

**2010 SEASON RULES**  
**GIRLS FASTPITCH SOFTBALL**  
**3<sup>rd</sup> & 4<sup>th</sup> Grade**

**Note:** *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of softball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

*It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. Stacking refers to placing mostly 3rd graders on one team and 4th graders on another or selecting the most talented to play on one team and the less talented on another. Rosters should be balanced by age and talent. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.*

**Awards:** The league will not supply any trophies.

**Rosters:** By June 1st, all teams through their community commissioner must submit a team roster (via electronic media – Microsoft Word or Excel – emailed or on floppy disk) to the League Commissioner Don Pridemore [morepride3@yahoo.com](mailto:morepride3@yahoo.com) that contains the following player information: Name, Address, Phone # and Grade. Rosters must also include the team coach and assistants with the following information: Name, Address, Phone # and email address. May 1st is the deadline for submitting the coaches list via the same media.

**GENERAL RULES:**

1. Players will have just completed 3rd or 4th grade to play.
2. Each team must submit a roster by June 1st. Players may be added to the roster until June 15 by calling the League Commissioner.
3. The home team will keep the official scorebook for both teams. If the score is disputed, the umpire will be the tiebreaker if there is a paid umpire. Otherwise, the two coaches must resolve the dispute. **The home team is also responsible for entering the game score on the following website [www.monchesreclub.org](http://www.monchesreclub.org). More information will be given at a later date.** Failure to report your score within the 2-day period **will** result in a forfeit for the home team.
4. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
5. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
6. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed. Arguing umpire calls will be considered unsportsmanlike conduct and after one warning, may result in ejection. Continued incidents will result in a game forfeit.
7. All players present at the game must play at least two innings in the field, with the following exceptions:
  - a. Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
  - b. Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
8. **Each team will have 8 rostered players in the game at all times.**
9. The home team coach will decide when a game shall be suspended/discontinued due to bad weather. In no case shall a game be allowed to start or continue when there is lightning in the area.
10. Ten girls can play the field (4 outfielders). All 4 of the outfielders will play the Outfield or the equivalent of.
11. A supplemental player from a lower level team can fill in.
12. If a rule is not specified within, ASA rules would take precedent.
13. Each player must have either a number or name on their uniform.

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**FIELD PREPARATION:**

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down.
3. Bases are 60 feet apart. The pitcher's mound is 35 feet.
4. A Double Base will be used at 1<sup>st</sup> base.

**GAME RULES:**

1. The Home Team will supply two 11 inch raised high visibility seam softball for each game.
2. The Home team will provide the home plate umpire or both umpires if both are paid. The visiting team will provide one base umpire unless the home team provides paid umpires.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates must be rescheduled within 3 days and played by July 30 whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice to insure availability. If the coaches cannot agree on a time, date or place, the League Commissioner will determine same and notify both teams within 3 days of game day. **Both** teams that fail to reschedule an unplayed game within the above time constraints will be given a forfeit.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game, however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. No new inning may start after 8:00 pm. In case of a tie, the Umpires will determine if the game can be safely completed.
7. Games shall consist of 7 innings. Four and one-half (4 ½) innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. Score reverts back to the last completed inning for game called in the middle of an inning.
8. A half inning consists of 3 outs or 5 runs scored. ***The 5 run rule is in effect in the last inning of the game.***
9. A team will bat all players present that game with batting order staying the same. If a batter bats out of order, she is out. The batters are out if it is found out in the current inning.
10. Only the pitcher can call time out when in control of the ball. Play is live until the umpire calls time.
11. No infield fly rule.
12. The count is 3 strikes and 4 balls.
13. If the batter is hit by the pitch, the batter is given first base. Attempt should be made to avoid being hit. Umpire's discretion will be used.
14. ***If the pitch hits the ground before crossing the plate and/or hitting the batter it is a live ball. If the batter swings and hits the ball, it is a live play.***
15. No More than 10 players playing the field at a time.
16. A game can be considered over by the **losing** team if the winning team has a ten ( 10 ) run lead at the end of five ( 5 ) innings or anytime thereafter.

**PITCHING:**

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1. The strike zone is from the knees to the armpits.
2. No minimum arc is required. 6 foot Max Arc.
3. The pitching style is determined by each individual pitcher.
4. The pitcher must start her windup with both feet on the pitching rubber.
5. Maximum of four innings per pitcher per game.
6. No walks. *If a pitcher has pitched ball four, the batter will be given a maximum of (3) pitches from a coach on his team ,when the coach starts to pitch the prior count is null and void. If a player does not put a ball into play within those 3 pitches, the batter will be called out.*
7. In an effort to speed up the game, the coach will have his/her glove with them and be near by.
8. Only 3 practice pitches are allowed between innings, to help speed up the game.
9. Also to help speed up the game, if need be the home team will supply a backup catcher.

**BASE RUNNING:**

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
  - a. Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
  - b. Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base,
3. If a play is made at home plate, the runner must slide or attempt to avoid contact. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
4. Base stealing is not allowed.
5. Runners may take a three step lead off after the ball crosses home plate. If the ball is not hit, the runner must immediately return to the base.
6. If a play is made on a runner by throwing the ball, the runner may advance to the next base, including home plate, or return to the original base.
7. A batter reaching first base safely and overrunning the base may immediately return without liability of being tagged out, providing she does not attempt to advance to second base. If an attempt to advance to second base is made, she may be tagged out.
8. Fielder if fielding a hit ball has priority. If a runner interferes with fielding, runner is out. Fielder cannot be in baseline unless going after hit ball, or runner is awarded next base. (3 feet)
9. If two outs, supply a courtesy runner for the catcher. The courtesy runner is the player who made the last out.
10. When time is called: if the runner is half way to the next base, she advances to the next base.

**BATTING:**

1. No designated hitter.
2. Batters must wear a helmet.
3. Bunting is not allowed.

**UNIFORM/EQUIPMENT:**

1. Metal spikes are not allowed.

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2. Catchers must wear protective helmet, face mask, shin guards and chest protectors.
3. No jewelry or metal hair clips allowed.