

YYBSA / OBSA

Softball_Minor Division Rules – Spring 2016 (02-7-16)

9-10 year olds

A. Coaching and Game Conduct:

1. The intent of this league is to teach the players the rules, fundamentals, and spirit of the game of softball. This will be done in a safe, enjoyable, and competitive environment.
2. Games cannot be protested for any reason.
3. The head coach, on non-judgment calls only, may ask for rule interpretations at the half-inning only.
4. Smoking, chewing tobacco, snuff, and/or alcoholic beverages are not allowed at or around any playing field or practice field.
5. At the completion of the games, the teams are to line up at home plate to shake hands with and congratulate the other team.
6. Defensive coaches are not allowed to be in the field of play to direct and coach their players. Defensive coaches must remain in their team's dugout, and be off of the field of play.
7. The offensive team will have only two base coaches. The base coach cannot touch the offensive player until they reach base safely or they are put out. The offensive coach cannot physically push or stop the base runner from advancing or retreating. Violation of this rule will result in the offensive player being called out. All other offensive team's coaches must remain in their team's dugout, and be off of the field of play.
8. Each team is responsible for keeping an accurate score book. **The home team score book is the official scorebook.** Both managers must send the score to both YYBSA and OBSA League Directors within 24 hours of the game.
9. Coaches are expected to attend all coaches meetings, clinics, evaluations, drafts, and events.

B. Equipment and Playing Field:

1. The diamond will have sixty (60) foot baselines and a pitching mound distance of thirty-five (35) feet from the front of the rubber to the back of home plate.
2. An 11" softball will be used.
3. All batters, runners, and on-deck batters must wear batting helmets that have a safety cage at all times while on the field. On-deck batters are required to warm up on the side of the field to the back of the current batter.
4. All catchers must wear catchers gear.
5. All players must wear protective face masks (as pitchers, infielders, and outfielders).
6. All bats must be ASA Certified with a maximum diameter of 2 ¼".
7. Metal spikes are not allowed. However, rubber cleats may be worn.
8. The league supplied uniform must be worn for all games. No shorts are allowed. Players are not allowed to add lettering or names to the back of their jerseys. No modifications to, such as tearing and cutting of the uniform are allowed. Players who modify their uniform will be required to purchase a new one at their own expense.
9. In the event of cold weather, sweat shirts or light jackets may be worn over the jerseys. Players should attempt to match the outerwear color with the color of their jersey as much as possible.
10. Jewelry is prohibited with the exception of medical bracelets or necklaces. Soft friendship bracelets are allowed.
11. The home team is responsible for providing game ball(s). The Home team will occupy the 3rd base dugout and the Visitor will occupy the 1st base dugout

C. Fielding the Team:

1. A team must field a minimum of eight (8) players at the field and able to play at game start time and throughout the game or the game will be considered a forfeit. There is no penalty of an out for the missing ninth batter. If a missing player shows up after the start of the game, they shall be placed at the bottom of the order.
2. Each defensive team will have nine (9) players in the field. Having a "short" center fielder behind 2nd base is not allowed. **When a team knows that it will not have nine (9) players, they may bring up to three (3) Rookie league players to reach nine (9) players prior to the game start time. The Rookie league players must be no younger than 8 years old. The opposing coach and League Commissioner must be notified prior to the start of the game. No TRAVEL Team players can be brought in during these situations.**
3. Each player must play at least three (3) innings defensively on the field prior to the end of the fifth inning, of which all players must play a minimum of (2) innings in the infield. If a game is shortened for any reason, those players not able to play the required t (3) innings will, without exception, play the required amount of time in the very next game. Please make sure to adhere to this rule!
4. A player may be removed from the field at any time in an inning and replaced with a substitute player. However, the removed player may not re-enter a game defensively during the inning in which they were removed.
5. Only players registered with YYBSA or OBSA are allowed to play.

D. Game Time and Length:

1. All weekday games must begin by 5:45pm. Weekend games may be scheduled to begin between 9am and 6pm with the exception of night games or doubleheaders.
2. The game consists of six (6) innings. No new inning may begin after the **1 hour 50 minute time mark** (if the visiting team is up to bat at the 1 hour 50 minute time mark, the home team gets to bat if they are trailing.) Head coaches from each team should confirm the "official" start time of the game with the umpire. **Playoff games are also be subject to this time limit.**
3. Mercy Rule. If a team is up by Six (6) runs after the losing team has batted in the fifth (5) inning the game will be declared over.
4. In the event the game is called due to weather, darkness, or time limit, a game will be official after five (5) full innings. It will be the coach's discretion as to darkness. An official game (more than five (5) innings played) called due to weather, time, or darkness and having a tied score will result in a tie game. If the completion of a full inning is not possible due to darkness or weather, and the game is an official game (more than five (5) innings), the score will revert back to the end of the last full inning completed. If a game is called before it reaches the "official" status, the game shall resume from the point of interruption.

