



2018 Bantam Softball
BANTAM “A” LEAGUE RULES
CURRENT April 18, 2018

GENERAL INFORMATION

1. Games will be six (6) innings, three (3) outs per half inning.
2. A game is considered official at the completion of four (4) innings or 3½ if the home team is winning. You may not start a new inning 15 minutes before the next scheduled game is due to start.
3. Five (5) runs maximum per team per inning, unless runners are on base and batter drives them in. Those runs will count. A team could potentially score 8 runs in an inning.
4. All team members present will bat in rotation. This batting order will be given to the opposing team manager prior to the start of the game. Any team member showing up after the batting orders are exchanged will be added to the bottom of the order. Ten players play the field.
5. All players must play a minimum of three (3) complete defensive innings by the end of the fifth inning. They need not be consecutive innings. Once an inning begins, a defensive team will be allowed to “switch” a player only in the event of injury or if the pitcher is removed. A defensive team is allowed to “shift” players without removing the pitcher, but all players are required to return to their original position once the “shift” is removed. All players must play one (1) inning in the infield by the fourth (4th) inning. A player can only play the same position a maximum of (3) innings in a game, but only (2) can be consecutive (even if one inning is a partial inning). Short Centerfield is considered outfield and is required to play behind second base in the **outfield GRASS** until the ball is hit. **If a player**

has not played the infield by the 4th Inning the offending team will be given an automatic out next time at bat. 1st Managerial offence is given an out, 2nd offence 2 out's, 3rd offence the manager and assistant coaches have to clean the bathrooms. Playoff game offences- outs are enforced regardless of past history of Manager/Team for each batter faced in the 4th inning. All players will sit out once before any player sits twice. Failure to comply: 1st Managerial offense will be given a warning, 2nd offense will result in 1 game suspension, 3rd offence, Manager Privileges will be revoked.

6. The home team is required to do the following:
 - a) Get the bases from the equipment room.
 - b) Set up the pitching rubber 35 feet from home plate
 - c) Line the field including markers between bases (as necessary).
 - d) Clean Dugout after Game
 - e) Rake the field after the game.
 - f) Return the bases and pitching rubber to the equipment room (Only if the last game of the day)
 - g) Supplies the Ump.
 - h) Pick up garbage around bleachers.
- 7) The Visiting Team is required to do the following:
 - a) Clean Dugout After the Game
 - b) Empty Garbage Cans into Dumpster and return Garbage Bins to their respective locations
 - c) Pick up garbage around bleachers.
8. Failure of the team to complete their duties could result in the forfeiture of their next win.

PLAYING RULES

UNIFORMS AND EQUIPMENT

1. No jewelry may be worn at any time by any player during practice or games. This includes earring, watches, rings, bracelets, and neckties of any material. Religious or medical metals may be worn but must be taped to the body.
2. Refusal by any player to comply with this policy will result in immediate removal of the player by the manager. Umpires and league officials will remove any player(s) not complying, without warning, once the game has started.
3. A player will not be allowed to play without a complete uniform, which includes a shirt, pants, socks, and visor or mask. A manager can determine if a substitution piece can be worn in the event of a missing shirt/pants on the day of tgame.

* Shirt should be tucked in during the entire game.

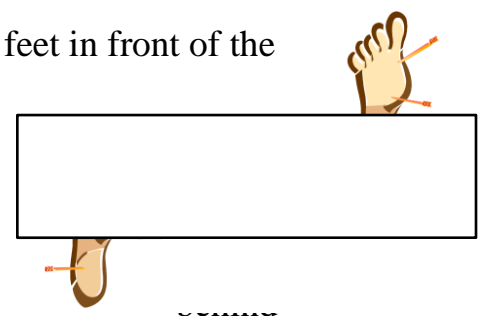
4. Catchers must wear protective equipment including chest protector, helmet, shin guards, and mask with throat protector.
5. Home plate umpires are required to wear equipment including a facemask.
6. Batters are required to wear a metal face shield

MANAGERS/COACHES

1. The league president reserves the right to approve all managers and coaches. Only 3 coaches and or a Team Parent will be allowed on the field/dugout during games.
2. Only the manager will be permitted to become involved in a discussion with the umpire. Such discussions should be conducted away from the players and always in a courteous manner.
3. **Only the manager or the approved coaches be allowed in the coach's boxes.**
4. Youth coaches are allowed and must be within the guidelines of the Homewood Baseball League by-laws. Everyone must be 16 years old to coach.
5. Managers will be responsible for maintaining an accurate scoring of the game. Periodically check with the other manager to make sure your books agree. The home team will be responsible for making sure the correct score is on the scoreboard. If there ever is a dispute, the Home Team's book is official.

PITCHING

1. The pitching rubber is **35** feet from home plate. That is 11 feet in front of the little league pitching rubber.
2. The pitch will be a standard softball fast-pitch delivery.
3. Both feet should start on the pitching rubber. (see diagram)
If needed, one can start on the rubber if the other foot is the rubber.
4. A pitcher can pitch a maximum of three (3) innings in a game. Delivering one (1) pitch will be considered an inning.



