

# **ST. ANSELM'S SOFTBALL LEAGUE**

## **2021 PLAYING RULES**

**SOFTBALL COMMISSIONER: William Basso, Mary Corsi, John Thomas**

# ST. ANSELM'S GIRLS SOFTBALL LEAGUE GENERAL RULES

## 1. AUTHORITY

The authority over all matters in connection with the operation of the League or the League Rules, other than matters reserved to the umpires, shall be the Softball Commissioner. The Softball Commissioner in his/her discretion may delegate some of his/her duties; however, the Commissioner retains the authority to make the final decision on all matters concerning the operation of the League and the League Rules, other than matters reserved to the umpires.

## 2. BEVERAGES

Beverages other than water, juice, milk or soft drinks are not permitted at the playing field.

## 3. CODE OF CONDUCT

The action of players, parents, managers, coaches, spectators, umpires and League officials should at all times display the ideals of fair play, good sportsmanship, and respect for one another. All organizations participating in the St. Anselm Girls Softball League are responsible for the conduct and behavior of their managers, coaches, players, and parents. Confrontations, excessive arguing, and unruly behavior are not the image that we want to project to the children who play in this league. Organizations that do not, or cannot control their players, managers, coaches, or parents will be removed from the league. If the behavior of parents cannot be controlled, the game can be forfeited and the manager of the offending team will be suspended for one game. The Softball Commissioner can also expel an entire team that violates this code of conduct.

## 4. DISQUALIFICATION/EJECTION

An umpire has the authority to eject any player, coach, manager or spectator for prolonged or excessive objection to a decision, for unsportsmanlike conduct, for preventing the orderly continuation of the game, or for offensive language. The umpire shall also have authority to eject a disqualified person from the field. If an ejected player, coach, manager or spectator does not comply with the umpire's order for ejection, within a reasonable time to the satisfaction of the umpire, the umpire can declare the game a forfeit loss by the offending team. All disqualifications or ejections must be reported immediately to the Softball Commissioner and upon review are subject to further game forfeitures and/or manager suspensions.

## 5. DEFINITION OF TERMS

**Dead Ball:** A ball which is thrown by a player out of the playing field and into territory designated as the "dead ball" area, or is stuck in/under/behind a fence, is positioned where a player cannot grasp the ball, is in casual water (e.g., a puddle), has stopped due to mud on the ball, is in a bench or dugout, is touched by anyone other than players in positions on playing field at the time of occurrence, or is stuck in the umpires equipment.

**DEAD BALL AREA:** The designated area on the field that is outside the field's foul lines, or that area on the field which has been designated as a "dead ball" spot due to a pre-existing hazardous or unsafe condition. (i.e. sink hole, standing water, etc.)

**IMAGINARY PITCHER'S CIRCLE:** the use of the Imaginary Pitcher's Circle to stop play and request time out has been eliminated. Please see **STOPPING PLAY AND REQUESTING TIME OUT - Rule Number 21.**

**FIELD OF PLAY:** That area of the playing field, fair and foul territory that is not designated as the dead ball area.

**STRIKE ZONE:** Generally that space over home plate that is between the batter's armpits and the top of the knees when the batter assumes a natural batting stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

## **6. GAME TIME:**

A game will be considered official after the completion of the number of innings specified for that division as an "official game" unless the home team is winning after the completion of the visiting team's time at bat in the last required inning in which event the game will be considered official after the completion of the visiting team's time at bat.

The maximum game time is one hour and fifty minutes from the **actual start** of the game. No inning shall start after the maximum game time has been reached as determined by the umpire-in-chief. Managers should record the starting time of the game in their score book. All books should be signed by the umpire at the beginning of the game with the starting time to avoid any confusion later in the game.

Tactics employed by the team at bat and/or the team in the field to slow down the game will not extend the regulation game time of one hour and fifty minutes. One warning will be given, and if these actions continue, the game will be forfeited. This determination is strictly at the discretion of the umpire.

## **7. ILLEGAL PITCH/DELIVERY**

The umpire will call "NO PITCH" on any illegal pitch or illegal delivery. The standing count is not changed by the "No Pitch" call.

## **8. MISC:**

- The runner is out and the ball is dead if, in the judgment of the umpire, the first or third base coach, by touching or holding the runner physically assists the runner in returning to or leaving first or third.

- A runner may not slide beyond the base, or out of the base path, to break up a double play. A runner who violates this rule shall be called out.

- "Phantom tags" are not allowed. The offending player will be issued one warning and on second notice may be removed from the game at the umpire's discretion.

## **9. PLAYING FIELD, EQUIPMENT, GAME PRELIMINARIES**

- Uniformed players, their managers and coaches, umpires and League officials are the only persons permitted on the playing field – no parents.

- Except for the batter, base runners, the player on deck, and the first and third base coaches, all team personnel must be in the bench or dugout.
- A team staff shall consist of a manager and not more than three coaches
- Home teams will occupy the 1st base side of the field. Both teams will clean up their bench area at the conclusion of the game.
- Players may use their own bats as long as they are comparable to what is authorized by the League.
- Batters, base runners, on-deck batters, and players who coach the bases, must wear helmets. Batters' helmets do not need to have a facemask.
- Pitchers must wear a facemask (juniors are optional but recommended).
- Catchers must wear a mask, throat protector and helmet during practice, pitcher's warm-up and games.

## **10. PLAYOFF ELIGIBILITY**

In order to be eligible for the playoffs, a girl must have played (batted and either fielded or pitched) in one-half plus 2 of her team's officially played games. Scorebooks must be produced if requested by the Commissioner. Exceptions to this rule will only be granted by the Softball Commissioner.

