



BASEBALL ♦ SOFTBALL

Minor Girls Softball Rules 2018 Season

1. LINEUPS

- A. Game line-up will consist of a maximum of 10 players in the field, with a free substitution format, from inning to inning. Free substitution applies only to field positions and not batting order. Also, the 10 player (4th outfielder) may be positioned as a “rover”. A rover is defined as a floating OUTFIELD position, and she or any outfielder must take up a fielding position that is a minimum of 10 feet beyond the infield base-path. *Note- this means that there will be a visible distinction between the outfield & infield and that at the start of any pitch, there will be maximum of (6) infielders; 1st, 2nd, 3rd, & shortstop, a child-pitcher who is positioned on either side of the adult pitcher (but no closer to the batter) or alone on the mound and a catcher.
- B. Batting line-up will consist of the entire roster of players present at the start of the game or at least equal to the maximum of the other team. Any additions made to the lineups after the books are set and “ground rules” reviewed by the ump, **must be added to the bottom of the lineup** and must wait to enter the game, until the next full inning starts.
- C. A team is allowed to begin any game provided they have at least 8 players, from their roster, in their game lineup. If a team does not have 8 players present at the scheduled start time of the game, they will be allowed 15 minutes for additional players to arrive. If 15 minutes after the scheduled start time of the game a team cannot register a lineup of 8 players present from their roster, they must forfeit the game. There will be a 9-player batting roster and a team starting with 8 players must record an out each time the 9th batting position (the absent players batting position) is scheduled to come to bat. Coaches are **not** obligated to observe rule **1f** for any players arriving after the first legal pitch in the 4th inning.
- D. If a player is injured or must leave the game for any reason causing the batting roster to drop below 9 players, the coach has the option to forfeit or to play on with less than 9 players. In the event that the injury drops the roster below the 8 player minimum, the game may still continue or be forfeited at the coaches discretion, however **each** absent player below nine will count as an out during their scheduled at-bat.

- E. For injuries or abandoned roster slots that **DO NOT** drop the roster below the 9-batter limit, those “holes” in the roster will be skipped over. *Note: If several players leave a game in the same inning, causing the roster to drop below the 9-batter limit, the batting position which causes the 1st offense to the rule will be the slot that will be called out. (ie... Batters 5, 7 & 9 of an 11-batter roster leave the game and batter 6 is the top of the order for the next inning. Batter 7 is the 1st hole (skipped)- drops roster to 10; batter 9 is the 2nd hole (skipped)- drops roster to 9 and batter 5 then becomes the 1st offense below 9- and becomes the slot that takes the automatic out.
- F. All players will play a minimum of 3 innings and have registered at least one “at bat” per game.
- NOTE:** Coaches of the “home” team are obligated to satisfy all requirements of this rule by substituting for a player “due up” within the next 6 batters beginning in the fourth inning to prevent a player from not receiving an “at bat” as the home team will not bat in the bottom of the 6th inning if they have the lead after the top of the 6th inning. If a team fails to meet these requirements and the league's Board of Directors receives a protest, an audit of the scorebooks will be conducted. If found in violation of this rule, the offending team will forfeit the game.
 - A team's ‘At Bat’ will consist of 3 outs or one completion of their full batting order or 6 runs, whichever comes first. In the case of an uneven line-up between the two teams, the team with the **LOWER** number of players will determine the number of at-bats for both teams, and will be adjusted as late players arrive and enter the game.
 - If a team bats through its lineup or gets 6 runs before 3 outs are registered the play will be called dead and the inning will be called over once the pitcher secures the ball and assumes a position of standing on the pitching rubber while in possession of the ball, after the last eligible batter has hit. The most batters allowed in any 1 inning shall be **per rule 1g.**

