

# RULES FOR SOFTBALL

## GIRLS 6-8 GRADES

### NEW BERLIN/WHITNALL/GREENDALE

These rules are approved by the Directors of New Berlin, Whitnall and Greendale for use in the 2019 softball season by all teams, and agreed to by coaches.

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#### BEHAVIOR

1. Philosophy: This is a recreational softball league. Our priority is providing players with a safe and exciting game experience in a healthy, constructive environment.
2. Any manager, assistant coach or spectator using foul language or abusing others (verbally or physically) will be warned by the umpire (or asked to leave the facility, if warranted). If a warning is given, and a second incident occurs, the offending person will be asked to leave the facility. If he/she refuses to leave, the game will be called and the

team having the guilty party will be charged with a loss. Derogatory language and mistreatment of umpires or players will not be tolerated.

3. Our umpires occasionally make bad calls, and they occasionally do not make calls as quickly or assertively as we would like. It is critical that we, coaches and parents, refrain from "helping" them out by calling out "STRIKE", "BALL", "SAFE", "OUT", "FAIR BALL", or "FOUL BALL". We must allow the umpire to make the call, right or wrong. Trying to influence the umpire is not good sportsmanship, and it will not be tolerated. Coaches, please mention this to your team's spectators if you observe this behavior.
4. Legitimate questions about the rules may be addressed to the certified umpire, however only the team manager is allowed to do so. Any other discussion directed to the umpire by coaches, players, spectators or parents will be considered harassment of the umpires. The umpires may use their discretion to issue a formal verbal warning and thereafter, may eject the offenders from the game and park.
5. Any player throwing the bat will be warned once. If the same player throws the bat again, she will be called out.
6. In the spirit of sportsmanship, chants directed toward the opposing team or toward an opposing player are not allowed. Yelling, cheering, or screaming intended to distract an opposing player is not allowed.
7. No coach or parent may address an opposing player unless it is done in an encouraging manner in the spirit of sportsmanship. If there is a concern about the safety, gameplay, or behavior of an opposing player, only a head coach may raise the issue with the umpire and the opposing head coach. That player's coach will be given a fair opportunity to instruct the player. Remarks by coaches, parents or players intended to belittle another player or team will not be tolerated.
8. Questions or concerns about rules or gameplay should be made in a reasonable and timely fashion as it relates to the occurrence.

All games will follow the 2015 NFHS Softball Rules Book, with the following exceptions and clarifications:

1. Limited to girls in grades 6 - 8, with parent-approved exceptions.
2. Baseline length - 60 feet
3. Pitching distance - 40 feet
4. **Game length** - 7 innings or 1 hour 50 minutes. No new inning may start after 1 hour 50 minutes of play. The start of a new inning is marked by the third out of the bottom of an inning. If a third out at the bottom of an inning occurs with less than 1 hour 50 minutes elapsed time, the next inning is played. Games that are tied with no time remaining will remain tied. Games that are tied with time remaining will go into extra innings, as long as an inning does not start after 1 hour and 50 minutes. A game halted by bad weather shall be ruled a complete game if at least four full innings have been played.

5. **Pitch Arc** – This is fast pitch softball, there is not supposed to be any arc. Pitches should be flat, any pitch that arcs over the batter's head should be called a ball. This is a judgment call for the umpire.
6. There shall be no such thing as a **balk**.
7. Base runners may score as a result of a batted or bunted ball, force play, or if a play is made on her or any other base runner. If a base runner crosses home plate other than this, she will be sent back to the base she came from.
8. **Leadoffs/Stealing** – There are no leadoffs until the ball has left the pitcher's hand. The runner may steal once the pitched ball leaves the pitchers hand. No stealing of Home at any time. All runners must return to their bases when the pitcher assumes her legal pitching position, unless a runner has begun an attempted steal before the pitcher receives the ball from the catcher. If a runner leaves the base before the ball leaves the pitchers hand, the runner is out. A runner may only steal one base at a time; i.e., a runner stealing from first base to second base may not advance to third base on an overthrow by the catcher. An overthrow by the catcher results in a dead ball.
9. No Stealing is allowed if the batting team is ahead by 10 runs or more.
10. A batter, on a dropped third strike, cannot advance.
11. Infield fly rule will not be enforced.
12. **Courtesy Runner for Catcher** - In the event of two (2) outs and a catcher is on base, the manager is encouraged to take the catcher out of that inning in order to allow her to ready herself for the next inning of play. The player making the 2nd out of that inning must be the person to substitute on that position.
13. **Bunting** is allowed. If a batter has two strikes and then bunts foul, she is out. A hitter cannot fake a bunt and then swing away. The batter may pull back from the bunt if the pitch is a ball, but they cannot pull back and then swing away. The hitter will be called out and play stops.
14. **Slaughter Rule** -- A team that is tied or ahead at the start of a half-inning can only score seven runs during that half-inning. A team that is behind at the start of an half-inning can only score enough runs to go ahead by seven runs during that half-inning. If the last batter of an inning drives in more than one run, you can only count the runs that bring you up to the seven runs described in the two scenarios above. A team that is ahead by fifteen runs after five full innings will be declared the winner. If the team that is behind is the home team, and it is after the fifth inning, they get their last at-bats.
15. **Pitch form.**
  - a. **Feet:** Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The crow hop is not allowed, i.e. the pitcher cannot hop forward off the rubber, land on the ground, and then take another hop forward to release the ball. The pivot foot may remain in contact with or may push off and drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Any step backward must begin before

the hands come together. The step backward may end before or after the hands come together.

- b. **Hands:** The pitcher must bring the hands together in front of the body before releasing the ball. Once the hands are brought together and are in motion, the pitcher shall not take more than one step which must be forward, toward the batter and simultaneous with the delivery. During wind-up and release, the pitcher must make one revolution of the arm but cannot make two revolutions of the arm. The pitcher may drop the arm to the side and to the rear before starting the windmill motion. The windup and release should be one fluid motion.
  - c. **Penalty:** If a pitcher pitches incorrectly, only a head coach may raise the issue with both the umpire and the other head coach. The head coach of the pitcher will address the pitcher. If the pitch form is not corrected on a subsequent pitch, the umpire will call the pitch a ball.
16. **Sliding.** Sliding is encouraged, but not required. If a player chooses NOT to slide, there shall be no physical contact with a defensive player. If a player does not slide and does make contact with an opponent, she will be called out.
  17. **On-Deck Batter.** The on deck batter shall warm-up inside the fence for the safety of spectators. Coaches are encouraged to direct the on-deck batter to warm up in front of the bench which is behind the at-bat batter.
  18. **Pitching.** Pitchers can only pitch four innings, but starting pitchers can only pitch three innings. One pitch thrown by a pitcher in any inning constitutes an inning pitched for that pitcher. All innings pitched must be consecutive. Once she is replaced she cannot pitch again that game.
  19. **Hit By Pitch.** A batter hit by a pitch will be awarded first base if, in the opinion of the umpire, the batter did not have time to get out to the way. In addition to judging the speed of the pitch, the umpire will be looking to see if the batter made an attempt to get out of the way. Whether the ball hit the ground first is irrelevant to the umpire's determination. If a pitcher hits enough batters such that three of them are awarded first base, then the pitcher must be replaced.
  20. **Strike Zone.** The strike zone is the width of the plate, between the knees and the armpits of the batter.