## **11. PLAYOFF TIES**

Should there be a tie in the standings for the playoffs, the Softball Commissioner will determine the means for breaking the tie. During the playoffs, the game cannot end in a tie. Both the time requirement and the inning limitation are waived in the case of a tie. Should it become too dark to continue, the game will be continued at a time and place decided by the Softball Commissioner

## **12. PROTESTING GAMES**

A protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. The protest can only be made if the manager has a copy of the rules in hand and can show the umpire the rule that is being protested. If the manager does not have his rules in hand, no protest can be made. No protest shall be considered on a decision involving an umpire's judgment. Equipment that does not meet specifications must be removed from the game and shall not be the basis for protest. A Protest shall be made as follows:

- a) The protesting manager shall immediately, and before the next pitch is thrown, notify the umpire-in-chief that the game is being played under protest.
- b) Following such notice, the umpire-in-chief shall consult with the field umpires, if any.

If the umpire-in-chief is convinced that the decision is in conflict with the rules, the umpire-in-chief shall reverse that decision. If, however, the umpire-in-chief is convinced that the decision is not in conflict with the rules, the umpire-in-chief shall announce that the game is being played under protest. Failure of the umpire-in-chief to make such announcement or to consult with the field umpires, if any, shall not

affect the validity of the protest.

c) The manager must address a written description of his protest to the Softball Commissioner that clearly identifies the baseball/softball rule in question. This protest must be postmarked or hand delivered to the Softball Commissioner no later than the second business day following the day of the game. The protest must be signed by the organizations Softball Commissioner. A \$50.00 protest fee will be charged with each protest filed. The protest fee will be refunded to the organization only if the Commissioner's ruling is in the protesting team's favor.

### **13. PUBLISHED PLAYING SCHEDULE**

Once the League has promulgated the playing schedule, no modifications shall be made to the schedule except as authorized by the Softball Commissioner. As far as is deemed feasible by the Softball Commissioner, the League schedule is prepared taking into account religious observances, school activities and holidays. Accordingly, no individual games will be rescheduled after the schedule has been promulgated because the scheduling of a particular game is inconvenient for a particular team or because a team anticipates being unable or actually is unable to field sufficient players to avoid a forfeit.

### **14. PUTTING THE BALL INTO PLAY**

- A player, coach or manager may request time out. Only an umpire, in the umpire's discretion may grant time out. Time out begins when the umpire calls time out. Time out ends when an umpire calls play ball.

- Field substitutions can occur during an inning provided an umpire has granted time out.

- No manager, coach, or player, except fielders already in the field and any base runners are allowed to enter onto the playing field at any time without having been granted time out by an umpire.

- If a manager or coach steps onto the playing field without being granted a timeout, the umpire will declare this a mound visit.

### **15. REMOVAL OF AN UMPIRE FROM A GAME**

No umpire may be replaced during a game unless injured or ill

### **16. ROSTERS**

Players can only be assigned to one roster in the League. In rare circumstances, an organization may request that an individual be assigned to the roster of teams in two divisions. A waiver must be apply for in writing and approved must be given by the Softball Commissioner. Should the roster rule be violated, all games played with this player will be forfeited and the team will not be eligible for the playoffs. A player can only play for the team to which she is registered. Girls found on a new parish's roster will be deemed ineligible provided that the player's original parish offers a team at that particular division. **Final rosters must be submitted before by April 10, of the given playing season.** Prior to that date, players may be added to the rosters of all teams.

### **17. ROLE OF UMPIRES**

- The Softball Commissioner shall appoint one or more umpires to officiate at each League game. The umpire shall be responsible for the conduct of the game in accordance with the rules and for maintaining

discipline and order on the playing field during the game.

- Each umpire is the representative of the League and is authorized and required to enforce all of these rules. Each umpire has the authority to order a player, coach, manager or League official to do, or refrain from doing, anything that affects the administering of these rules and to enforce the prescribed penalties.

- If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. If there are two or more umpires, one shall be designated umpire-in-chief and the other(s) field umpires. Unless otherwise agreed by the umpires and announced to the managers before the game the umpire-in-chief is the home plate umpire. The umpire-in-chiefs duties shall be to take full charge of and be responsible for the proper conduct of the game and decide when a game should be forfeited.

If calls/umpire decisions differ on a particular play the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made

## **18. SCORE BOOK**

All teams must maintain and update their scorebooks throughout the entire game. Each Manager is to clarify the score after each 1/2 inning with the umpire. If a team does not keep an updated scorebook throughout the game they may not contest any rule, number of outs, scores, batting order infractions, etc.

## **19. SCORES**

Managers should report scores immediately after every game. They may be required to turn in a completed score sheet after every game - therefore they must keep their scorebooks until the end of the playoffs. A win counts as two points and a game ending in a tie counts as one point for each team. The score of a forfeited game shall be 1-0 unless the non-forfeiting team has scored more than one run prior to the forfeit being called in which event the non-forfeiting team will be credited with all runs already scored.

## **20. STOPPING PLAY AND REQUESTING TIME OUT**

The umpire will rule that play is dead (stopped) when the pitcher takes controlled possession of a ball thrown from one of the fielders and then asks for "time" - either verbally, or by raising her hands. The pitcher must be in the infield, in fair territory, and facing the home plate umpire when requesting a timeout. This request must be acknowledged by the umpire. At that moment, runners can only advance to the next base if they are, in the umpire's judgment, at least halfway to the next base.

## **21. SUSPENSIONS**

Any manager, coach, player, or St Anselm's parent/spectator who is ejected from a game will be automatically be suspended for one game (their next game on the schedule). The Softball Commissioner, based on the nature of the infraction, will determine if a longer suspension is warranted. If a manager, coach, or player from an outside organization refuses, or resists taking their suspension, the team that they represent will be expelled from the league. While we cannot suspend parents/spectators from outside organizations, the incident will be report to the parish involved for actions and the parent/spectator will be request not to attend the team's next game(s). The Softball Commissioner will relieve any St. Anselm

manager or coach who refuse a suspension of their duties. Any St. Anselm player who refuses or resists suspension will be dropped from the program. St. Anselm players, managers, coaches and League officials are also subject to St. Anselm's Youth Activities and St Anselm's Parish rules and policies.

