

# Marion County Girls Softball

2010 Rule Book



Revised March 12th, 2010

## General Rules

### PLAYING TIME:

- Regular season and Tournament All players will get 1 time at-bat and 2 innings in the field.
- Must play in 50% of regular season to play tournament. (Unless injured)
- **Any violation of playing time will result in a forfeit.**

EXCEPTION: coach may impose disciplinary actions, (opposing coach must be told prior to the 1<sup>st</sup> pitch)

If you are run ruled, you may not have gotten all kids in the game. You should try to make that up the next game.

### SEASON DATES AND GAME TIMES:

- Regular season games will begin on May 3<sup>rd</sup> and run through June 11<sup>th</sup>.
- Makeup week is June 14<sup>th</sup> through the June 17<sup>th</sup>.
- All Games start at 6:00 unless lights are available
- If 2 games must be played on a field, with no lights, then the start times would be 5:00 and 7:00 with the following guidelines:
  - Must start on time
  - No infield balls after the first inning.
  - 3 pitches between innings and 5 for a new pitcher.
  - No new inning after 6:45 or 8:45.
  - Tie games will be accepted to keep a game from going over into the next game time or darkness, otherwise the international tiebreaker will be used.

### Weather

- If a game must be called due to darkness or weather. The score shall be the same as it was at the end of the last completed inning. Unless the home team, in its part of the incomplete inning, scores enough runs to equal or exceed the opponents score.
- **If lightning or thunder has been heard or seen the game must be delayed at least 20 minutes from the last occurrence of thunder/lighting.**

### FORFEITS

- Please make every attempt possible to re-schedule cancelled games. Home team coaches should contact visiting coach immediately to try and reschedule cancelled games. If an agreement cannot be reached coaches are required to contact their softball representative. If the softball representatives from both schools determine that the home team has made every effort to reschedule then the home team will be awarded a forfeit win and the visiting team will receive a forfeit loss.

### ROSTERS

- Player's age is as of January 1, 2010. Example: Mary turns 15 on Jan 1, 2010; she can play 14U all summer.
- Rosters will be turned into Adam Reed, MCSA President by **March 28, 2010.**

**TOURNAMENT ROSTERS**

- A team's regular season roster is also their tournament roster.
- No Lateral moves team to team.
- You may pull a younger player up during a tournament game to play, but she may not play if a regular player sits the bench.
- Players can only be on one roster and play in only one tournament.

**TOURNAMENT INFO**

- Tournament Dates June 22<sup>nd</sup> – June 26<sup>th</sup>
- Tournament draws will be held at tournament hosting site on June 19<sup>th</sup>.
- Double elimination
- Seeding determined by point total from regular season games.
  - 3 Points for a win or forfeit win
  - 2 Points for a tie
  - 1 Point for a loss
  - 0 points for a forfeit loss

**TOURNAMENT LOCATIONS AND FEES**

- T-Ball - Green Camp \$35.00 per team
- D League - River Valley \$50.00 per team
- C League - River Valley \$50.00 per team
- B League - River Valley \$50.00 per team
- A League - Prospect \$50.00 per team

**UNIFORMS**

- Metal Cleats will not be permitted.
- Catchers must wear full gear
- All batting helmets must have NOCSAE approved face protector.
- No Mirrored Sunglasses

**PROTEST PROCEDURES:**

- You cannot protest a judgment call by an umpire; you can only protest a rule interpretation. (Tournament play only)
- Protest fee will be \$100, paid at time of protest to tournament director. A decision will be brought before the President for ruling.
- If ruling approved, you will get your \$100 back. If denied, the \$100 goes to the Marion County Girls Softball Association account.
- No protest during regular season play.

**T-Ball Rules**

Ages 5-6

**BOLD TYPE** is a new rule change or a clarification of a rule.

- 3 inning games
  - 1<sup>st</sup> two innings; 3 outs or 7 runs
  - 3rd inning; everyone bats, 3 underhand pitches; then hit off tee
  - Coach pitches underhand from 30'.
- 50' bases
- 1 base per hit, last batter will not bat and run around the bases.
- **Softie Baseball will be used during the game**
- Entire team bats, free on-field substitution.
- Helmets must be worn by batters, all runners, and on-deck hitters.
- 10 players in the field.
- Players cannot play same positions in consecutive innings.
- Infielders consist of; 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> base, shortstop, pitcher, and catcher
  - All others play outfield (4)
  - Infielders must play in front or behind the base paths.
- Outfielders must play 15' behind the bases.
- A 10' arc in fair territory from home shall be marked. Batted ball must at least reach that arc or it's a foul ball.
- No rolling the ball. (Must be thrown)
- Score will be kept during tournament games.

