

# YYBSA / OBSA

## Softball\_Rookie Division Rules – Spring 2016 (2-5-16)

### 6-7-8 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. Smoking, chewing tobacco, snuff, and/or alcoholic beverages are not allowed at or around any playing field or practice field.
4. At the completion of the games, the teams are to line up at home plate to shake hands with and congratulate the other team.
5. One (1) defensive team's coach will be allowed on the field to instruct players and encourage them, but not assist them in making a play.
6. 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. . The offensive coach that will replace pitcher if needed will act as the umpire, calling balls and strikes and on the base paths. It will be their responsibility to monitor the base runners progress to the next base (see F5, F6, and F7.)
7. All other offensive team's coaches must remain in the dugout.
8. Each team is responsible for keeping an accurate score book. Both managers must send the score to both YYBSA and OBSA League Directors within 24 hours of the game. The official scorebook is the HOME team's book. It is recommended to check every half inning to confirm how many runs were scored.
9. Coaches are expected to attend all coaches meeting, clinics, 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).
12. The home team will occupy the 3<sup>rd</sup> 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 ten (10) players in the field, four (4) of which must be positioned in the outfield on the grass. Having a "short" center fielder behind 2nd base is not allowed. An outfielder may never make an out at a base. The "pitcher" may stand on either side of the coach who is pitching but not in front of the coach pitcher. Infielders must play at a distance relative to their position, a maximum distance of ten (10) feet in front of the baseline is recommended. Infielders cannot be positioned in front of the pitcher. Outfielders must be positioned six (6) feet into the outfield from the infield dirt.
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 (3) innings will, without exception, play the required amount of time in the very next game. A player shall not sit for consecutive innings.
4. Each player must sit a minimum of 1 inning before any player sits 2 innings.
5. 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.
6. Only players registered with YYBSA or OBSA are allowed to play.

### D. Game Time and Length:

1. All weekday games must begin by 6:00pm. Weekend games may be scheduled to begin between 9am and 6pm.
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. **Playoff games are also be subject to this time limit.**
3. In the event the game is called due to weather, darkness, or time limit, a game will be official after four (4) full innings. It will be the coach's discretion as to darkness. An official game (more than four (4) 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 four (4) 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.

4. If after six (6) innings the score is tied, the game ends. Playoff games cannot end in a tie.
5. 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 4th inning, it will be considered an official game.

### **E. Batting:**

1. Continuous batting order (all players are in the batting order line up.)
2. There is no hit by pitch when a coach is pitching. When a player is pitching and the batter is hit, the at-bat will be considered a walk and the coach will immediately start pitching keeping the number of strikes in the count.
3. 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.
4. Five (5) runs maximum per inning with a slaughter rule of 11 runs after the 4<sup>th</sup> inning.
5. Drop third strike and in-field fly rules are not in effect.
6. Bunting is not allowed.
7. Batters will have balls and strikes called by an umpire with either player pitch or coach pitch.

## **F. Base running:**

1. No Stealing
2. Leading off base is permitted; the runner must remain on the base until the ball leaves the pitchers hand. Base runners can lead off a maximum amount of 2 steps. Lead offs which are half way to the next base are not allowed.
3. Designated runners are not allowed. A substitute runner may be used to replace the catcher regardless of the number of outs. 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.
4. 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 touches the ball, the runner(s) can only advance to the base she/they are approaching.
7. Base runners can only advance as many bases as the batter. For example, if a batter hits a single, a runner on second cannot score. However, if the batter hits a ball to the outfield and does not run to second base, a runner from second base could score because the batter could have went to second.
8. If a defensive player has possession of the ball and is standing in the base path, any base or standing in the pitchers circle, the ball is considered dead and all base runners must stop at the bases that they are entitled. This rule will be within the judgment of the home plate umpire/coach and cannot be protested.

## G. Pitching Rules:

1. Player pitcher throws first four innings. There will be no walks. Once the 4th ball is pitched, the coach will step in and pitch Five (5) additional pitches if needed. When a coach relieves a player pitcher the ball and strike count will resume on the batter, excluding called strikes. The only way the player can strike out is swinging or not swinging at the 5<sup>th</sup> coach pitch.
2. If a player pitcher throws four (4) walks in an inning (not consecutive), the offensive coach shall come in and pitch. The coach shall continue to pitch until three (3) outs are made or until the team has scored the maximum runs. The player pitcher shall remain at the pitcher position defensively.
3. When coach is pitching after the player pitcher throws four (4) walks (not consecutive), each batter will receive Five (5) pitches to hit a playable ball. The umpire will NOT continue to call balls and strikes. In coach pitch, the batter can only strike out swinging or can be called out for not swinging at the 5<sup>th</sup> coach pitch. If the batter fouls of the 5<sup>th</sup> pitch they shall receive another pitch and can continue the at bat. This will continue until as long as the player fouls the ball off.
4. 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 in #2 above are met.
5. If a player is hit by the ball in the batter's box by either the player pitcher or coach, the ball is dead and treated like a ball.
6. No pitcher shall pitch more than three (3) innings. This includes playing the pitchers position as a defensive player. 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
7. The coach will pitch to the ability of the batter. For developing players, the coach can move to the front of the pitching circle but must remain inside the circle. For advanced players, the coach should pitch from the rubber and with an appropriate speed for the skills of the batter.

Notes: Oswego will not participate in Playoff or All Stars at the rookie