

**2014 LEAGUE RULES- CHATHAM/MADISON/SUMMIT GIRLS SOFTBALL, FINAL
GENERAL AND PLAYOFF INFORMATION FOR GRADES 5/6 and GRADES 7/8**

GENERAL: YOUR GOAL IS SIMPLE: EVERYONE HAS FUN! Good sportsmanship is expected from coaches, players and fans. No coaches on the field when ball is in play. No jewelry during practice or games (except medical alert tags). Zero tolerance for drugs, alcohol, or cigarettes for players and coaches. Player Eligibility: For Safety reasons, players may only compete in the grade 5/6 division for 2 seasons regardless of their school grade situation.

FIELD STATUS

MADISON: To check on field status, check the web at:

<http://gov.rosenet.org/agencies/recreation/pages/home>. This link will be updated during the week between 3 and 3:30pm by the Madison Recreation dept. On weekends, the Madison Division Mgr is responsible to confirm rain outs at least 45 minutes before ALL games to Madison Coaches. Who are then responsible to ALERT visiting team. If you hear nothing, expect to play ball!

CHATHAM: To check on field status, check Chatham Rec Website

<http://www.chathamrecreation.org/index.php#> under 'Urgent News Update' prior to leaving for game. Field decisions for weekends should be made by 7 am and by 3PM on weeknights. Chatham coach will reach out to visiting team if cancelled. If you hear nothing, expect to play ball!

SUMMIT: Contact phone #908-608-1666 for field conditions or use the following website:

www.summitnjssports.com. You will see the fields link on the right side of the page. The field hotline is also working and should be updated by 3:30-4:00 on game days. You can also click on the master schedule tab on the left side of the website and see all the games that include a summit team in all towns. It has all town field locations, teams, date, time and home team info.

MANAGING Rescheduled Games

We expect that the only reason games would not be played is due to the weather. If your game is rained out, follow these steps to reschedule. Don't Wait, reschedule promptly. If you wait til the end of the season, you'll never get the games played. And if you don't play the game, you won't earn the points.

1. Talk with the opposing coach. Confirm 1 or 2 possible dates where both teams are free.
2. Home team coach then contacts Town Field Mgr to confirm field availability
3. Town Field Mgr confirms the reschedule in writing; and confirms ump reschedule with coach.

Town	Field Mgr	Email
Chatham	Jeff Mudrick	jkmudrick@gmail.com
Madison	Dave Carver	Dave.Carven@merck.com
Summit	Al Hosely	Albertg718@gmail.com

REPORTING GAME RESULTS

BOTH COACHES MUST REPORT GAME RESULTS IN WRITING TO sballscores@yahoo.com.

Include a) Division, b) Game #, c) date played and d) final Score for each team in your email. Please send your game report promptly. In fact, we recommend you send it the same day the game is played.

Weekly standings will be sent to all coaches.

PLAYOFF PLANS FOR 2013

LAST REGULAR SEASON GAMES WILL BE PLAYED ON SAT MAY 31 NO EXCEPTIONS

All teams will participate in the playoffs.

Standings are based on points. Points are earned based on game results. If you don't play a game, you don't get the points.

OutCome	Points
Win	3
Lose	1
Tie	2

In case of ties in the final regular season standings, the 1st tie breaker is head to head competition. If that does not resolve, a coin will be flipped to finalize the playoff seedings.

5/6th grade

There will be two playoff brackets, an A bracket and a B bracket. One bracket will have 8 teams; the other bracket will have 7 teams. The final decision as to the # of teams (7 or 8) in the A or B bracket will be based on the final regular season results. Playoff seedings based on final POINTS earned as of the end of games on Sat 5/31/2014. Teams reseeded following each round. ALL Players in each brackets championship game will earn a trophy (either 1st or 2nd place)

7/8th grade

All teams make the playoffs. There will be a single 9 team playoff bracket. Playoff seedings based on final POINTS earned as of the end of games on Sat 5/31/2014. Teams reseeded following each round. ALL Players in the championship game will earn a trophy (either 1st or 2nd place)

Inclement weather rules for ALL Playoff games including Championship Games.