## **D League Rules**

Ages 7-8

**BOLD TYPE** is a new rule change or a clarification of a rule.

- Regular NFHS Rules Apply

- Coach pitch @ 35' 5 pitches maximum; no walks
  - If the 5<sup>th</sup> pitch is fouled off and not caught, an additional pitch (es) will be thrown
  - Coach pitcher must have 1 foot on the rubber
- 5 innings; 1 1/2 hour time limit (can not start an inning after this time)
- **Use regular 11" optic yellow softball**
- 10 batters per inning (maximum) 10 players in field.
- Last Batter Rule: when the 10<sup>th</sup> batter comes to the plate, there are automatically 2 outs on that team. The inning is over upon the first out during that play.
- Entire team bats, free on-field substitution
- No stealing, bunting, or advancing on dropped 3rd strike
- Lead off only after ball leaves the pitcher's/coach's hand.
- **Outfielders must play 20' behind the bases, eliminates additional infielders.**
  - Outfielders must throw the ball to an infielder to make a play on a runner.**
- Pitcher may move anywhere in the 8' radius for defense. A batted ball that hits the coach pitcher is a foul ball; runners go back and counts as a pitch.
- Helmets will be worn by batters, runners, and on-deck hitters.
- Sliding is legal
- Once there is an attempt to throw the ball by an infielder toward the circle, all play is dead and the 1/2-way rule applies.
- Any team will play with a minimum of 8 players during a game
- Short-handed playing; only one out will be taken when playing with 8 or 9 players
- Overthrow at 1<sup>st</sup> base, one base for all runners provided the attempt is to throw the ball back to the pitcher. This is not a free base

**POINT OF EMPHISIS:**

- (A) At this young age, we encourage all coaches to teach the girls to make the play at first base when at all possible instead of throwing it back to the pitcher to stop the runners. Coaches please try to teach the girls not to just run until they are stopped by a base umpire and made to return to the previous base.
- (B) **The pitching coach must make an attempt to get out of the way of a play being made.**
- (C) **Runners should attempt to slide on plays made at 2<sup>nd</sup>, 3<sup>rd</sup>, and home.**

## **C League Rules**

Ages 9-10

**BOLD TYPE** is a new rule change or a clarification of a rule.

- Regular NFHS rules, NFHS pitching rules apply
- 5 inning game; no new inning after 1:45 minutes
- Teams behind by 12 or more runs after four innings will be run ruled.
- Pitching distance @ 35'
- Girls pitch; Pitcher cannot pitch over 3 innings per game

- A pitcher shall be removed from the mound for one inning after hitting 3 batters in 1 inning or 5 girls for a game.
- Use regular 11" optic yellow softball
  - Must have raised seams
  - No synthetic cover softballs
- 10 batters per inning (maximum) 10 players in field
- Entire team bats, free on-field substitution
- No advancing on dropped 3rd strike
- **Stealing 2<sup>nd</sup> and 3<sup>rd</sup> is allowed. The runner may leave the base on the release of the ball from the pitchers hand. Runner may only advance one base. There is no advancing on an overthrow. There is no stealing home under any circumstances.**
- Bunting is allowed. (A foul attempt on the third strike bunt is a strike out)
- Outfielders must play 20' behind the bases, eliminates additional infielders
- 8 runs per inning will apply; (all runs count when more than the 8<sup>th</sup> run crosses the plate on that hit, i.e.: grand slam with 7 runs already in, all 11 runs count)
- Sliding is legal.
- Helmets will be worn by all batters, runners, and on-deck hitters
- Once the pitcher has control of the ball in the circle all runners must immediately return to the base or attempt to advance to the next base with the liability to be put out or called out at the discretion of the umpire. Once a runner stops at a base for any reason, she will be declared out if she leaves the base.
- Any team can play with minimum of 8 players during a game
- Short-handed playing; only one out will be taken when playing with 8 or 9 players
- **Game Speed-up Rule: After the 1<sup>st</sup> inning, no infield/outfield balls and 3 pitches for a pitcher between innings. A new pitcher is allowed 5 pitches.**
- **Teams may use courtesy runners for catchers at any point in the inning. Courtesy runner must be batter who made the last recorded out. This does not count as an at bat or time in the field.**

#### POINT OF EMPHISIS:

- A pitch goes into the dirt and
  - (A) The batter hits it, it is a live ball.
  - (B) Hits the batter, it is a dead ball, runners return to original bases and batter gets 1<sup>st</sup> base provided there is an attempt by the batter to get out of the way
  - (C) The batter swings and misses it is a strike.
- There is no infield fly rule in the league
- **Runners should attempt to slide on plays made at 2<sup>nd</sup>, 3<sup>rd</sup>, and home. Unless the runner is attempting to avoid malicious contact with the defensive player.**
- Pitchers should start with hands separated. Hands should then come together for at least one second before starting the pitching motion.
- Coaches should discourage pitchers from crow hopping and becoming entirely airborne while pitching (toe drag)

### B League Rules

Ages 11-12

**BOLD TYPE** is a new rule change or a clarification of a rule.

- NFHS rules apply
- 7 innings; cannot start an inning after 2 hrs. Of play
- Play will stop if one team is ahead by 15 runs after 5 innings
- NFHS pitching rules apply
- Pitching distance is 40'
  - Only a starting pitcher can return to a game to pitch.

