

Region 3 Softball Rules 2016

(1) Balls, Bat, Bases & Field Dimensions:

- A) 7-10 will use 11 inch softball. 11-13 & 14-18 will use a 12", .47 core, 375 compression yellow ball as provided by the league.
- B) 7-10 any baseball or softball bat may be used as long as it is safe to use. The bats may read "Official Softball" for 11-13 & 14-18 age groups.
- C) Double base at first will be used. The fielder uses the white portion and the runner the orange.
- D) Field Dimensions are as follows:
 - 7-10 Base Distance 55' Pitcher mound 35'
 - 11-13 Base Distance 60' Pitcher mound 40'
 - 14-18 Base Distance 60' Pitcher mound 43'

(2) General

- A) This is an **INSTRUCTIONAL** and **COMPETITIVE** league. There will be league standings. Both coaches are required to report to the assigned statistician within 48 hours.
- B) Schedules will be provided. Team listed first is the home team. Batting helmets required in all age groups. Face masks are required on all batting helmets .
- C) During the game there is to be one warm up which the catcher may throw down to 2nd base. Three warm ups for a new pitcher. There are to be no balls taken to the outfield. This is to avoid delay in the game.
- D) At the completion of the season ties for 1st/2nd according to win/loss will have a one game playoff. Date TBD by the Commissioner. All other teams will be placed based on win/loss and runs allowed.
- E) The season ending standings will determine seeding for a double elimination tournament (weather permitting). Softball Committee has the right to change to single elimination if weather is a factor. Teams will receive awards.
- F) Jewelry: **NONE OF ANY TYPE** is to be worn. Only medical alert bracelets and necklaces are permitted but are to be taped down. If found wearing jewelry while on defense you will be removed from the field of play. If found wearing jewelry while on offense you are automatically out once entering the field.(Issue warning about jewelry during ground rules)
- G) No electronic devices of any kind are allowed on the field. This includes but is not limited to cell phones, Ipods, Gaming devices, etc.... They are not allowed on the bench, in the coach's box, on the field or directly behind the backstop.

This rule is enforced from the first pitch until the end of the game.
(Consequence: You will be asked to put away, or leave the field)

(3)Games

- A) Official games are 7 innings long. A game is considered COMPLETE after 5 innings (4 ½ if home team is ahead) if called due to darkness or weather. In case of an incomplete inning the score reverts back to what the score was at the last completed inning unless the home team has gone ahead. If there is a tie after 7 innings extra innings will use the International Tie Breaker Rule.
- 1) Exception is the 7-10 age group. An official game is 5 innings. A game is considered COMPLETE after 3 innings (2 ½ if home team is ahead). If there is a tie at the end of the game it is considered a tie and both teams will be awarded a ½ point game. Wins are worth 1 point, ties ½ point and a loss is 0.
- B) Game time is 6:00 pm. Forfeit time for 7-10 & 11-13 is 6:15 and for 14-18 it is 6:30. At the conclusion of the high school season the forfeit time for 14-18 reverts back to 6:15. Curfew : No inning starts after 8:00, 8:15 after 6/1
- C) A complete inning is as follows:
- 1) 14-18, 3 outs or a 10 batter limit. The inning stops when the 1st out is made during the time of batter #10. Batter # 10 cannot be walked or hit by pitch to end the inning.
 - 2) 7-10 and 11-13 there is a 5 run with a max of 8 runs per inning. If that batter brings home runs & the 5th run has already scored then the runs that batter batted in are counted. In 11-13 the 5th run CANNOT be walked in or the result of a hit batter. In 7-10 the 5th run CAN be walked in to end the inning.
 - 3) In all age groups the last inning is unlimited and **DETERMINED BY THE UMPIRE AND ACKNOWLEDGED BY BOTH MANAGERS.**
 - 4) Teams will field 10 players. Teams may start and finish a game with 7 players. All players must play defense for a minimum of 3 innings. If you have 7 players at 6:00 game will start. The game will not be delayed to wait for more girls to show up. Exception is 7-10 fields 10 players and can field 11 if the other team has 11. Every player must play defense for at least 2 innings. Outfielders must be in the outfield grass before each pitch.

D) There is a mercy rule in effect for all ages. In 7-10 it is 15 runs after 3 innings, 12 runs after 4 innings, 10 runs after 5 innings. In 11-13 & 14-18 it is 10 runs after 5 innings.

(E) If a player leaves the game the void in the batting order is ignored. Thus there is no out given for playing shorthanded. If a player is ejected for any reason an out will occur at her turn to bat every time she is scheduled to be up to bat (**NO EXCEPTIONS**). You must maintain the required 7 players or forfeit.