## **22. STARTING AND ENDING THE GAME**

- Players and coaching staff are required to be at the field one half hour before the scheduled same time.
- The umpire-in-chief for a game is responsible to see that a game starts at the time scheduled or as soon thereafter as is possible.
- Warm-up on the playing field before the game is available only if time allows and cannot delay a game from starting on time.
- If the beginning of a game is delayed due to the completion of a prior game, the next game shall be started as soon as possible and shall be played to its completion subject to the maximum game time set forth in rules.
- Once an inning has begun, the entire inning will be played to completion unless the home team is winning after the completion of the top half of the inning, and regardless of the length of time required to complete the inning, and notwithstanding that the maximum game time may have been reached during the course of the inning.
- An inning ends and a new inning begins immediately upon the third out in the home half of the inning occurring.
- Extra innings can be played to break ties if the maximum game time has not been reached at the completion of the Regulation Innings. If the maximum game time has been reached, the game will be recorded as a tie. Pitching restrictions, if any, shall apply during extra innings.
- If a game ends before the regulation number of innings has been played because of weather, darkness or any other reason, the score will revert to the score at the end of the last full inning of play provided it is an official game. If it is not an official game, the game will be deemed postponed and shall be replayed in its entirety. There are no suspended games.
- Delay of game by a team will constitute unsportsmanlike conduct and will constitute a forfeiture. The umpire-in-chief has sole discretion in this matter.
- The umpire-in-chief shall be the sole judge as to whether and when play shall be stopped during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such stoppage; and as to whether and when a game shall be terminated after such stoppage. The umpire-in-chief shall not end the game until at least -fifteen minutes after play has been stopped. The umpire may continue the stoppage of a game as long as there is any chance to resume play.

- When a game is postponed the season will resume with the following game on the schedule. Postponed games will be made up where possible.

### **23. UMPIRE FEES**

Prior to the beginning of each game, each manager will pay the umpire assigned to the game - **\$25.00 per team for the GV and GJV and \$20.00 for the GJuniors**. In the event of a forfeit, the team that is forfeiting will be responsible for the fees of both teams. In the case of a forfeit, the umpire should be paid immediately – either by the forfeiting team (if present) or by the other team. St Anselm must be notified immediately if a reimbursement is due. The umpire must then leave the field. In the event the umpire does not show up for a game, the home team is responsible for supplying an umpire.

### **24. UMPIRES INTERPRETATION OF PLAYING RULES**

If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the manager, and only the manager, may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the questioned decision. The appeal can only be made if the manager has a copy of the rules in hand and can show the umpire the rule in question. If the manager does not have his rules in hand, no appeal can be made. Discussion will be held at a place on the infield designated by the umpire. Only the umpires, the manager requesting the ruling and the opposing manager shall participate in the discussion. All other persons, except fielders in their usual positions and runners on base at the time, are prohibited from entering on the playing field, unless invited by the umpires. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it

### **25. UMPIRES' JUDGMENT CALLS**

An umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, substitute or spectator shall object to any such judgment decisions. Any extended challenge or personal insults to the umpires will subject the offender to disqualification and suspension. While we cannot suspend parents/spectators from outside organizations, the incident will be report to the parish involved for actions and the parent/spectator will be request not to attend future games. Managers and coaches cannot ask an umpire to get help from the other umpire on a judgment call. A request for help in such cases is at the discretion of the umpire who made the call.

### **26. WEATHER POSTPONEMENTS PRIOR TO THE BEGINNING OF A GAME**

- The authority to postpone a game before it starts is reserved to the Commissioner. If the Commissioner is unavailable, that decision shall be made by the next available League official in the following order: Commissioner for Softball, as appropriate, Division Director for the division involved, and umpire-in chief for that game.

- Usually the decision to postpone a game because of weather or field conditions is not made until game time because the League wants to play all games if it is at all possible. As soon as a decision to postpone a

game is made everyone concerned will be notified as soon as possible.

- When a decision is made to postpone a game the Commissioner or the official that has made the decision will notify the managers of the teams involved. The managers will then notify their coaches and players. Regardless of weather all teams are at all times required to be at the field one-half hour before their scheduled game time unless officially notified that a game has been postponed.

## **27. HOW TO INITIATE AN APPEAL PLAY**

If a runner misses a base, and the umpire notices it, the umpire should be prepared to make a call on an appeal. If the runner's oversight is not picked up by the opposing team there is nothing an umpire is required to do or say. The umpire is not at liberty to call it to the attention of the opposing manager or anyone else. The manager must be the one to initiate the appeal.

If the manager of the opposing team notices that the runner missed/overran the base, the manager can appeal. He must ask for that appeal before the first pitch is thrown to the next batter. The correct procedure for an appeal is as follows:

The pitcher must first have possession of the ball on the rubber. Then, she must step off the rubber and throw the ball to the base that the runner supposedly missed. The umpire, if he/she saw the infraction, must then call the runner out. If the umpire does not think the runner missed the base, or did not see the runner miss the base, he/she must call the runner safe. No runner can advance during an appeal.

ST. ANSELM'S GIRLS SOFTBALL LEAGUE  
**VARSITY DIVISION SPECIFIC LEAGUE RULES**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. No manager may alter or change any League rules. **Should the league become aware that rules have been altered or changed, the manager (s) will be suspended for a minimum of 2 games and the game will be ruled a forfeit loss to the offending team (s).**

**1. BALLS AND STRIKES:** Each batter will get (3) THREE STRIKES AND (4) FOUR BALLS with each at bat. There is no limit on the number of walks in an inning.

**2. BASES:** The pitching rubber will be set to 40 feet and the base length will be 60 feet

**3. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she will be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game, unless it reduces the team to less than the requisite number of players to avoid a forfeit. Her team will not be charged with an out at her turn in the batting order. If the girl returns prior to her at bat, she is allowed to stay in the game and will be inserted into her original place in the batting order. If she misses her next at bat, she cannot return to the game.

**4. BATTING OUT OF TURN:**

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**5. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 4 non-players (a manager and 3 coaches) in the dugout. Parents are not permitted to watch the game from the dugout and should not be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at bat.