5. Any pitcher can re-enter the game one time later in the game.
6. After the ball is put in play, the play will end when, in **the judgment of the umpire**, the pitcher has **control** of the ball **on or near** the pitchers mound (usually this area is within a 10 foot circle of the mound). If the pitcher then attempts to make a play on the runner after being **on or near** the pitchers mound, then play is live.
7. The manager or coach may go to the pitchers mound once in an inning. The pitcher must be removed on the second visit in the same inning or the third visit in the game. Any time a manager or coach enters the field of play after an inning begins, with the exception of an injury to a player, a mound visit will be assessed. The inning begins with the first pitch thrown to a batter.
8. There is no inning restriction per week per for any pitcher even in the case of rainouts. The only restriction is 3 innings per game.
9. No pitchers will be allowed to wear a **yellow colored long sleeve shirt** or have any other foreign articles on either arm while pitching.
10. If a pitcher hits **three batters in an inning**, the pitcher must be removed for that inning, but may return the next inning or later.
11. If the pitched ball bounces and hits batter she takes 1st base. However, batter must make an attempt to avoid contact.
12. Intentional walks are not allowed.

BATTING

1. **Bunting is allowed. You cannot fake bunt to distract the pitcher. Doing so will be an automatic strike without warning.**
2. Any bat not provided by the league must be inspected and approved by a league official. Possession of an unapproved bat in the dugout may result in forfeiture.
3. The strike zone extends from the knees to the armpit. If the batter takes an exaggerated stance, it will be called as if a normal stance was used. Balls and Strikes cannot be argued and could be immediate ejection of manager or coach.

4. Players should show safety when dropping the bat. The umpire will warn the player, manager and coaches once. The second time she will be called out. The umpire will also inform both managers, who will record it in the scorebook.
5. Any batted ball landing in the dirt directly in front of home plate will be considered a fair ball unless it rolls foul. The ball does not need to reach the infield grass.
6. Catcher's interference will be in effect and batter will be awarded 1st base.
7. If a batter swings at a pitch that hits them, it is a strike not a hit by pitch walk.

BASE RUNNING

1. A base runner must attempt to slide or AVOID CONTACT into a base (except first) if the defensive player has the ball and/or a play is about to occur **as judged by the umpire**. The runner is OUT if she does not attempt to slide and contact is made with the fielder with the ball.
2. Stealing- Teams have three (3) steals maximum per inning and cannot steal home. Girls cannot leave until the ball crosses home plate. 1st team offense will be a warning, 2nd offense and thereafter will be an automatic out. The runner can advance from second base to third base on an overthrow to second by the catcher during the attempted steal at their own risk, and will not count towards stolen base total for that inning.
3. A base runner may advance only **one** base on an overthrow that goes out of play. If in the judgment of the umpire, the base runner is more than halfway to the next base at the time of the overthrow, the runner will be awarded that base plus one additional base. If in the judgment of the umpire, the runner is not halfway to the next base at the time of the overthrow, the runner will be awarded the next base only.
4. In the judgment of the umpire, when the pitcher has the ball on or near the mound, the base runner must be halfway to the next base to be awarded that base. If she is not halfway the runner must return to the previous base.

MISCELLANEOUS

1. No protests are allowed. Any disputes will be handled by commissioner on duty. Absolutely no heckling allowed. President and Commissioners reserve the right to eject managers, coaches or spectators from the field for heckling of any kind. Repeated offenses could result in future game suspensions.

2. Infield fly rule will **not** apply.
3. Both teams receive a game ball.
4. A team must have a minimum of seven (7) players to play. A Bantam B player may be brought up to play in a game when the Bantam A team is short players. That player must be 8 years old softball age (please see rule 5 on call-ups)
5. Call-ups:
 - a) Call-ups must be arranged through the league President.
 - b) Players may be called up from the Bantam 'B' League team with the permission of the player's manager.
*****Only 8 year olds (2008 birthdays) can be called up*****
 - c) Call-ups cannot interfere with player's own team's game.
 - d) Any player called up must bat last in the order and will play 2 innings if rostered players are available. Player may play **any position other than pitcher.**
 - e) If less than 10 rostered players are available for a game and no call-ups are available, defensive players will be taken from the opposing team. All substitute players must play in an outfield position (right field, center field or left field). They cannot play short centerfield.
 - f) Call-ups will be allowed for the play-offs but **MUST** be approved by League president or commissioner on duty prior to start of game.
6. There is two (2) minutes between innings starting with the last out of the previous inning. The umpire will be responsible for enforcing the time limit. Time limits will be strictly adhered to (the umpire/commissioner will monitor "official" time). Catchers should be ready to go with equipment on when the inning ends.
7. A team member **may be** benched (not allowed to play) for disciplinary reason before or during a game. The opposing manager and umpire must be notified of this when it occurs. Commissioner on duty must be informed of this as well.

SPORTSMANSHIP

8. A player **could be** benched if the parent or guardian does not fulfill his/her voluntary obligations. This will continue until the parent or guardian fulfills his/her commitment. The League President will inform both the players parent and coach when this is to occur.

9. A player, manager, coach or spectator will be ejected from the game and be suspended for a minimum of one additional game for any of the following:
 - a) Unsportsmanlike conduct.
 - b) Physical or verbal abuse of any kind to an umpire, manager, or player.
 - c) Throwing of equipment.
 - d) Foul language.
 - e) Refusal to shake hands after the game
 - f) All ejections will be reported to league president for any additional action

All ejections are subject to a minimum 2 game suspension

**** Official Babe Ruth softball rules, not modified by the above, will be followed ****