5. If after six (6) innings the score is tied, the game ends. Playoff games cannot end in a tie.
6. If lightning is seen or the lightning warning system siren sounds, please clear all players off the field and away from the benches, fence, dugouts, etc. Players should be sent to their cars in the parking lot. After thirty (30) minutes, if no additional lightning is seen, the game or practice can resume. If lightning is seen within the thirty (30) minute time period, the timer will reset to another thirty (30) minutes. After forty-five (45) minutes of waiting, the game will be suspended and will be resumed at a later date. If the game is past the 5th inning, it will be considered an official game.

E. Batting:

1. Continuous batting order (all players are in the batting order line up.)
2. When a batter is hit by a pitch, the batter will be awarded first base unless one of the following: (1) the batter swings, in this case it is a strike; (2) the ball is in the strike zone when it hits the batter, in this case it is a strike. **The batter does NOT need to make an attempt to get out of the way.**
3. When a player is pitching, the batter will be awarded first base if they receive four balls. Walks will not be awarded when a coach is pitching.
4. If a player throws her bat, she gets one warning. A second offense will result in her being out. Teach your players to drop the bat. The safety of our players is a priority.
5. Five (5) runs maximum per inning for innings **throughout the game**
6. Drop third strike and in-field fly rules are not in effect.
7. Bunting and slapping is allowed. Absolutely no slashing is allowed (slashing is pretending to bunt, and then taking a full swing once the pitcher delivers the ball.
8. One (1) charged conference to either a batter or base runner per inning is allowed. Subsequent requests for a conference will be denied by the umpire.

F. Base running:

1. The runner may leave the base only after the ball leaves the pitcher's hand. If the umpire feels the runner left early, she will be called out. If a pitcher is on the pitcher's rubber, all base runners must be in contact with their occupied base until the pitch leaves the pitcher's hand.
2. Runners may advance to 2B or 3B on a steal, passed ball or wild pitch. However, the may only advance one base per batter, regardless of how the base was obtained.
3. Runners are not allowed to steal home or advance home on a wild pitch, passed ball, or wild pickoff attempt. The only way a runner can advance home would be on a batted ball or being forced in from a walk or hit batter.

Examples:

- A. Player "A", the runner on 1st base, attempts to steal 2nd base. The catcher's throw to 2nd base goes into the outfield. Player "A" cannot advance to 3rd base. Player "A" cannot attempt to steal 3rd base until the next batter.
 - B. Player "A", a runner is on 3rd base, Player "B", a runner on 1st base. Player "B" attempts to steal 2nd base. The catcher's throw to 2nd base goes into the outfield. Player "A" cannot advance home and Player "B" cannot advance to 3rd base as it is occupied.
4. Designated runners are not allowed. If the catcher is a base runner, a substitute runner may be used to replace the catcher at any time. The player who made the most recent batted out shall be used as the substitute runner. Substituting for the catcher is to allow the catcher to begin preparing for their next time in the field. In the event of an injury, the player who made the most recent batted out shall be used as a substitute runner.
 5. Sliding into a base is optional. However, if a play is made on a player at a base, the runner must slide. If the runner does not slide, she WILL be out. The defensive player may not block the baselines. Please teach your players the proper way to slide. The safety of our players is a priority.
 6. After a ball is hit to the outfield and when the ball is thrown back into the infield and the defensive player is standing **inside** the base paths, **on any base, or the pitchers circle, with possession of the ball** the runner(s) can only advance to the base she/they are approaching.
 7. If a player reaches any base safely they may advance to the next base with the

possibility of being put out. However, the base runner shall not advance to the next base if, they have not passed the base before a defensive player has possession of the ball and the defensive player is standing in the base path, on any base or inside the pitcher's circle. This rule will be within the judgment of the home plate umpire and cannot be protested.