**6. BLOCKING THE BASELINE:** A defensive player cannot block the base or the base path without “controlled” possession of the ball. The fielder must position herself so that she is not blocking or impeding the path of the runner. If a fielder blocks the base or the base line, without controlled possession of the ball, the umpire shall call the runner safe. If a thrown ball brings the fielder into the path of the runner before the fielder has gained control of the ball, the runner will be called safe.

**7. BUNTING:** Bunting is allowed in this division.

- ASA rules state a strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. If no attempt is made to make contact with a ball outside the strike zone, it is a ball. An effort must be made to intentionally meet the ball with the bat. This is umpire judgment and cannot be argued.

- A batter is out when she hits a ball with one or both feet on the ground entirely outside the batter’s box. If the batter will step over the plate to bunt a pitched ball and makes contact, she will be called “out”.

- If the batter tried to make contact with the ball, it is a strike. If the batter’s hand was in the strike zone, it is a strike. Otherwise, it is a hit by pitch.

**8. CATCHER BACKUP:** No individual is allowed to back up the catcher.

**9. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs

**10. COACHES/MANAGERS:** - The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach’s boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension)

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**11. DOUBLE FIRST BASE:** A double base is a league requirement.

**12. DROPPED THIRD STRIKE:** If the catcher does not hold onto the ball (*the ball must hit the ground*) on either a called or swinging third strike, the “dropped third strike rule” will be in effect. When the dropped third strike is in effect, the following rules will apply:

**With first base unoccupied:** regardless of the number of outs, the batter may try to advance to first base. No other base runner can tag and advance.

**With first base occupied:** with less than 2 out, the runner is out and may not advance. With two out, the batter may try to advance to first base. All other base runners may only advance one base if they need to vacate their base for the runner behind them

If the batter attempts to advance to first base on a dropped third strike, the catcher must either tag the batter, or throw the batter out at first base. No additional bases can be taken on an overthrow to first base in any circumstance.

If the batter does not make an attempt to advance on a dropped third strike, the umpire can call the batter out at his/her discretion.

***NOTE: A ball that is not “caught clean” by the catcher (i.e. it is caught after deflecting off some part of the catcher’s equipment, or it is caught by the catcher on a bounce from the pitcher) is considered a dropped third strike.***

**13. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, one warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out.
- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.
- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**14. GRADES:** The following are the grades for this division - 7th and 8th Grades and 9<sup>th</sup> grade \*\*\***(pending final commissioners meeting)**. All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved and the team being ineligible for the playoffs. **Exceptions will rarely be issued.**

**15. HIT BY THE PITCH:** A batter who is hit by a pitch is not awarded first base. This pitch is counted as a ball. This rule is suspended when there is a windmill pitcher on the mound. A player hit by a windmill pitch will be awarded first base (EVEN IF THE PITCH BOUNCES FIRST AND THEN HITS THE BATTER), unless in the judgment of the umpire the player made no attempt to avoid the pitch. A manager cannot argue this call. A windmill pitcher must be removed from the mound when she hits her third batter.

**16. INFIELD FLY:** The infield fly rule is in effect.

**17. INNINGS:** A regulation game lasts 7 innings – a game is deemed official after 4 innings

**18. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**19. LEADING, STEALING:**

1. Base runners in the JV and Varsity Division are permitted to take a lead after the release of the ball by the pitcher. Any player leaving the base early shall be called out. Stealing is permitted by runners of any base.
2. Stealing is permitted by all base runners once the ball is released by the pitcher. However, a runner may only steal one base on a given play. If the ball is thrown into the outfield by a fielder in an attempt to throw out a runner stealing a base, the runner(s) can advance “one additional” base at her (their) own risk. If the ball is thrown by a fielder into dead ball territory, the “one additional” base will be awarded automatically with no risk to the runner(s). Missed throws back to the pitcher shall not be deemed an attempt to throw out the stealing runner. A steal may not be attempted on a foul tip unless the catcher holds onto the ball. \*\*\*Lastly, a baserunner is permitted to steal a base on a passed ball by the catcher or a wild pitch by the pitcher.

**20. MERCY RULE:** The mercy rule is invoked after a team is ahead by (12) twelve runs. Once a team reaches the 12 run difference, the team’s at bat is over – the girls must leave the field. After a team reaches the (12) twelve run threshold, they can only score TWO additional run starting in their next at bat, or as many runs as necessary to again reach the (12) twelve run differential. A team that holds a 12 run lead when it is their turn to bat in the **6<sup>th</sup> inning** will be declared the winner. No additional innings will be played. \*\*\*There will be NO mercy rule used for playoff games. \*\*\*There is no 5 run per inning rule for Varsity at any time of the season or playoffs.

**21. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME:** A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team.

**22. MAXIMUM NUMBER OF WALKS PER INNING:** There is no maximum number of walk per inning with an underhanded pitcher on the mound.

**23. MOUND VISITS:** Managers may have only one mound conference with a given pitcher in any inning. A second mound conference in an inning will cause the pitcher to be removed. More than three mound conferences in a game for the same pitcher will cause that pitcher to be removed

**24. OFFICIAL BALL:** The DUDLEY (YELLOW BALL) 12inch ball is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game.

**25. PASSED BALL:** All runners may advance one base, at their own risk, on a passed ball. If an attempt is made to throw out the runner trying to advance, and the ball is thrown into live ball territory by the fielder, the runners can advance one additional base at their own risk. If the ball is thrown into “dead ball territory” by the fielder, the one additional base will be awarded automatically with no risk to the runner(s).

**26. PITCHING:** There will be two styles of pitching allowed -- underhand and windmill.

UNDERHAND – There is no limit in the number of innings an underhand pitcher is allowed to pitch in a game. Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing.

\*\*\*WINDMILL - \*\*\*Windmill pitchers can only pitch 4 innings of a game. Pitcher #1, Pitcher #2, Pitcher #3 and all pitchers thereafter can also pitch windmill provided that one particular pitcher does not exceed 4 innings. Example: Pitcher #1 pitches windmill for innings 1 and 2. Pitcher #2 is permitted to pitch windmill for the next 4 innings and Pitcher #3 can pitch the 7<sup>th</sup> inning windmill. The pitcher starts with two feet on the rubber. The pitcher is allowed to take one step back prior to delivering the pitch and arms may be raised above the head as this is a basic windmill motion.

