

Cortland Softball League

2016 10U Minors Division Rules

Goal

To teach the fundamentals of softball and to develop a positive attitude towards sports and team play.
OUR MOST IMPORTANT GOAL IS TO HAVE FUN!

General Game Preliminaries

- 1.** The home team head coach is responsible for postponing a game and contacting the umpires and the opposing coach due to weather/field conditions.
- 2.** Confer with the umpires and opposing manager on any field rules
- 3.** Prior to each game, batting orders should be exchanged and record into the respective scorebooks.
- 4.** Teams should be ready to play at the scheduled time.
- 5.** No game should be started without a minimum of seven players on a team. A forfeit could be called, however, we are here to let the kids play, so try your best to work it out. Free substitution of players is allowed. Players arriving late may enter the game immediately upon arriving at a stoppage in play. Late arriving players should be added to the bottom of the batting order.
- 6.** If there is no umpire present at game time, both coaches must agree on a substitute or the game should be made up
- 7.** Home team supplies game balls.
- 8.** An 11" traditional (optic yellow) softball will be used.
- 9.** Coaches are not permitted in the playing field during a game. The only time a coach is allowed to be on the field during a game is when the coach has come in to replace a pitcher that has walked more than the allotted batters in that inning or if there is an injury to a player. A coach may speak to the pitcher one time during the inning after first asking the umpire for time out. The batting team may have adult coaches serve as first and third base coaches
- 10.** All Rules not specifically noted in the Cortland League Rules will follow ASA rules

Safety Rules

1. No jewelry, metal cleats, or casts. If a player cannot remove her jewelry she must cover it with a bandage or athletic tape.
2. Catchers **must wear** full protective league approved equipment during game and when warming up.
3. Pitchers (and players fielding the pitcher position) are **required** to wear a fielding mask. It is strongly recommended that the entire infield, especially first and third base, wear one.
4. All batters and base runners **must wear** a league-approved helmet at all times. Helmets must contain a face mask and have a chin strap.
5. No “on-deck” batters are allowed within the playing area. Under no circumstances is another player to have a bat in a non-designated area.*
* Some fields have a fence enclosed designated area where an “on deck” batter may have a bat
6. Players from the team batting **must be in the dugout** when not hitting. Players are not allowed to play catch on the sidelines during the game.*
* Pitchers and Catchers are allowed to warm up in a designated area only, away from the playing field and supervised by a coach.
7. All batters should have on helmets & be ready to go to keep the game moving.
8. Runners must use the safety bag (colored bag in foul territory) at first base. Fielder must use white base in fair territory. Once on base, the runner uses the white bag.
9. Runners should slide **or** attempt to get around a fielder who has the ball and is waiting to make the tag. Runners should **never slide headfirst** while advancing.
10. Players without the ball may not impede the runner’s progress

Conduct Rules

1. Coaches are expected to know and abide by all rules
2. Every coach is responsible for the safety and conduct of his/her team.
3. Good sportsmanship and behavior is expected from players, coaches and parents.
4. Cheering for your own team is highly encouraged. Teamwork and building an enjoyable experience for all the girls in the league is our desired goal. However, there comes a time when the line can be crossed and it is up to the coaches and the umpire to be aware of the incidents and to try to maintain a level playing field for both teams. This issue is not only between girls from both teams, it involves coaches and parents. Negative cheers about the other team should not be tolerated. Sudden noises (shouts, horns, foot-stomping, "swing", or other noise making devices) shall not be tolerated. Players and Coaches should not purposely distract the other team’s pitcher. Coaches are responsible for adherence to this etiquette for themselves, their other coaches, their players AND their players’ parents.
5. No throwing of equipment.
6. No playing with equipment in the dugout/bench area.
7. No climbing the fences or field apparatuses. No roughhousing.
8. No throwing rocks or dirt.
9. No playing with baseballs in the dugout/bench area.
10. At the conclusion of the game teams will say “good game” to and shake the hands of the opposing team.

Game Rules

1. There are 6 innings per game (if time permits). Three outs or four runs will end **all** innings.

Playoff rule modification: In the playoffs only, there will be 6 innings per game (if time permits). Three outs or four runs will end all innings except in the 6th inning which will be unlimited runs. If it is determined before the 5th inning that there will be no 6th inning, the 5th inning will be the last inning and it will end with **three outs or four runs**.

2. During the First Half * of the season, games are limited to 1½ hours. No inning may start later than 1½ hours after the game start time.

During the Second Half * of the season, games are limited to 1hr 45 min. No inning may start later than 1hr 45min after the game start time.

* First Half and Second Half of the season will be determined by the league coordinators and will be announced to all coaches.

3. Ten players on the field, the short fielder must stay in the outfield. All outfielders **must play** on the outfield grass.
4. All players should play a minimum of 3 innings, should not sit out 2 innings in a row, and should not sit out more than 2 innings in a game. Coaches should rotate players to different positions during each game. No one should be an outfielder only. (You might try making a position roster ahead of time to post in the dugout so time is not wasted telling the players where to play.)

Note : Coaches should make every attempt to let any girl who wishes to pitch an opportunity to do so, however the first time the girls is on the mound should not be during a game. Please make sure they have a chance to practice pitching prior to a game situation.

5. All players must be in the batting order whether or not they played in the field during the inning. Pinch-hitting is not allowed.
6. Bunting is **not** allowed.
7. No infield fly rule
8. We will **not** honor the dropped third strike rule.
9. No pitcher will appear in more than two innings.
10. Pitching distance is 35 feet. The pitcher must remain within the white pitching circle. If pitchers are struggling early in the season, coaches may agree on moving the pitcher to the edge of the circle, but she must start with both feet inside the circle.

11. In the event that a pitcher walks/hits 4 batters in any single inning, a coach for the batting team will come into the game to pitch the remainder of the inning. The coach must pitch within the pitching circle. The umpire will still call balls and strikes when the coach is pitching, but the batter is not allowed to walk. The girl who was pitching will remain near the pitching circle (within 5 feet) and may field any "IN PLAY" balls that come to this location. The coach is not allowed to make any plays on the field.
12. Three strikes to a batter is a strikeout; four balls is a walk.
13. Leading off any base is allowed after the ball crosses home plate. If the ball is put in play and a runner has left early a "dead ball" will be called.
14. Runners **cannot** steal 2nd base. Also runners cannot advance to 2nd base on a passed ball.
15. Base runners may steal 3rd base. If the defense makes an attempt to get the runner who is stealing 3rd base and an overthrow occurs, the runner may not advance to home. A base runner on 1st base may not advance on the overthrow attempt of the runner stealing third. Runners may advance from 2nd base to 3rd base on a passed ball. The same rules on an overthrow apply.
16. Stealing of home is **not** allowed. Also runners cannot advance to home on a passed ball.
17. A batted ball in the playing field is live until returned to the pitcher's circle. A "hit" by a batter can be as many bases as the batter can reach before the ball is returned to the pitcher's circle. The ball remains live until returned to the pitcher's circle.

Clarification: On overthrown balls begun by a batted ball (i.e. balls overthrown in attempt to make a defensive play), runners may attempt to take as many bases as they desire, provided the ball is still within play and not within the pitching circle. Once the ball is within the pitching circle, no further advancement can be made other than the base they may be in the process of reaching at the time, and if the ball is out of play, it becomes a dead ball and the appropriate out of play advancement is instituted. (One base on an overthrow that goes out of bounds).
18. Call-ups/call-overs cannot pitch unless missing your top 3 pitchers and it is discussed with the opposing coach.