2. GROUND RULES

- A. Ground rules for each game will be determined before the start of play by the umpire and coaches from both teams. During ground rules the umpire and coaches shall instill a warning that any player **intentionally and recklessly or unintentionally throwing their bat** will result in that player being called **out**. The umpire’s discretion has final authority. Also during ground rules the umpire shall reinforce the notion that any unsportsmanlike conduct (**player recklessly and intentionally throwing any equipment, helmets, gloves, etc.**) **may be ejected from the game or the field completely at the sole discretion of the umpire.**
- B. **All games will be scheduled for 6 innings.** Games may be called due to darkness or inclement weather at the discretion of the umpire, board members or Divisional Rep’s. **Four full innings will constitute a complete game. A home team winning at the start of, or during any part of, the bottom of the 4th (or any subsequent) inning constitutes a complete inning in the event a game is called.** If a game is called before 4 complete innings, the game will be replayed from the beginning. If a game is called before an inning is complete the score reverts back to what it was at the completion of the last full inning. **When there is inclement weather the game will be delayed up to 30 minutes. If after 30 minutes the conditions are not suitable for game play (i.e. still raining, fields are sloppy, darkness) then the preceding rule will apply.** If there is lightning or lightning is heard overhead the game will be suspended. A game will not restart until 30 minutes after the lightning has

subsided. The top of **any inning must start prior to 8 PM during May, and by 8:15 in June for games played on Monday through Friday. No new innings may start after 2 hours have elapsed from the games scheduled start time for weekend games.** All complete games concluding in a tie score, as a result of the game being called will be registered as a tie.

- C. The **mercy rule** is not in effect for this division.
- D. Players may **not wear jewelry with the exception of earrings, which must be covered with tape.** Players may **not wear metal spikes. No open toed or open heeled footwear,** i.e. sandals, flip-flops, are allowed. League supplied team shirts and hat, along with grey baseball pants must be worn by all players. Socks are a requirement.
- E. **Helmets are mandatory** for any player at bat, on base, “on deck”, coaching a base, and pitchers warming up on the pitcher’s mound. **Catchers helmet and mask is mandatory** for any player warming up a pitcher, either on or off the field, or playing the catchers position during a game or practice. **Cages are mandatory on all batting helmets.**
- F. **Infield fly rule will NOT be in effect.**
- G. **Bases** shall be set at **60 feet apart.** The **pitchers rubber** will be **35 feet** from the rear tip of home plate.
- H. The umpire or coaches may call a time out if a discussion of a play is necessary. Coaches shall refrain from any comments regarding ‘judgment’ calls; however, given the age/experience of the typical minor league Ump, corrections to the **fundamental rules** of the game may be calmly discussed during a coach/umpire conference. The umpire makes the final decisions on all matters of play.

3. PITCHING

- A. Underhand **fast pitch** is in effect.
- B. **No Pitcher may pitch more than 3 innings in a game,** but there is no limit to the total innings pitched per week.
- C. Any coach may come out twice in one inning to visit with the pitcher. When any coach makes the 3rd visit to that pitcher in that inning, that player must be removed from the pitching position. Total visits to an individual pitcher during the course of a game are limited to 3. If a 4th visit to that same pitcher is taken, that pitcher must be removed from the pitching position for the duration of that game.
- D. There will be no walks. Players pitch to opposing batters for the entire game with the expectation that if 4 pitches thrown to a batter in a single at bat are called “balls” by the umpire the batting teams coach or other adult assistant will come in and pitch to the batter. The coach will continue to pitch to this batter until the batter is struck out, or has put the ball into play. (The Coach will pitch to their own team unless otherwise decided prior to the start of the game.) When the adult is pitching, the child fielding the pitchers position is to be placed on either side of the adult and **must NOT be standing in front of the adult.** The child may be no closer to home plate than the location of the pitchers plate. The adult pitcher should make no attempt to field the ball, except to protect himself. Any batted ball that touches the adult pitcher is still live and play continues. If in

the attempt to defend oneself, the adult 'pitcher' catches the ball, he/she is to drop the ball to the ground immediately as it is a live ball and play will continue.

- E. **The adult pitcher is a substitute to the pitching position only to deliver a pitched ball to the batter and shall refrain from interfering with any other matter of play which involves stopping play by possessing the ball on the mound.** This act should be reserved for the child player assuming the role of 'pitcher', except when there is no further offensive threat from the runners proceeding to bases.
- F. If a pitcher hits 3 players in the same game, they must be removed from the pitching position for the rest of the game.