There will be two styles of pitching allowed -- underhand and windmill. There is a 4 inning limit to the amount of innings pitched by a pitcher (any style). And if a player exhausts her 4 innings via one pitching style, she cannot pitch another style for the superfluous innings. Essentially, a pitcher is done after she pitches a total of 4 innings. When any pitcher first takes the mound, her manager will inform the umpire of her pitching style. She may not change her style of pitching under any circumstances in that inning. She may come back the next inning and change her pitching style, but must stick with that pitching style for the entire inning. During an inning, if a pitcher delivers the ball in any style other than her original declared style, that pitch will be ruled a “*no pitch*” by the umpire and she and her manager will receive a warning. The pitch will be called a ball. The second infraction will be called a ball. A third violation will result in the pitcher being ineligible to continue pitching in that game. Mound visit(s) due to the infraction will not be counted as "mound visits" as outlined in the rules (#20) for removing a pitcher.

**27. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more

than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 20 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 15 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**28. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. During the playoffs, a violation of the above rule will result in the game being forfeited. Practices are an integral part of the game. Players must make every effort to attend scheduled practices. At the sole discretion of the manager, girls who on a regular and consistent basis miss practices may have their game playing time reduced.

**29. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**30. PITCHER:** There is no limit as to the number of innings a girl can pitch in a week. A pitcher may be removed from her position and return to the mound one additional time in the course of the game. A windmill pitcher cannot return to pitch (windmill or modified) EVEN if she has not exhausted her 4 inning windmill limit. If and when she is removed as a pitcher, she can play in the field.

**31. SLIDE OR SURRENDER:** The Defensive player cannot block the base/home plate unless she has possession of the ball. . (See Rule 7 “Blocking the Baseline”) If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If a runner fails to slide or surrender she will be called out automatically. In the event that the play at the base is concurrent (both runner and ball arrive at the same time) the application of the Slide or Surrender rule will be at the umpire’s discretion. Except for 1<sup>st</sup> base, the slide or surrender rule is in effect for all bases.

**32. SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field.

**33. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk. If an attempt is made to throw out the runner trying to advance, and the ball is thrown into live ball territory by the fielder, the runners can advance one additional base at their own risk. If the ball is thrown into “dead ball territory” by the fielder, the one additional base will be awarded automatically with no risk to the runner(s).

**34. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game at the umpire’s discretion

**35. UNIFORMS:** All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or yellow cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game. All players must be in uniform by

April 25<sup>th</sup>.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**36. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

**37. WILD PITCH:** All runners may advance one base, at their own risk, on a wild pitch. If an attempt is made to throw out the runner trying to advance, and the ball is thrown into live ball territory by the fielder, the runners can advance one additional base at their own risk. If the ball is thrown into “dead ball territory” by the fielder, the one additional base will be awarded automatically with no risk to the runner(s).

## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE JV DIVISION SPECIFIC LEAGUE RULE**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the manager(s) will be suspended for a minimum of 2 games, and the game will be ruled a forfeit loss to the offending team(s).

**1. BALLS AND STRIKES:** Each batter will get (3) THREE STRIKES AND (4) FOUR BALLS with each at bat. There is no limit on the number of walks in an inning.

**2. BASES:** The pitching rubber will be set to 35 feet and the base length will be 60 feet

**3. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to the beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she will be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game. Her team will not be charged with an out at her turn in the batting order. If the girl returns prior to her at bat, she is allowed to stay in the game and will be inserted into her original place in the batting order. If she misses her next at bat, she cannot return to the game.

### **4. BATTING OUT OF TURN:**

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**5. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 4 non-players in the dugout – a manager and 3 coaches. Parents are not permitted to watch the game from the dugout and should not be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at-bat.

**6. BLOCKING THE BASELINE:** A defensive player cannot block the base or the base path without “controlled” possession of the ball. The fielder must position herself so that she is not blocking or impeding the path of the runner. If a fielder blocks the base or the base line, without controlled possession of the ball, the umpire shall call the runner safe. If a thrown ball brings the fielder into the path of the runner before the fielder has gained control of the ball, the runner will be called safe.

**7. BUNTING:** Bunting is allowed in this division.

- ASA rules state a strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. If no attempt is made to make contact with a ball outside the strike zone, it is a ball. An effort must be made to intentionally meet the ball with the bat. This is umpire judgment and cannot be argued.

- A batter is out when she hits a ball with one or both feet on the ground entirely outside the batter’s box. If the batter will step over the plate to bunt a pitched ball and makes contact, she will be called “out”.

- If the batter tried to make contact with the ball, it is a strike. If the batter’s hand was in the strike zone, it is a strike. Otherwise, it is a hit by pitch.

**8. CATCHER BACKUP:** No individual is allowed to back up the catcher.

**9. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs

**10. COACHES/MANAGERS:** - The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach’s boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension).

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**11. DOUBLE FIRST BASE:** A double base is a league requirement.

**12. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, two warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out.

- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**13. GRADES:** The following are the grades for this division – 4<sup>th</sup> and 5<sup>th</sup> and 6<sup>th</sup> Grades. All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved.

**14. HIT BY A PITCH:** A batter who is hit by a pitch by modified pitching is not awarded first base. This pitch will be counted as a ball. A batter who is hit by a pitch by a windmill pitcher will be awarded first base. A player hit by a windmill pitch will be awarded first base (EVEN IF THE BALL BOUNCES FIRST AND THEN HITS THE BATTER), unless in the judgment of the umpire, the player made no attempt to avoid the pitch. A manager cannot argue this call. A pitcher may be removed from the mound if AT THE UMPIRE’S DISCRETION, she has hit too many batters and her continued wildness could compromise the safety of the batter.