8. Outfielders will be allowed to play in the outfield six (6) feet off the dirt of the infield.

G. Pitching Rules:

1. No pitcher shall pitch more than three (3) innings. The starting pitcher only may re-enter as a pitcher once, but never in the same inning in which they were relieved. One pitch in an inning constitutes a full inning pitched.
2. The defensive team's coach can make up to two (2) trips to the mound in any one inning. On the second trip, the pitcher must be removed from the game for that inning.
3. A pitcher can walk a batter. However, a pitcher cannot walk in a run unless the pitcher hits a batter with bases loaded.
 - a. If the bases are loaded and a pitcher throws four (4) balls to a batter, an opposing coach will come in and pitch to the batter. The coach must pitch from the pitching rubber.
 - b. The coach/batter will have three (3) pitches. If within the three pitches the batter swings and misses the ball, the batter is out on strikes – depending on the count. If there is one strike on the batter the batter will be allowed to swing and miss twice before being called out. If there are two strikes the batter will be allowed to swing once and miss prior to being called out. Foul balls count as strikes for the first and second strike.
 - c. With two strikes on a batter and having the coach already pitched two balls, if the batter does not swing at the coach's third pitch the batter will be called out. The batter can also be called out on strikes by the umpire during coach pitch.
 - d. If the third strike is fouled then the batter receives an additional pitch. The batter can continue to foul off pitches until they are called out on strikes or get a hit.
 - e. There are no walks allowed when the coach is pitching.
 - f. The player pitcher shall remain at the pitcher position defensively. If a batted ball hits and/or is fielded by a coach-pitcher, the ball is dead and is treated like a foul ball. The batter returns to the batter's box and all base runners return to their original base. The batter continues to bat until the standards set above are met.
 - g. Once the batter is either called out or advances the original pitcher will come back in and pitch to the next batter.
 - h. Intentional walks are not allowed.

4. Three (3) hit batters, at the discretion of the umpire, will result in a pitcher being removed for that inning.
5. At least one pitcher from the younger age group (9 year olds) must record a minimum of three outs during the first four innings in the course of regulation play (i.e. the first 6 innings of play.) Teams may utilize more than one pitcher from the younger age group for the purpose of complying with this rule, and the outs recorded by the younger age group pitcher(s) do not need to be consecutive.
 - A. A team will be considered to have complied with this rule if a pitcher(s) from the younger age group pitches the entire inning in which the maximum allowable runs are scored by the opposing team before three outs have been recorded in the half inning or the maximum allowable walks per inning are recorded by a single pitcher.
 - B. If a game is suspended before it becomes “official”, and a team has not yet fulfilled the younger age group pitcher(s) requirements, the team will be required to comply with the rule when the game is resumed.
6. Pitching procedures:
 - A. Both feet must start in contact with the pitching rubber. Both feet must remain in contact with the pitching rubber and the pivot foot must remain motionless at all times before the start of the pitch. Shoulder shall be in line with the first and third bases.
 - B. The hands should be separated. The pitcher may have the ball in the glove or the hand. While in this position, she shall take or simulate taking a signal from the catcher.
 - C. After completing “B” above, the pitcher must bring hands together for not less than 1 second and no more than 10 seconds before release.
 - D. The pitch officially starts when the hands are separated after they initially come together.
 - E. The pitcher may not put hands together once they have separated.
 - F. The pitcher must not make more than two revolutions of the arm on the windmill pitch. Delivery must be underhand with the hand below the hip and wrist not farther from the body than the elbow.
 - G. A step must be taken forward and be within the 24” pitching rubber. The pitcher must push off with the pivot foot but the release does not have to be prior to the push. The pivot foot must remain in contact with the ground at all times. A “push and drag” technique is recommended.
 - H. The pitcher has 20 seconds to pitch once she had received the ball.

- I. The pitcher shall not be considered in the “pitching position” unless the catcher is in position to receive the pitch.
- J. The pitcher may not take the “pitching position” on or near the pitcher’s rubber without having the ball in her possession.
- K. A ball that hits the ground prior to reaching the plate is a live ball.
- L. The pitcher may not wear anything (in the umpire’s judgment) on the pitching hand, wrist, forearm, elbow, or thigh that may be distracting to the batter.
- M. If the ball slips out of the pitcher’s hand during the pitch it is considered a ball.
- N. Five (5) warm-up pitches will be allowed in the first inning and for new pitchers entering the game. Three (3) warm - up pitches will be allowed between innings.