

SHAWNEE – SENECA SOFTBALL CONFERENCE
GIRL’S SOFTBALL RULES AND REGULATIONS
Modified for 2019 Season

A complete copy of the NSA Rules can be downloaded from www.playnsa.com

1. The SSSC age divisions will be by grade: K/1st, 2nd - 4th and 5th - 8th grades.
2. Games will start at 6:00 PM, **unless otherwise determined and scheduled.**
3. Prior to the start of the game, the Directors will determine if a game is to be postponed. If possible, that decision should be made at least 90 minutes prior to the scheduled start time.
4. Once the game has started, the umpire will decide if a game will continue or be postponed.
5. The league will arrange the umpires for the 2nd - 4th grade divisions and 5th - 8th grade divisions.
6. The 2nd - 4th grade division may play with a minimum of 6 players, 5th - 8th grade division may play with a minimum of 7 players. Any number less than stated above will result in a forfeit. Coaches will conference at start time regarding the status of any player(s) en route to the game. If not enough players have arrived 15 minutes after the game has started the umpire will award a forfeit to the team with enough players. The teams will still play the game anyway, possibly sharing players or completely mixing up teams.
7. Courtesy players may be used for teams to reach the minimum player requirements during regular season games and preliminary games of the playoffs. Courtesy players may not be used for semi-final games and championship games. Courtesy players are players that may be moved up from the lower age division teams; players may not be moved between teams in the same age division.
8. To be eligible to participate in the SSC play-off games and tournament, a player must have played in at least 50% of the regular season games, unless for medical reasons or injuries.
9. All bats must indicate official softball bats except for the K-1 grade division, which may use bats marked as official T-Ball bats.
10. The slide or veer rule will be used. Umpires will review slide or veer rules with coaches during ground rules. This rule is intended for the safety of all. The runner is out and the ball is dead if the rule is not observed. This applies to 2nd - 4th and 5th - 8th grade divisions.
11. Coaches may conference no more than two times per inning (defensive). A second mound visit in any inning will result in a mandatory change of pitcher.

Offense has no rule modification. Coaches will not be charged with a conference for interruptions of play due to injury.

12. When a game is in progress and a new player arrives, the player can be added to the bottom of the order. If a player leaves the game, no penalty is assessed. Only coaches are allowed to ask questions of the umpires. All conversations are to be in a polite and professional manner. Coaches are responsible for the behavior of their players, parents, and spectators. Unsportsmanlike conduct by any of the above parties can result in the ejection of the coach and/or forfeit of the game.
13. Colored mouth guards will be required for all players in all divisions. A fielder wearing a protective facemask is not required to wear a mouth guard while wearing the facemask.

AGE RELATED SPECIFICATIONS

Age Group	Ball Used	Pitching Distance	Base Distance
K-1 grade	10 inch softie	coach option or tee	45 feet
2 nd – 4 th grade	11 inch	35 feet	60 feet
5 th - 8 th grade	12 inch	40 feet	60 feet

2nd – 4th grade & 5th – 8th grade Division Courtesy Runner: a courtesy runner must be used when the catcher for the next inning gets on base with 1 or 2 outs. The catcher must be subbed out if on base when the first out is recorded. A courtesy runner may be used for the pitcher when two outs are recorded. The last batted out shall be used as the courtesy runner. The intention of the rule is to have the catcher dressed and ready for their next half inning in the field.

2nd – 4th grade and 5th – 8th grade Division Slide or Veer Rule: this rule is intended to keep the girls safe. It is applied at 2nd base, 3rd base, and home plate. If there is a defensive play at the base (meaning the defensive player has the ball or is in the act of receiving the ball), and the batter/runner makes contact with the defensive player without sliding, the batter/runner is automatically out. However, the converse is also true. If the defensive player makes contact with the batter/runner when they do not have the ball, the batter/runner is awarded an extra base. These calls are made at the umpire’s discretion.

Umpire Fee: \$40 per game for 2nd - 4th grade & 5th - 8th grade divisions. A coach from each team will pay \$20 to the umpire at ground rules.

Game Cancellations: Must be approved by the home team’s Director. If the umpire is not notified of a cancellation and he/she shows up to the field, he/she will be paid in full. Coaches must notify the umpire assignor and communicate with the opposing team’s

coach by 4:30 PM to confirm the cancellation is received. DO NOT assume the other coach received your e-mail, voice mail, or text.

Making up Games: 2nd – 4th grade & 5th - 8th grade divisions will endeavor to make up cancelled games within 10 days of the cancellation. Games may only be cancelled due to weather or a school function that can be verified by the Directors contacting the schools. All other attempts to cancel or reschedule a game will result in a forfeit.

Tournament seeding will be based on the regular season record for 2nd – 4th and 5th – 8th grade divisions.

**SHAWNEE – SENECA CONFERENCE
GIRL'S SOFTBALL RULES AND REGULATIONS
Modified for 2019 Season**

5th - 8th Grade Division

NSA Rules including 9 players in the field plus (may play with 10 players if agreed upon by the coaches at ground rules):

- A. All roster players will bat in a fixed order that will be set prior to the start of the game.
- B. Free substitution of players in the field, but players must continue to bat in the batting order set prior to the game.
- C. Runners may leave the base upon release of the ball by the pitcher.
- D. Games will be 7 innings. A complete game is 3.5 innings if the home team is ahead, 4 if the home team is behind.

Time limitation: No new inning can start after 90 minutes from the time of the first pitch for ALL games, regardless of the month of the year. If an inning is incomplete due to darkness or weather conditions, games are to revert to the last full inning played to determine the winner if 3.5 or 4 innings have been played as stated above.