**15. INFIELD FLY:** The infield fly rule is in effect for JV and Varsity Divisions.

**16. INNINGS:** A regulation game lasts 7 innings – a game is deemed official after 4 innings

**17. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**18. LEADING AND STEALING:**

1. Base runners in the JV and Varsity Division are permitted to take a lead after the release of the ball by the pitcher. Any player leaving the base early shall be called out. Stealing is permitted by runners of any base.
2. Stealing is permitted by all base runners once the ball is released by the pitcher. However, a runner may only steal one base on a given play. If the ball is thrown into the outfield by a fielder in an attempt to throw out a runner stealing a base, the runner(s) can advance “one additional” base at her (their) own risk. If the ball is thrown by a fielder into dead ball territory, the “one additional” base will be awarded automatically with no risk to the runner(s). Missed throws back to the pitcher shall not be deemed an attempt to throw out the stealing runner. A steal may not be attempted on a foul tip unless the catcher holds onto the ball. \*\*\*Lastly, a baserunner is permitted to steal a base on a passed ball by the catcher or a wild pitch by the pitcher.

**19. MERCY RULE:** There is a 5 run rule per inning (including the last inning). That means a team may score a MAX of 5 runs per inning (including the last inning). If a team scores 5 runs in an inning, their at bat ends and the other team gets up to bat. Thus, in a 7 inning game any one team can score a maximum of 35 runs (if they were to score 5 runs in each inning). There is no additional mercy rules in effect except the 5 run maximum on each inning.

**20. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME:** A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team.

**21. MAXIMUM NUMBER OF WALKS PER INNING:** There is no maximum number of walk per inning.

**22. MOUND VISITS:** Managers may have only two mound conference with a given pitcher in any inning. A third mound conference in an inning will cause the pitcher to be removed. On the fourth mound conferences in a game for the same pitcher, she must be removed

**23. OFFICIAL BALL:** The Dudley SBC 11 INCH ball is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**24. PASS BALL:** Runners may advance on a Pass Ball since stealing of every base is permitted

**25. PITCHING:** There will be two styles of pitching allowed -- underhand and windmill. There is a 4 inning limit to the amount of innings pitched by a pitcher (any style). And if a player exhausts her 4 innings via one pitching style, she cannot pitch another style for the superfluous innings. Essentially, a pitcher is done after she pitches a total of 4 innings. When any pitcher first takes the mound, her manager will inform the umpire of her pitching style. She may not change her style of pitching under any circumstances in that inning. She may come back the next inning and change her pitching style, but must stick with that pitching style for the entire inning. During an inning, if a pitcher delivers the ball in any style other than her original declared style, that pitch will be ruled a “no pitch” by the umpire and she and her manager will receive a warning. The pitch will be called a ball. The second infraction will be called a ball. A third violation will result in the pitcher being ineligible to continue pitching in that game.

UNDERHAND –Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing.

WINDMILL – The pitcher starts with two feet on the rubber. The pitcher is allowed to take one step back prior to delivering the pitch and arms may be raised above the head as this is a basic windmill motion.

When a pitcher is removed from the mound for any reason, she may continue to play in the game at any other position.

**26. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 20 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 15 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**27. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. During the playoffs, a violation of the above rule will result in the game being forfeited. Practices are an integral part of the game. Players must make every effort to attend scheduled practices. At the sole discretion of the manager, girls who on a regular and consistent basis miss practices may have their game playing time reduced.

**28. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**29. PITCHERS:** A windmill pitcher OR a modified pitcher that has been taken out of the game CAN return to pitch (windmill or modified). Also, if and when she is removed as a pitcher, she can play in the field. There is no limit as to the number of innings a girl can pitch in a week.

**30. SLIDE OR SURRENDER:** The Defensive player cannot block the base/home plate unless she has possession of the ball. . (See Rule 7 “Blocking the Baseline”) If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If the runner fails to slide or surrender, she will be called out automatically. In the event that the play at the base is concurrent (both runner and ball arrive at the same time) the application of the Slide or Surrender rule will be at the umpire’s discretion. Except for 1<sup>st</sup> base, the slide or surrender rule is in effect for all bases.

**31. SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field

**32. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk. If an attempt is made to throw out the runner trying to advance, and the ball is thrown into live ball territory by the fielder, the runners can advance one additional base at their own risk. If the ball is thrown into “dead ball territory” by the fielder, the one additional base will be awarded automatically with no risk to the runner(s).

**33. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**34. UNIFORM:** All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or yellow

cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game. All players must be in uniform by April 25<sup>th</sup>.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**35. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

**36. WILD PITCH:** Runners MAY advance on a wild pitch as stealing of every base is permitted (including home plate).

**37. THIRD STRIKE:** The drop 3rd strike rule is NOT in effect

## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE JUNIOR DIVISION SPECIFIC LEAGUE RULES**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the manager will be suspended for a minimum of 2 games, and the game will be ruled a forfeit loss to the offending team.

**DIVISION PHILOSOPHY:** For a minimum of 5 games, this Division will be following the rules defined below as INITIAL JUNIOR RULES. During this time, the managers should be working with the girls to strengthen their understanding of organized softball concepts and also should be developing 2 to 3 girls who can pitch.

Once the Commissioner has been assured by each manager in the Division that they have girls who can pitch, the rules DEFINED AS THE JUNIOR RULES will be in effect for the rest of the season. Umpires will be used. Standings will be kept. There will be no playoffs.

### **INITIAL JUNIOR RULES (DURING COACH PITCH GAMES)**

**1. BASES:** The bases will be set at 60 feet apart and the pitching distance will be set at (30) thirty feet.

**2. BASE RUNNING:** Infield Hit - Base runners are limited to one base on all batted balls hit in the infield. No advances are allowed for overthrows to any base.

Outfield Hit - Base runners may take additional bases on all batted balls hit into the outfield, defined as any ground or fly ball that goes into the outfield grass, or any ball that is fielded by an outfielder. The umpire must carefully note where the runners are at the moment the ball has been returned to the infield and is controlled by an infielder. At the end of the play, the umpire will decide the proper position for the runners. Those who had not attained the halfway point between bases at the moment the ball was controlled on the infield, will be returned to previous base attained at the moment the ball was controlled

There will be no advancement by a baserunner on an overthrow at any base.