4. BASERUNNING/HITTING

- A. Any overthrow that results in the ball rolling or flying out-of-bounds will be declared dead by the umpire & the base runners shall get the base they were advancing to plus one extra base. [ie... if the runner is running back to 1st, they get 2nd base. If they are rounding first and on their way to 2nd they get 3rd.]
- B. Stealing is permitted, but only one base per pitch and only when a child is pitching. [ie... A base runner on 1st base steals second and the catcher over throws second trying to get the runner out, the runner must remain at 2nd base, as the runner is only allowed to steal one base per pitch. The runner is not allowed to steal 3rd until another pitch has been thrown by a child pitcher.] A base runner is not allowed to leave the base until the ball has left the pitchers hand. If a base runner leaves the base early the umpire must immediately call "No Pitch" the runner is out for leaving early. The pitch if it has already been thrown is neither a ball or strike, if the batter hits the pitch it is a dead ball, no other runners may advance. There is no stealing or leading off when an adult is pitching. There is no stealing home. There is NO stealing of first base on a dropped 3rd strike, the batter is out.
- C. If the runner is not attempting to advance to the next base, and the ball is returned and secured by the pitcher within a 6 foot radius of the pitchers plate, the runner is required to return to the base they last occupied and await the next pitch. Any movement by the runner attempting to draw a "pickoff" type throw from the pitcher once the pitcher has secured the ball within the 6 foot radius of the pitchers plate will be considered a delay of game warranting one warning from the umpire. Any further delay caused by this action will result in the base runner being called out. This warning applies to both teams and any subsequent baserunners.
- D. Sliding is required. A base runner must slide to avoid any collision (solid, forceful impact), whether the collision is deliberate or accidental, with the defensive player either waiting for, securing, or in possession of the ball. Failure to avoid a collision caused by the base runner not sliding will result in the runner immediately being called out. There is no head first sliding. **NOTE:** Coaches must familiarize themselves with the obstruction rules, which will be enforced.
- E. 4e. When a **base runner, or batter-runner**, is struck with a fair untouched batted ball while not in contact with a base and before it passes another infielder excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out will immediately be **called out**.
- F. 4f. A batted ball that strikes any part of the batters' person while in the batter's box is an immediate dead ball.

- G. 4g. A **batted ball that bounces inside of or over any part of first or third base** whereas the trajectory causes it to subsequently land in foul territory is a **fair ball**. A ball batted into the air beyond first or third base is always judged solely where it lands, provided the trajectory of the ball was not altered by any player, coach, umpire, spectator, or team and/or field equipment. A batted ball touched by a player in fair territory that first touches the ground in foul territory is a fair ball; a batted ball that ricochets off of the backstop or baseline fence and come back into fair territory is a foul ball.
- H. A batted ball struck directly off of home plate is a live ball, provided it remains in fair territory.
- a. **NOTE:** A batted ball “chopped” directly off of home plate whose trajectory allows enough time for the catcher to catch the ball prior to it striking the ground is judged “fair” or “foul” solely on the position of the ball within or outside of the base lines when it comes in contact with the catcher’s mitt.
- I. A **runner who interferes** with a **fielder** who is attempting to make a play on a batted ball will immediately be **called out regardless if the interference was intentional or not**. **NOTE:** “Any runner is out when running more than three feet away from a direct line between bases to avoid being tagged out, unless such action is to avoid interference with a fielder fielding a batted ball.”
- J. A batter **cannot step “on” or “over” home plate while at bat**, as he will be immediately called out, UNLESS she is attempting to avoid being hit by the pitched ball. Batters hit by a pitched ball (including any part of the batters uniform) will be awarded first base. **NOTE:** The batters hands and fingers **ARE** considered to be part of the bat **while swinging**. And contact with a pitched ball with either the hands or fingers during a swing will not result in the batter being awarded any of the privileges of a “hit” batter. The hand and fingers **ARE NOT** considered part of the bat when attempting to **avoid being hit** by a pitched ball. Contact of the hands, or fingers, and the ball while avoiding a pitched ball will create an immediate dead ball and permit the batter to be awarded first base. Batters **DO NOT HAVE TO** make an effort to avoid being hit by the ball. The ball does not belong in the batters box.
- K. Intentional bunting is **NOT** legal.
- L. Batting out of order:
1. The batting order shall show the names, in the order in which the players are scheduled to bat. Any changes must be made to both teams score books. It is up to the team making any changes to the batting order to notify the opposing team prior to the change being made.
 2. When it is discovered that a player is batting “out of order” prior to becoming a base runner, he must be replaced by the correct batter, who will immediately enter the batter’s box and play resumes with the same count of balls/strikes (previously called on wrong batter).
 3. No outs or penalties will be assessed.
 4. All base running action during an “out of order” batter, providing it occurs prior to the wrong batter becoming a base runner will be legal and will not be changed or penalized.