1. Games are 6 innings, so a minimum of 4 innings is needed to record a complete game.
2. If weather interrupts the game, proceed as follows. If 1 inning has not been completed, then the game must be re-played completely from the start. If the 2nd inning has started (but game is not complete), then the game picks-up from the exact spot it was suspended. The 2nd inning begins as soon as the final out is made in bottom of the 1st inning.
3. If the home team is winning and the top half of the 4th has been completed (and the game is called for weather), the game is over and complete.
4. If the games goes beyond the 4th inning (and the game is called for weather), then the score reverts back to the last completed inning.
5. If the game gets past the 4th inning and the score is tied (and the game is called for weather), then the coaches will note the score, runners on base, and the ball/strike count, and then pick up the game where it was left off at a make-up date.

Both coaches and Ump must confirm before the start of each inning (starting with the 4th inning) if that inning will be the FINAL inning of the game. At that time, the 5 run rule is suspended. This decision is irrevocable. Keep an eye on weather and darkness. Player safety is always the priority.

2014 LOCAL LEAGUE RULES- CHATHAM/MADISON/SUMMIT GIRLS SBALL, Grade 5/6 FINAL

Play by ASA Official Softball Rules with following local rules.

GAME: Games are six innings. Starting time must be confirmed with both coaches and umpire before First Pitch. Do not start a new inning after one hour and 45 minutes. Last inning must be confirmed with both coaches and umpire before first pitch thrown at top of inning. If once the last inning begins, the game can NOT be completed; the final score reverts back to the last complete inning. A complete game = 3 full innings or 1 hour and 45 minutes. Mercy rule is 15 runs at the end of 5 full innings (4.5 inning if home team ahead). With bad weather and darkness, always consider the safety of your players FIRST. NOTE: Certain field may have specific ground rules (play ends at certain time, etc). It is the responsibility of the HOME TEAM Coach to explain the specific ground rules before each game. Each team will need a minimum of seven (7) players to start a game. If a team can not field 7 players within 15 minutes after the game start time, then they forfeit the game. A game can still be played by swapping players, but the final score will not be recorded. Pregame warm up infield time should be shared by home/visitor as possible.

BATTERS: All players MUST have batting helmets (WITH CAGES and chin straps) on when at bat, on base, or coaching 1st or 3rd. On deck circle are unique to each field & home team coach to confirm setup before each game. Do not throw bats (a player will receive one warning for throwing a bat and will be called out for the second offense). Batting order includes all players who attend game. Late arriving players should be added to the bottom of the batting order. Original batting order should only be changed if injury or early departure required. Bunting is allowed and encouraged. A Player May NOT PRESENT A BUNT and THEN SWING AWAY. A batter hit by a pitched ball takes first base. The dropped third strike is in play as recognized by ASA except for the following changes: 1: On a dropped third strike a runner may only advance one base. Clarification: in the event of a dropped third strike said player can only advance to first base. So if the ball rolls around the backstop or down the base line, a player may not continue past first base on to second. 2. There is no advance on an overthrow, bobble or missed ball period. 3. The only scenario where a runner can score from third base on a dropped third strike is with bases loaded and two outs. For example, if there is a runner on third, no outs and the current batter strikes out but the ball gets away, the runner at third may NOT advance. This is the main change from the last revision.

FIELDING: All Players should be taught to make eye contact before throwing ball to partner. NO Infield fly rule. Ten (10) players on defense. The 10th player (short fielder) must be 10' behind the basepath on the pitch. No Player can sit 2 innings in a row (unless injured of course)

RUNNING: Runners en route to first base must run either on the foul line or in foul territory. It is the responsibility of the base runner to avoid contact with a fielder who is making or about to make a play. Runners must slide or avoid contact at 2nd, 3rd and home. Runner may take a lead or steal 3rd base on the pitchers release. There is NO stealing of 2nd base or home plate even if the catchers attempt to pick the runner off at 1st or 3rd gets past the fielder. . Runners may advance 1 base on an overthrow that goes out of play from a batted ball. If the catcher/or Pitcher gets on base during her at bat and there are 1 or 2 outs, the coach will be allowed to substitute in a courtesy runner. The purpose of the courtesy runner is to allow the catcher to get back into the catcher's gear, thus allowing the game to keep moving when the inning ends or to give a pitcher some rest. The courtesy runner will be the girl who made the last out. No Continuation play.

PITCHING: Pitching distance is 40 feet from back of plate. Pitchers may not exceed four innings per game regardless of total innings played. Pitchers may leave the mound and return later in the game as long as their total pitching is less than four innings. One Pitch = One Inning. No Intentional walks. Game ball is yellow 12". Under no circumstances, should a coach embarrass a player on the field.