**3. BATTING ORDER:** All players must be in the batting order for the entire game. Batters will bat in turn and the order will remain the same throughout the game. Late arriving players can be added to the end of the team's official batting order. Each team is to bat one full batting order each inning.

**4. LEADS:** Leads are not permitted.

**5. OFFICIAL BALL:** The Dudley SBC 11 INCH ball is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**6. OFFICIAL GAME TIME:** "Official game time is 1 hr. and 50 minutes from the actual start of the game. No inning shall start after the maximum game time has been reached. The managers should agree on the start and end time prior to commencement of the game.

**7. PITCHING:** Each Manager/Coach pitches to their own team.

**8. PLAYERS:** There can be no more than five (5) infielders. Infielders must play near the base path. Outfielders must play at least 10 feet from the base path. The manager may play all their remaining players in the outfield

**9. SMOKING:** No smoking is allowed in the dugouts, near the benches or near the playing field

**10. STEALING:** There is no stealing

**11. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**12. UMPIRES:** Strikeouts, groundouts, fouls call are decided by the managers of each team. Balls/ strikes are also decided by the managers of each team. No scores are kept.

**13. UNIFORMS:** All players are expected to wear the full uniform of their organization. Shirts are to be tucked in. No jewelry is to be worn. Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice. All players must be in uniform by April 13<sup>th</sup>.

**14. WALKS:** Initially, during coach pitch, there will be NO walks.

Once we move to player pitch, there are a maximum of two (2) walks in one inning. After two walks, if and when a pitcher throws 4 balls, the pitcher's coach steps in to finish the batter and assumes the strike count (for example, if the batter has 2 strikes on her when the coach enters, the batters 2 strikes will remain on her. If the coach throws 1 pitch and she swings and misses, that will be the 3rd strike and she will be out). After the coach enters to pitch, the coach will pitch until the batter will either put the ball in play, strike out or when **FIVE** pitches are thrown by the coach. If the fifth pitch is not swung at and is called a strike, then the batter is out. If the fifth pitch fouled off or called a ball, the batter gets another pitch, which will also be called by the umpire. There will be no additional walks that could come from the coaches' incompetence. The player pitcher will then resume pitching to the next batter. After the player pitcher has thrown 4 balls to their fourth batter in an inning, the coach will stay in for the remainder of the inning (3 strikes is an out, either swinging or looking, with a maximum of 10 pitches being thrown by the coach. If the 10th pitch fouled off or called a ball, the batter gets another pitch, which will also be called by the umpire. There are no walks.). Thus, the player pitcher can walk 2 and then get 4 balls on an additional 2 batters before the coach pitches for the remainder of the inning. The same player pitcher can start the next inning, under the same rules but can only pitch a maximum of 4 innings.

**15. OVERTHROWS:** There are no overthrows, under no circumstances can runners advance on an overthrow.

## JUNIOR RULES

**1. BASES:** The pitching rubber will be set to 30 feet and the base length will be 60 feet.

**2. BASE RUNNING:** Infield Hit - Base runners are limited to one base on all batted balls hit in the infield. No advances are allowed for overthrows to any base.

Outfield Hit - Base runners may take additional bases on all batted balls hit into the outfield, defined as any ground or fly ball that goes into the outfield grass, or any ball that is fielded by an outfielder. The umpire must carefully note where the runners are at the moment the ball has been returned to the infield and is controlled by an infielder. At the end of the play, the umpire will decide the proper position for the runners. Those who had not attained the halfway point between bases at the moment the ball was controlled on the infield, will be returned to previous base attained at the moment the ball was controlled

There will be no advancement by a baserunner on an overthrow at any base.

**3. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she must be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game. Should a girl leave or be injured, and then return to the game, she must be placed at the end of the batting order.

### 4 BATTING OUT OF TURN:

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**5. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 4 non-players in the dugout, a manager and 3 coaches. Parents are not permitted to watch the game from the dugout and should not be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at bat.

**6. BLOCKING THE BASELINE:** A defensive player cannot block the base or the base path without “controlled” possession of the ball. The fielder must position herself so that she is not blocking or impeding the path of the runner. If a fielder blocks the base or the base line, without controlled possession of the ball, the umpire shall call the runner safe. If a thrown ball brings the fielder into the path of the runner before the fielder has gained control of the ball, the runner will be called safe.

**7. BUNTING:** There is no bunting in this division

**8. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs.

**9. CATCHER BACKUP** – If needed, a parent is allowed to back up the catcher. The parent is NOT allowed to coach or comment.

**10. COACHES/MANAGERS:** The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach’s boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension).

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**11. DOUBLE FIRST BASE:** A double base is a league requirement.

**12. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, two warning will be issued to the team. The next unintentional

throwing by the team will result in the player being called out.

- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**13. FIRST INNING:** A team may NOT score more than five runs in the first inning

**14. GRADES:** The following are the grades for this division – 2<sup>nd</sup> and 3<sup>rd</sup> and select 1<sup>st</sup> graders provided they were in a formal clinic the previous year and have demonstrated the skill and maturity to play at this level.. All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved.

**15. HIT BY THE PITCH:** A batter who is hit by a pitch is not awarded first base. **This pitch will be called a ball**

**16. INFIELD FLY:** The infield fly rule is NOT in effect.

**17. INNINGS:** A regulation game lasts 6 innings – a game is deemed official after 3 innings

**18. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**19. LEADING and STEALING:**

1. Base runners may lead on release of the ball.
2. There is NO STEALING. A runner cannot advance to the next base on an over throwback to the pitcher.

**20. MERCY RULE:** There is a 5 run rule per inning (including the last inning). That means a team may score a MAX of 5 runs per inning (including the last inning). If a team scores 5 runs in an inning, their at bat ends and the other team gets up to bat. Thus, in a 6 inning game any one team can score a maximum of 30 runs (if they were to score 5 runs in each inning). There is no additional mercy rules in effect except the 5 run maximum on each inning.