- E. There is a limit of 5 runs per inning or 3 outs, whichever comes first in all divisions, except for the last inning. There is no run limitation in the last inning. The umpire will declare the last inning to both coaches.
- F. The twelve run mercy rule will be played. A game will be considered complete after 3.5 innings (4 if the home team is behind) if a 12 run differential exists between the teams.
- G. Stealing is permitted. More than one base may be stolen in the event of an overthrow. Players may steal home.

- H. If the same pitcher hits two batters in the same inning, the pitcher must be removed from that position for the remainder of the inning. She may pitch in other innings. However, if she hits a third batter she must be removed from the pitcher position for the remainder of the game.
- I. Pitchers may pitch a maximum of 3 innings per game. They do not need to be consecutive innings. Any part of any inning counts as an inning pitched. This rule does not override H.
- J. No player may play a position more than 3 innings per game with the exception of the catcher, who may play that position for the entire game. It is recommended to develop another player who can play the position of catcher.
- K. **Continuous Walk:** if 1st base and 2nd base are unoccupied and the batter is walked, the batter may continue to 2nd base at their own risk. If a throw, play, or gesture is made by any fielder to get the runner out, the runner may advance to 2nd base or return to 1st base. If the runner turns towards 2nd base after touching 1st base and no throw, play, or gesture is attempted by a player in the field, the runner must continue to 2nd base until the runner either reaches 2nd base or a play is made and then runner may then return to 1st base. If the runner turns toward 2nd base and then turns to return to 1st base with no attempt made by any fielder, the runner is to be called out.
- L. **Halfway Rule:** If the pitcher is in control of the ball within the circle, the runner must return to the previous base if less than halfway to the next base. The pitcher only has to be in the circle with control of the ball, she does not have to be touching the pitching rubber. If the pitcher attempts to make a play on the runner, it is considered a “live” play and the runner can go forward or back to the base they came from. It is the umpire’s decision where the runner goes; advance to the next base or returned to the previous base if no attempt to make a play is made by pitcher.
- M. **Infield Fly Rule:** An infield fly is a fair ball (not including a line drive or an attempted bunt), which can be caught by an infielder with ordinary effort when 1st and 2nd or 1st, 2nd and 3rd bases are occupied and there is less than two outs. Any fielder can catch an infield fly.
- N. **Dropped Third Strike:** a dropped third strike occurs when the catcher fails to cleanly catch a pitch for the third strike. A pitch is considered uncaught if the ball touches the ground before being caught, or if the ball is dropped after being caught.

On an uncaught third strike with no runner on first base or with two outs, the batter becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the

pitch. The batter may then attempt to reach first base and must be tagged or thrown out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other fielder.

If at the time a dropped third strike occurs, if first base is occupied with fewer than two outs, the batter is automatically out and cannot become a runner. This is to prevent the defense from deliberately dropping a third strike pitch and getting a double or triple play as a result, because of the possible force play at second, third base, or home plate in this situation.

- O. **5th Grade girls – 5th grade girls will receive coach pitch until May 1, at which time we will review this rule. The coach pitches must originate from within the circle.**

**SHAWNEE – SENECA CONFERENCE
GIRL'S SOFTBALL RULES AND REGULATIONS
Rules for the 2019 Season**

2nd – 4th Grade Division:

NSA Rules with the following modifications:

- A. All roster players will bat in a fixed order that will be set prior to the start of the game.
- B. Free substitution of players in the field, but players must continue to bat in the batting order set prior to the game.
- C. Runners may leave the base after the ball passes the plate. **Stealing 3rd base ONLY is permitted. Runners may not steal 2nd or home.**
- D. Games will be 6 innings. A complete game is 3.5 innings if the home team is ahead, 4 if the home team is behind. All games will be 90 minutes.
- E. Four runs per inning maximum, there will be no continuation is in effect.
- F. The twelve run mercy rule will be played. A game will be considered complete after 3.5 innings (4 if the home team is behind) or if a 12 run differential exists between the teams.
- G. **Ten players in the field. The tenth player must play in the outfield and cannot serve as an additional infielder. No short fielders!!! Four players must play in the outfield area. If infield is very large, players must be at minimum 5 feet behind the baseline.**

H. No player may play more than 2 innings in a position. **Every player must be given 2 innings in the infield.** No Player shall play the outfield for more than 3 innings.

I. Coach pitch, with all pitches originating from the circle. The coach will deliver up to 5 pitches. If the 5th pitch is delivered & not put in play, the batter is out. A foul ball on the 5th or any subsequent pitches will allow another pitch. A batted ball that hits a coach will be considered a dead ball; the batter will return to the box, any runners to the base they were on, and the pitch will not count against the batter's total. Similarly, any accidental interference by the coach (obstructing the 'pitcher') will result in the same. Any deliberate interference will result in a dead-ball - batter is out, any runners return to the base. This is at the umpire's discretion.

Beginning May 1st, the first 3 batters in the first 2 innings will be kid pitch. These batters may walk if a 4-ball count is reached. After the third batter, the remainder of the inning will be coach pitch as above. The umpires will only call balls and strikes during kid pitch. Coaches are encouraged to use different pitchers each of the 2 innings. We will revisit this as we near playoffs & adjust if we feel it's needed.

J. No running (base advancement) on overthrows. When a ball is put in play in the infield, runners may advance one base. If the ball is put in play into the outfield, runners may advance until the play is dead, either by runners frozen on base, or the ball controlled in the circle by the 'pitcher'. Any runners between bases when the play is declared dead will be subject to the 'half way' rule. The halfway rule should be discussed and clarified at ground rules.