(F) Rain outs: **There will be three rain dates in the schedule.** Games stopped due to weather are not suspended but rather rescheduled. This applies to games that did not reach the complete game rule. ***You will need to be available during the three scheduled rain make-up dates or you will forfeit.*** The only exception to this rule is a date agreed upon by both managers before this date. Games cancelled where all teams are affected are only made up if time allows.

(4) PITCHING

(A) Pitching is Modified Fast Pitch (windmill encouraged) for 7-10. Fast pitch for 11-13 & 14-18.

(B) ASA Fast Pitch Rules Apply:

(1) The pitcher must have both feet in contact with the pitching rubber prior to forward motion.

(2) The pitcher must not step back as part of her normal delivery motion.

(3) Illegal pitches = If pitcher stops and resets; there is no penalty for 7-10.

(C) The pitcher must be removed from pitching position if she hits 2 batters in the same inning. She may return in future innings. However once she hits 2 more batters (total of 4 per game) she will be removed from the pitching position for the duration of the game. She may play any other position. This does not apply to struck batters not awarded bases.

(5) BATTING

(A) All players must be in the line-up. Those arriving late must go to the bottom of the line-up.

(B) 11-13 & 14-18 there is a 3rd dropped strike rule.

(C) The batter may not delay the game by leaving the batter's box to take practice swings. (7-4-L)

(6)BASE RUNNING:

(A) Stealing rules are as follows:

(1) 11-13 & 14-18 players may leave the base as soon as the ball leaves the pitchers hand. Stealing of all bases including home.

(2) 7-10 age group can only steal from second to third base once the pitch reaches home plate. The runner cannot steal home. NO advancement will be awarded on an over thrown ball no matter where it goes (Out of play) or what happens.

(B) Runners must try to avoid collision when approaching the base either by sliding or touching opposite side of bag in comparison to defensive players positioning.

(C) Runners must give way to any fielder making a play on the batted ball.

(D) Courtesy runner: ASA Rule - for Pitcher & Catcher at any time. Optional, not Mandatory. The Courtesy runner is the player who batted last who is not currently on base. During the use of the International Tie breaker should the DESIGNATED RUNNER **BE** the Catcher or Pitcher, then use the preceding player in the line-up.

(7)FIELDING

(A) Field substitutions may be made at any time.

(B) For 7-10 age group:

(1) All fielders except pitcher and catcher must remain 40 feet from batter until ball is hit.

(2) Play is considered stopped when any player has control of the ball and all runners have stopped. In 7-10 time will be called by the umpire when the ball is controlled by any player in the infield area and no apparent play is being made. Runners will be awarded the base they are about to occupy or are occupying

(C) On a **BATTED BALL THE FIELDER HAS THE RIGHT OF WAY** in order to field the ball. Runner may not collide with or interfere with the fielder from making the play on the ball. (R/S 3B)

(D) The fielders who are not playing the ball are not to obstruct the runner. Fielders may not block a base path or base thus hindering the runner.

(E) 11-13 & 14-18 The infield fly rule is in effect.

In past years Coaches would teach their players to block the base, catch the ball, make the tag. (R/S 36)

(F) **NOW** THE PLAYER **MUST** (1) CATCH AND CONTROL THE BALL, (2) SO THAT SHE CAN BLOCK THE BASE, (3) THEN MAKE THE TAG.

(8)IMPORTANT NOTES:

(A)NO METAL SPIKES ARE TO BE WORN IN ANY RECREATION SPORT

(B) THERE IS NO ONE BEHIND THE BACKSTOP AT ANY TIME DURING THE GAME FOR ANY REASON.

(C) BORROWING PLAYERS:

THROUGHOUT THE ENTIRE SEASON (INCLUDING PLAYOFFS) IF A TEAM IS SHORT PLAYERS FOR ANY REASON, LESS THAN 7 PLAYERS, (and would likewise Forfeit) THE COACH MAY FILL THE TEAM WITH OTHER "borrowed" PLAYERS. YOU CAN ONLY ADD ENOUGH PLAYERS TO HAVE A TEAM OF 10. THE OPPOSING COACH SHOULD BE NOTIFIED WITH 24 HRS. NOTICE IF POSSIBLE.

****SHOULD ORIGINAL TEAM MEMBERS ARRIVE LATE, THEY WOULD BE ADDED TO THE BOTTOM OF THE BATTING ORDER AND THE "borrowed" PLAYERS ARE ALLOWED TO REMAIN.**

THE BORROWED PLAYERS:

- 1. Must be registered/rostered in the same Recreation Council as the borrowing team and cannot be on a club level team**
- 2. The player MUST be from one age bracket lower and have appropriate ability level**
- 3. The player cannot be used as the pitcher or catcher**

(9) Honey-Go / Kingsville (11-13 amendments)

1. NO in-field fly in 11-13.

2. Limitations for 3rd strike drop are as follows:

- 2 advancements per inning if first base unoccupied ONLY!