**21. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME**

A team must have a minimum of six players for a game. If a team refuses to begin a game or is actually unable to field a minimum of six players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least six players. If neither team can field six players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than five players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team

**22. MOUND VISITS:** Due to the fact that coaches may need to relieve their pitchers, there will be unlimited mound visits by the coach.

**23. OFFICIAL BALL:** The Dudley SBC 11 INCH ball is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**24. PITCHING STYLE: Only UNDERHAND pitching is allowed in this division.** Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing

If a pitcher is not adhering to the "Pitching Style" rule, an opposing MANAGER only, can approach the umpire with RULES IN HAND, and point out the infraction and ask that the umpire watch for the infraction and issue a warning when observed. The pitcher will only be given one warning. If the umpire observes the infraction a second time, the manager must remove her from pitching. She may remain in the game in another position, but will not be allowed to return as a pitcher.

**25. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 10 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 10 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**26. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**27. PITCHERS:** A girl can pitch a maximum of 4 innings a game and these inning must be consecutive. Except in the case of injury (as determined by the umpire), a pitcher must get 2 outs or face 3 batters before she can be removed from the game. There is no limit to the number of innings she can pitch within a week. If and when she is removed as a pitcher, she can play in the field but cannot return to pitch again

**28. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. Practices are an integral part of the game. Players must make every effort to attend scheduled practices. Girls that on a regular and consistent basis miss practices may have their game playing time reduced.

**29. SLIDE OR SURRENDER:** The Defensive player cannot block the base/home plate unless she has possession of the ball. . (See Rule 7 “Blocking the Baseline”) If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If a runner fails to slide or surrender she will be called out automatically. In the event that the play at the base is concurrent (both runner and ball arrive at the same time) the application of the Slide or Surrender rule will be at the umpire’s discretion. Except for 1<sup>st</sup> base, the slide or surrender rule is in effect for all bases.

**30. SMOKING:** No smoking is allowed in the dugouts, near the benches or near the playing field

**31. STRIKE ZONE:** Should a pitcher be experiencing problems in throwing strikes or hittable balls, she should be given adequate time to adjust. However, if in the opinion of the umpire and the opposing manager, the pitching is not improving, the umpire will ask the manager to change pitchers. If the situation repeats itself, the manager must pitch. Under no circumstance should the umpire alter the strike zone to make it easier for the pitchers to get called

**32. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk

**33. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**34. UNIFORMS:** All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or yellow cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game. All players must be in uniform by April 25<sup>th</sup>.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**35. WALKS:** Initially, during coach pitch, there will be NO walks. Once we move to player pitch, there are a maximum of two (2) walks in one inning. After two walks, if and when a pitcher throws 4 balls, the pitcher’s coach steps in to finish the batter and assumes the strike count (for example, if the batter has 2 strikes on her when the coach enters, the batters 2 strikes will remain on her. If the coach throws 1 pitch and she swings and misses, that will be the 3rd strike and she will be out). After the coach enters to pitch, the coach will pitch until the batter will either put the ball in play, strike out or when FIVE pitches are thrown by the coach. If the fifth pitch is not swung at and is called a strike, then the batter is out. If the fifth pitch fouled off or called a ball, the batter gets another pitch, which will also be called by the umpire. There will be no additional walks that could come from the coaches’ incompetence. The player pitcher will then resume pitching to the next batter. After the player pitcher has thrown 4 balls to

their fourth batter in an inning, the coach will stay in for the remainder of the inning (3 strikes is an out, either swinging or looking, with a maximum of 10 pitches being thrown by the coach. If the 10th pitch fouled off or called a ball, the batter gets another pitch, which will also be called by the umpire. There are no walks.). Thus, the player pitcher can walk 2 and then get 4 balls on an additional 2 batters before the coach pitches for the remainder of the inning. The same player pitcher can start the next inning, under the same rules but can only pitch a maximum of 4 innings.

**36. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

FINAL

## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE POPCORN DIVISION SPECIFIC LEAGUE RULES**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. **IN ALL CASES, REMEMBER THE AGE OF THE GIRLS AND APPLY COMMON SENSE.** The purpose of this Division is to teach the girls the fundamentals of softball and to encourage the girls to have fun.

1. **“FIELDING” OBJECTIVE:** Managers are required to rotate their players through each fielding position, if not within the game at least each week. In the course of the season, all players should get the opportunity to play equally in the infield.
2. **“INSTRUCTIONAL” OBJECTIVE”** is to teach the fielding positions -- 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, and 3<sup>rd</sup> base - along with the responsibility for covering the bases for throws. Additional players will be positioned behind the infield. At the discretion of the manager, parents are allowed in the outfield to back up the players.
3. **BASE PATHS:** Bases are set at a distance of (45) forty-five feet.
4. **BASE RUNNING:** Base runners must stay in contact with the base until the ball is hit into play. There are no leads and there is no stealing. Only (1) one base can be advanced on any hit.
5. **BATTING ORDER:** Each player present bats in turn. The batting order should be rotated each week. The inning ends when all players present have gotten up to bat.
6. **BATTING TEE:** A Batting tee can be used at the discretion of the Managers. However, the girls should be given every opportunity to hit the ball on their own.
7. **GAME DURATION:** Sessions are scheduled for about 1 ½ hours.
8. **OFFICIAL BALL:** The JUGS SOFTEE 11 INCH BALL is the authorized ball.
9. **PITCHING:** A manager or coach will throw underhand to the batter until the manager or coach feels the batter has had ample chances to hit the ball. The “pitcher” can stand as close to the plate as necessary. The minimum number of pitches should be six. If the batter cannot hit the ball after ample chances, she runs to first base. No batter is called out. They all get to base.
10. **SCORES:** Runs scored will not be totaled. Standings will not be kept.
11. **SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field
12. **UNIFORMS:** Girls are required to wear their organization’s shirt and hat. Sneakers are the

regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

FUNDAL