieved in the infield, all runners must stop at the next base touched. If between bases they may continue to advance with liability to be put out by tag or force play. Once the above parameters are met, the runners may not return to re-touch any missed bases and are subject to out by appeal.
7. Modified Player Pitch Rule will be in effect for all Intermediate fastpitch games:
 - a. There are no walks. Once the batter has taken ball four, the coach of the team batting will come out and pitch until the batter hits the ball, strikes out or sees five additional pitches thrown by a coach. If the batter has not hit after the five coach pitches, the batter will be ruled out. The batter carries over from the player pitcher any count for strikes but start with a "0" count for balls. A batter may be called out on a called third strike. The pitcher must stay within the pitcher's circle until the ball has left the coach's hand. The coach must pitch with normal delivery from the pitching rubber. A coach may move closer to the batter if he/she chooses to do so keeping in mind that this may increase the level of risk to the coach pitcher.
8. Balls hit to the outfield: the play will end when an **infielder** has possession of the ball in the **infield**, all runners will advance to the next base. In the umpire's judgement, any advancement beyond the next base will be halted, a dead ball will be called and the runner returned.

Things to note:

If a batter is hit by a player pitch then the batter **is awarded 1st base**. If a batter is hit by a coach pitch then there is no **award**.

Junior Division Specific Rules

1. Leadoffs are not allowed. Runners may not leave the base until the pitch is released from the pitcher. Runners will be called out for leaving the base early. You may advance at your own risk on a passed ball behind the catcher's heels extended to the fence.
2. The dropped third-strike rule does not apply.
3. The infield fly rule does not apply.
4. There will be a maximum of 5 runs per inning, except for the last inning where play will continue until three outs are made.
5. **No new inning can begin after the 1:15 time limit. The game will be drop dead at 1:30, the batter at bat will complete their turn.** Coaches should discuss this fact prior to the beginning of the inning.
6. The league has provided two sliding mats for coaches to use. It is recommended that coaches utilize these mats to teach their players how to slide. **All offensive players must avoid contact by either sliding or giving themselves up.**

Appendix A - Player Draft Procedure

1. All divisions will select teams via a blind draft system. Teams will be redrafted every year.
2. A team roster must consist of a minimum of 12 players and a maximum of 15 players. Any exceptions must be approved by Orion Township.
3. No team shall have more than one player more than any other team in the oldest age group or two players more than any other team in the younger groups. Any exceptions to this rule will be ruled upon by Orion Township.
 - a. When a league has more than one team in classifications with three or more age groups, no team shall have more than one senior player more than any other team or more than two players in each of the other age groups.
4. A linked player is:
 - a. Two or more siblings, within the same division, that wish to be on the same team, or
 - b. A new clinic player that designates one friend with whom she wishes to be on the same team.

Appendix B - Code of Conduct

The purpose of this section is to clearly document conduct expectations for coaches, players, parents, spectators, and all other OGSL stakeholders and Orion Township. Failure to abide by the following code of conduct may result in disciplinary actions including but not limited to verbal warnings, written warnings, game suspensions, and season suspensions.

1. Individuals should act as positive role models for all involved. This includes good sportsmanship, showing respect, being courteous, and demonstrating positive support for all OGSL or Orion Township stakeholders.

2. Individuals should not engage in or encourage any kind of poor sportsmanship with any umpire, player, coach, parent, or any other OGSL or Orion Township stakeholder on or off the field. This includes but is not limited to taunting, booing, and offensive language or gestures.
3. Orion Township and OGSL property is paid for by parents, sponsors, and donations. Therefore, it is intended for Orion Township and OGSL use. Individuals must ensure that Orion Township property (i.e. equipment) is only used for Orion Township sponsored activities unless receiving prior written permission to the contrary from the Orion Township league Coordinator.
4. Individuals should remember that the game is for the players, not the adults. Adults are here to provide a positive and fun learning environment for the players. Individuals should never yell or ridicule anyone for losing or making a mistake.
5. Individuals should put the physical and emotional wellbeing of the players ahead of their desire to win. Individuals should never encourage any activity or behavior that may endanger the health or wellbeing of the players.
6. Spectators should never attempt to question, confront, or engage coaches, players, or umpires at the game field (including practices). Such discussions should be held privately at the discretion of both parties involved. Offended coaches and players should report spectator misconduct to the umpire or League Coordinator without directly engaging the offending spectator. The offending coach shares behavioral responsibility for his/her offending spectator.
7. Individuals should avoid resorting to violence, hostility, or inappropriate/loud verbal encounters to resolve conflicts. Conflict resolution should be accomplished via calm discussions.
8. Individuals should promote teamwork, positive reinforcement, and ensure players know that doing their best is more important than winning. Players should be recognized for competing fairly and putting forth their best effort.
9. Parents/Guardians are responsible for arranging transportation to and from practices and games. Parents that leave their player unattended for extended periods can be subject to disciplinary action by the Township. These actions can include suspension from game/practices or be as severe as expulsion from the OGSL program and all affiliated activities. In extreme cases if coaches and Township staff are unable to contact parents that have left their player unattended in the park, the coach will contact the Sheriff's Office and parents will have to pick their child up from the station.