5. All action resulting from a batter batting out of order will stand if the defense does not appeal prior to the first pitch to the next batter. Proper action will continue with the batting order resuming with the next batter who normally follows the previous batter that just batted out of order. The batter who was supposed to bat previous to the last (out of order) batter simply loses his turn at bat.
- M. If the defense appeals after the batter has put the ball in play, but prior to the next pitch to the next batter, the out of order batters status remains and the batter that was supposed to bat will be called out and any runners advancing or scoring shall be nullified and any base runners will return to the base they occupied prior to the out of order batter receiving the first pitch in the batting out of order sequence. Play resumes with the proper batter (in most cases the batter who was out of order) being the batter again.

5. GENERAL LEAGUE RULES

- A. **Unsportsmanlike Conduct** by players, coaches, or spectators will be dealt with by the umpire. One warning will be issued. If unsportsmanlike conduct continues, the offending person(s) will be ejected from the playing field, bench, or grandstand areas. This one warning will be issued to both teams' coaches and applies to both teams. In extreme situations the umpires have authority to declare the game over and have the game forfeited to the opponent of the offending team or the offending teams spectators.
- B. **Tie Breakers** for the regular seasons final standings to determine tournament match ups will be decided in the following order when 2 teams are tied:
 - i. Head to Head Win-Lost Record.
 - ii. Total runs Against Head to Head (March 2011)
 - iii. Coin Toss
- C. Tie Breakers for the regular seasons final standing to determine tournament match ups will be decided in the following order when 3 or more teams are tied:
 - i. Head to Head winning percentage amongst all teams tied.
 - ii. If 2 teams are still tied refer back to rule 5b for breaking this tie.
- D. Any team found to have played with ineligible players, or did not meet all rules regarding minimum innings played, a minimum of 1 complete at bat, and pitching rules will result in the offending team forfeiting the game in protest.
- E. The home team's scorebook is the official scorebook of the game. Both coaches should be sure that this book is accurate before signing.
- F. All protests must be logged with the umpire at the point at which the game is in question and filled through the divisional representative in a timely manner (1 to 2 days in general).

6. PLAYOFFS

- A. All playoff games will be played in their entirety, until a winner is declared.
- B. Mercy rule is not in effect.

- C. If a game is called due to weather or time limit and the game ***is not*** official, the game will be rescheduled and replayed. Notify Div. Rep. to reschedule game.
- D. If a game is called due to weather or time limit and ***is*** an official game (4 innings), the game will be resumed from the point where the game was called. Coaches/scorekeepers on each team must review and confirm that books are accurate. The umpire of the game will initial the team books, as he is a witness to the called game. Notify Div. Rep. to schedule game to be resumed.
- **Note:** games should be called at top or bottom of an inning whenever possible.
 - If not possible... when play resumes... offensive players must stay in the same batting order as when game was called, unless LEGAL SUBSTITUTION is made. Defensive players that were in the game when the game was called, must take the field when game resumes. These players are allowed to play any position in the field except the pitcher. The player that was pitching when the game was called must be the same player that is pitching when game resumes, unless legal substitution is used and then pitching and substitution rules apply. The pitcher who started the game and pitched the first 3 innings is not eligible to pitch for the remainder of this game, regardless of any days of rest in between the time the game was called and when it was resumed.