SCORING: The five run rule will be in effect except for the last inning. The five run rule is as follows: the inning will end upon the offensive team making three outs, or after a play in which the offensive team has scored the fifth run of that inning. All runs scored on the final play of the inning will count. For example, if the play results in the fourth, fifth and sixth runs of the inning being scored, all runs would count and the offensive team would then take the field. There is no limit on runs in the last inning. Both coaches and Ump must confirm before the start of each inning (starting with the 4th inning) if that inning will be the FINAL inning of the game. At that time, the 5 run rule is suspended. This decision is irrevocable. Keep an eye on weather and darkness. Player safety is always the priority.

2014 LOCAL LEAGUE RULES- CHATHAM/MADISON/SUMMIT GIRLS SOFTBALL, Grade 7/8 FINAL

Play by ASA Official Softball Rules with following local rules.

GAME: Games are six innings. Starting time must be confirmed with both coaches and umpire before First Pitch. Do not start a new inning after one hour and 45 minutes. Last inning must be confirmed with both coaches and umpire before first pitch thrown at top of inning. Mercy rule is 15 runs at the end of 5 full innings (4.5 inning if home team ahead). A complete game = 3 full innings or 1 hour and 45 minutes. With bad weather and darkness, always consider the safety of your players FIRST. NOTE: Certain field may have specific ground rules (play ends at certain time, etc). It is the responsibility of the HOME TEAM Coach to explain the specific ground rules before each game. Pregame warm up infield time should be shared by home/visitor as possible.

Each team will need a minimum of seven (7) players to start a game. If a team can not field 7 players within 15 minutes after the game start time, then they forfeit the game. A game can still be played by swapping players, but the final score will not be recorded.

BATTERS: All players MUST have batting helmets (WITH CAGES) on when at bat, on base, or coaching 1st or 3rd. On deck circle are unique to each field & home team coach to confirm setup before each game. Do not throw bats (a player will receive one warning for throwing a bat and will be called out for the second offense). Batting order includes all players who attend game. Late arriving players should be added to the bottom of the batting order. Original batting order should only be changed if injury or early departure required. If you bat all players and lose a player due to injury or early departure, just SKIP that position in the order with no penalty but let the other coach know that player is now NA. Bunting is allowed and encouraged. A batter hit by a pitched ball takes first base. Dropped 3rd strike, ball is live and runner may advance as per ASA rules.

FIELDING: All Players should be taught to make eye contact before throwing ball to partner. Infield Fly in effect. Ten (10) players on defense. The 10th player (short fielder) must be 10' behind the basepath on the pitch. No Player can sit 2 innings in a row (unless injured of course)

RUNNING: Runners en route to first base must run either on the foul line or in foul territory. It is the responsibility of the base runner to avoid contact with a fielder who is making or about to make a play. A runner must not collide with or run into a fielder in any situation. The runner must slide or attempt to avoid contact by running around the fielder. Penalty: The offending runner is out and any other base runners return to their original base. Runner may take a lead or steal a base when the pitch leaves the pitchers hand. Runners who leave early are out. If the catcher/or Pitcher gets on base during her at bat and there are 1 or 2 outs, the coach will be allowed to substitute in a courtesy runner. The purpose of the courtesy runner is to allow the catcher to get back into the catcher's gear, thus allowing the game to keep moving when the inning ends or to give a pitcher some rest. The courtesy runner will be the girl who made the last out.

PITCHING: Pitching distance is 43 feet from back of plate. Pitchers may not exceed four innings per game regardless of total innings played. Pitchers may leave the mound and return later in the game as long as their total pitching is less than four innings. One Pitch = One Inning. No intentional walks. At the start of each game, coaches and umpires should meet and discuss the capabilities of the 2nd pitcher. Under no circumstances, should a coach embarrass a player on the field.

SCORING: The five run rule will be in effect except for the last inning. The five run rule is as follows: the inning will end upon the offensive team making three outs, or after a play in which the offensive team has scored the fifth run of that inning. All runs scored on the final play of the inning will count. For example, if the play results in the fourth, fifth and sixth runs of the inning being scored, all runs would count and the offensive team would then take the field. There is no limit on runs in the last inning. Both coaches and Ump must confirm before the start of each inning (starting with the 4th inning) if that inning will be the FINAL inning of the game. At that time, the 5 run rule is suspended. This decision is irrevocable. Keep an eye on weather and darkness. Player safety is always the priority.