

## 2010 SEASON RULES GIRLS FASTPITCH SOFTBALL

7<sup>th</sup>, 8<sup>th</sup> & 9<sup>th</sup> Grades

**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 7<sup>th</sup> graders on one team and 8<sup>th</sup> 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. All complaints will be investigated by the commissioners 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. Players may be added to the roster until June 15 by calling the League Commissioner.

### GENERAL RULES:

1. Players will have just completed 7<sup>th</sup>, 8<sup>th</sup> or 9<sup>th</sup> grade to play. In order not to overly influence the outcome of the game, 9<sup>th</sup> grade players may not play catcher or pitcher. Players who have been on the JV or varsity team in 9<sup>th</sup> grade are not eligible.
2. 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).** Failure to report your score within the 2-day period will result in a forfeit for the home team.
3. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
4. 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.
5. 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.
6. All players present at the game must play at least two innings in the field, with the following exceptions:
  - Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
  - Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
7. Each team will have 8 rostered players in the game at all times. A team will be allowed to bring up unrostered players from their lower age group team roster in order to complete the team.
8. Ten girls play the field (4 outfielders).
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 be played when there is lightning in the area.
10. If a rule is not specified within, ASA rules would take precedent.
11. Each player must have either a number or name on their uniform.
12. *Only the pitcher can call time out when in control of the ball. Play is live until the umpire calls time.*

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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 40 feet.
4. A Double Base will be used at 1<sup>st</sup> base.

GAME RULES:

1. The Home Team will supply two new 12 inch, high visibility raised seam softballs 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 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 7 runs scored. The 7-run rule is not in effect 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. The infield fly rule is in effect. . An infield fly is fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The batter is out, the runner(s) have the choice to advance to the next base or remain at the base they are on. The fielders can play defense with the live ball.
11. The count is 3 strikes and 4 balls.
12. 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.
13. 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.

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PITCHING:

1. The strike zone is from the knees to the armpits.
2. No minimum arc is required. **Maximum arc of 6 feet.**
3. Pitching style is determined by each individual pitcher.
4. The pitcher must start her windup with both feet in contact with the pitching rubber.
5. Maximum of four innings per pitcher per game. There is no consecutive inning rule. A pitcher may reenter the game as a pitcher as long as she has not exceeded the 4 inning limit and any part of an inning should count as a full inning.
6. Pivot foot must be in contact with the rubber or the ground (drag foot). (No step taken off mound).
7. A Walk to first base is a live play. Stealing is allowed.
8. If the pitch bounces before the plate and hits the batter, the base is not given. The ball is live.

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.
3. Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
4. 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,
5. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is a judgment call by the umpire if the play is close enough to require a slide. 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.
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. If the catcher drops the third strike, the ball is in play and the batter may attempt to reach base safely if 1<sup>st</sup> base is unoccupied or there is 2 outs. The batter can begin running anytime before he reaches the dugout or fence line whichever applies. Once the batter reaches the dugout or fence line, he is out. The umpire is also to call the batter out if a teammate or coach touches him before he attempts to reach 1<sup>st</sup> base..
8. Base stealing is allowed. Runners can attempt to steal a base after the ball crosses home plate. (No lead off: One warning given per team)
9. 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.
10. 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)
11. If two outs, supply a courtesy runner for the catcher. **The courtesy runner is the player that made the last out.**
12. 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

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2. All players present at the game must bat in common numerical order.
3. The batter must wear a batting helmet with a protective face guard (Mandatory for 2010 season)
4. Bunting is allowed.

UNIFORM/EQUIPMENT:

1. Metal spikes are not allowed.
2. Catchers must wear protective helmet, face mask, shin guards and chest protectors.
3. No jewelry or metal hair clips allowed.