

SLINGER / RICHFIELD / JACKSON / HARTFORD JOINT FAST-PITCH SOFTBALL LEAGUE

2016 ROOKIE GIRLS RULES- Grade 1, 2 & 3:

All league games will be played at only Slinger, Richfield, Jackson or Hartford facilities. We are extremely excited to be running cooperative fast-pitch leagues and are looking forward to an exciting season of girls fast pitch softball.

Sportsmanship:

1. Abusive behavior or swearing by anyone – player, coach or spectator is cause for ejection.
2. Confrontations of any kind with an umpire will not be tolerated. Any coach thrown out of a game for any reason will be suspended for at least one game. There will be no exceptions to this rule.

General Rules:

1. Player Age: Grades 1st, 2nd and 3rd (2015-2016 School Year)
2. No metal spikes.
3. Ball: 11 inch low seam softball - Hi-Visibility Softball preferred.
4. Batting Tee: Not used
5. No jewelry may be worn.
6. Helmets must be worn at all times by the batting team when on the field. Facemasks are required.
7. All teams will adhere to the following playing time requirements. Failure to do so will result in a forfeit.
 - All players present at the game must play a minimum of 3 innings in the field. This includes a minimum of one inning in the infield. Catcher **IS NOT** considered an infield position.
 - A player may not play pitcher more than 2 (two) innings in a game.
 - No player can play in the infield (Pitcher included) for more than four innings in any one game.
 - No player may play the same infield position for more than two innings per game.
 - Every girl must play the infield at least one inning.
 - No player shall sit twice before all other players have sat once.
8. Cheers are allowed but should not be directed at opposing players.
9. Heckling of opposing players is not permitted.
10. Coaches are responsible for good sportsmanship at all times, including players and spectators.

Field:

1. Base Paths: 60 feet.
2. Pitching Rubber: 40 feet from the center of the pitching rubber to the point of Home Plate.

Equipment:

1. Equipment must be in good shape.
2. Uniform: Will be given to players by each league representative.
3. Bats: Bats must be official softball bats: wood, metal, graphite, or other material approved by the Little League rules.

4. Catchers Gear: Catchers must wear a protective helmet, catching mask, chest protector, and shin guards that will be furnished by the league.

Games:

1. Innings per Game: **Standard games consist of 6 innings.** Three and one-half (3 ½) innings is considered a full game if the home team is ahead, Four (4) innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning. No new inning will begin after 1 hour and 10 minutes during the school year. Once the school year is done, 5 innings must be played unless the game needs to be ended due to darkness or weather.

2. The intent is for all games to complete the number of innings listed in the appropriate league specific rules.

a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs.

b. Organized position changes, etc.

c. A coach may stand behind the catcher and help with return of balls to the pitching machine.

3. Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:

a. Weather – rain, lightning

b. Continuation of the game cannot change the outcome (run rule prevents team losing from taking the lead).

c. Injuries result in either team not having enough players.

4. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss for each team.

5. Injury Substitutions: A player who is injured during the game may be taken out and a substitute put in her place. If, after resting a minimum of one (1) inning, she is able to play again, she may rejoin the game. She must sit out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if she is unable to run the bases or play in the field.

6. Each team will have 10 players in the game at all times. In case of injury, a team will be allowed to continue with 9 players. A team will be allowed to play with less than 9 players if both coaches agree. Teams are allowed to substitute T-Ball players to field a full team. Teams playing with 8 will not be charged with an out each time the 9th players turn in the batting order comes up.

7. A responsible representative can stand behind the umpire to shag pitched balls. **The representative must remain silent and remain still while the ball is being pitched or they will be removed by the umpire.**

8. Home Park shall provide the game balls

9. Inning limitations: Three (3) outs **or** six (6) runs per ½ inning.

Batting:

1. Continuous batting order applies. All girls must bat. The batting order cannot be changed after the game starts. Players arriving late may play but must bat at the end of the batting order.
2. Bunting is NOT allowed
3. Fake bunting (squaring up, and then swinging in full or slashing) is NOT allowed
4. Helmets: Batters and Runners must wear helmets while in the field of play. Face masks are required.
5. A batter, during her time at bat, may switch to either side of the plate.
6. A batter throwing the bat after striking the ball will first be warned about the situation, as well as warning the coach. Should the same player throw the bat a second time, that player will be called out and all runners will return to their original base.
7. There are no walks allowed in this league. Batters will out after three strikes.
8. A hit ball hitting the coach, pitching machine or bucket will be considered a dead ball. The batter will be awarded first base. No others may advance on this play other than the runners forced to move.

Base Running:

1. Leading Off is **NOT** allowed
2. Base runners will be held to the nearest base once the ball is returned to the infield (inside the base paths).
The ball will be considered dead whether under control or not.
3. Overthrows: Runners **ARE NOT** allowed to advance on an overthrow to first base. Runners **ARE** allowed to advance **ONE (1)** base on an overthrow to second, third, or home plate.

Scenario:

- A runner is on first base;
 - The ball is hit by the batter and fielded – not caught on a fly;
 - The runner begins her advance to second base;
 - The fielder throws the ball to second base in an attempt to retire the runner advancing to second base;
 - fielder covering second base cannot field the ball and the ball moves past the fielder
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- The runner approaching second base can tag the base can make an attempt, at her own risk, for third base. The runner does not automatically advance to third – she is a live runner during any attempt for base advancement on an overthrow.
 - The play is subsequently ended when the ball is returned to the infield (inside the base paths)
5. Players running to first base should use the orange/red safety base.
 6. Runners are allowed to deviate no more than 5 (five) feet from the base paths to avoid a tag/force out. Runners have the right of way on the base paths, and will not be called out if having to run around a fielder not involved in the play.
 7. If a player is injured while running to a base and is safe, a courtesy runner may be used. That runner will be the player that made the last out or the third out in the previous inning.

Pitching:

1. Pitching machine will be used for all games. The home field will provide the pitching machine. There is a six foot radius circle around the pitching machine. Players may not enter that circle to field a ball. All balls going into the circle are considered dead.

2. Pitching machine speed will be set at the slowest speed setting that allows for a flat pitch trajectory. The target speed is 30 ± 3 MPH. **The pitch should not arc higher than the batters head.**
3. Both home and away coaches will agree **before the game** on the pitch speed.
4. The player playing pitcher must stand on either side of the pitching machine and outside the circle, but not closer to home plate than the front of the pitching machine. The player may not play directly behind the pitching machine.

Fielding:

1. Fielders should stay clear of the base paths when not involved in a play. Runners have the right of way and should not be impeded by a fielder not involved in the play.
2. Infield Fly Rule is NOT Used
3. All fielders must play their respective positions. Overcrowding of the infield is not allowed. Infielders must play their position within 5 feet of the baseline. Outfielders must be on the grass outfield or at least 10 feet behind the baseline, whichever is closest to the baseline, until the ball is put into play.