- 8 run rule per inning, (all runs count when more than the 8<sup>th</sup> run crosses the plate on that hit, i.e.: grand slam with 7 runs already in, all 11 runs count)
- Use regular 12" optic yellow softball.
  - Must have raised seams
  - No synthetic cover softballs
- Dropped 3rd strike will apply
- Steal on the release of the ball from pitcher
- 9 players in the field
- Infield fly rule will apply
- Free substitutions, entire team bats.
- Injury rule: if **all** of your substitutes are put into the game and an injured player must come out, any player can re-enter into that spot in the batting order.
- International tiebreaker will be used for all extra inning games. The last batter from the previous inning will start on 2<sup>nd</sup> base. This is not sudden death. Both teams bat.
- **Game Speed-up Rule: After the 1<sup>st</sup> inning, no infield/outfield balls and 3 pitches for a pitcher between innings. A new pitcher is allowed 5 pitches.**
- **Teams may use courtesy runners for catchers at any point in the inning. Courtesy runner must be the batter who recorded the last out. This does not count as an at bat or time in the field.**
- Once the pitcher has control of the ball in the circle all runners must immediately return to the base or attempt to advance to the next base with the liability to be put out or called out at the discretion of the umpire. Once a runner stops at a base for any reason, she will be declared out if she leaves the base.
- **Runners must slide on plays made at 2<sup>nd</sup>, 3<sup>rd</sup>, and home, or risk being called out at the discretion of the umpire, unless the runner is trying to avoid malicious contact with the defensive player.**

#### POINT OF EMPHISIS:

- A pitch goes into the dirt and
  - (A) The batter hits it, it is a live ball.
  - (B) Hits the batter, it is a dead ball, runners return to original bases and batter gets 1<sup>st</sup> base provided there is an attempt by the batter to get out of the way of the pitch.
  - (C) Batter swings and misses the ball, it is a dropped 3<sup>rd</sup> strike and the batter can advance to 1<sup>st</sup> base.

## A League Rules

Ages 13-14

**BOLD TYPE** is a new rule change or a clarification of a rule.

- NFHS rules apply
- 7 innings; cannot begin an inning after 2 hrs. Of play
- Play will stop if one team is ahead by 15 runs after 5 innings
- NFHS pitching rules apply
- Pitching distance @ 40'
  - Only a starting pitcher can return to a game to pitch.
- 8 run rule per inning (all runs count when more than the 8<sup>th</sup> run crosses the plate on that hit, i.e.: grand slam with 7 runs already in, all 11 runs count)
- Use regular 12" optic yellow softball.
  - Must have raised seams

- No synthetic cover softballs
- Infield fly rule will apply.
- Free substitutions, entire team bats.
- Injury rule: if all of your substitutes are put into the game and an injured player must come out, any player can re-enter into that spot in the batting order.
- International tiebreaker will be used for all extra inning games. The last batter from the previous inning will start on 2<sup>nd</sup> base. This is not sudden death. Both teams bat.
- **Game Speed-up Rule: After the 1<sup>st</sup> inning, no infield/outfield balls and 3 pitches for a pitcher between innings. A new pitcher is allowed 5 pitches.**
- Once the pitcher has control of the ball in the circle all runners must immediately return to the base or attempt to advance to the next base with the liability to be put out or called out at the discretion of the umpire. Once a runner stops at a base for any reason, she will be declared out if she leaves the base.
- **Teams may use courtesy runners for catchers at any point in the inning. Courtesy runner must be the batter who recorded the last out. This does not count as an at bat or time in the field.**
- **Runners must slide on plays made at 2<sup>nd</sup>, 3<sup>rd</sup>, and home, or risk being called out at the discretion of the umpire, unless the runner is trying to avoid malicious contact with the defensive player.**

**POINT OF EMPHISIS:**

- A pitch goes into the dirt and
  - A. The batter hits it, it is a live ball.
  - B. Hits the batter, it is a dead ball, runners return to original bases and batter gets 1<sup>st</sup> base provided there is an attempt by the batter to get out of the way of the pitch.
  - C. Batter swings and misses the ball, it is a dropped 3<sup>rd</sup> strike and the batter can advance to 1<sup>st</sup> base.