

# GIRLS SOFTBALL

## 9-14 YEAR OLD SOFTBALL RULES 2021

The following rules set forth by Republic Parks & Recreation will be strictly followed and enforced. Republic Parks & Recreation Softball will follow official Amateur Softball Association (A.S.A.) rules with exceptions for certain rules as follows:

1. Teams and players must register online at: [republicparksandrec.recdesk.com](http://republicparksandrec.recdesk.com) . Teams found playing with players not listed on their roster will forfeit that game. No players will be allowed to transfer teams after the first game of the season has been played. Boys must play in the boys division and girls must play in the girls division with no exceptions.
2. Players may play on no more than two teams in an age division in the youth softball program (special schedule requests will not be accommodated). Players may play in two different age divisions.
3. The roster or permission slip must be signed by the player's parent or legal guardian before the child may participate in the program.
4. Players who are 10 years of age or under on January 1<sup>st</sup>, 2021 shall be eligible to play in the 10U age division. Players who are 12 years of age or under on January 1<sup>st</sup>, 2021 shall be eligible to play in the 12U age division. Players who are 14 years of age or under on January 1<sup>st</sup>, 2021 shall be eligible to play in the 14U age division. Players are allowed to play up an age group, but players will not be allowed to play down an age group.
5. All team members present and dressed out must play at least 2 innings of each game. The number of innings played may be monitored. If a coach is found to be playing a player less than 2 innings the team will forfeit that game and the coach will be suspended for the next game.
6. 10 players will be permitted on the playing field in the 10U & 12U age divisions. 9 players will be permitted on the playing field for the 14U age division. 8 players must be present to start the game. Game time is forfeit time. A forfeited game will not be umpired. A 5-minute grace period (with a running clock) will be permitted for the 1<sup>st</sup> game only. If a player is injured and can not bat she is no longer allowed to re-enter the game. If a player is no longer able to play due to an injury their spot in the batting order will be skipped and no out must be taken.
7. All teams must have a minimum of 11 participating players on their roster and no more than 15.
8. Should a team forfeit two consecutive games without notifying the Recreation Department the team will be dropped from the league. Notification must be given two working days prior to the forfeiture.
9. The umpire will flip a coin to start the game and determine the home team. The umpire will keep score. Any discrepancies should be cleared up before the start of a new inning. After a new inning has been started the score from a previous inning will not be changed.



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10. Bunting will be allowed. Swinging 3<sup>rd</sup> strike fouls will be unlimited. Shoes with metal cleats or spikes are not permitted by any player.
11. No protests are allowed on judgment calls of the officials. The official score sheet will be final. Concerns about the officials must be made to the recreation supervisor. All protests must be filed by the head coach or the assistant coach at the Activity Center within Twenty-four hours of the violation.
12. In the 10U age division an 11" softball with a white cover with red or white stitch or a yellow optic cover with red stitch with a core of .47 will be used. In the 12U & 14U year old division a 12" softball with white stitch or optic yellow with red stitch. A.S.A. 4795, core of 47, or NFHS core of 47(Thunder Heat) will be allowed. Teams will be required to supply their own game balls. One new ball should be supplied for each league game.
13. Base paths in the 10U age division will be 60ft and pitching distance will be 35ft. Base paths in the 12U & 14U year old age division will be 60ft and pitching distance will be 40ft for 12U & 43 feet for 14U age division.
14. This is a player pitch league. Free substitution is allowed in the field, except the pitcher. The starting pitcher may be taken out and re-enter only once. Any substitute pitchers that are removed from pitching may not re-enter the game as a pitcher. Two trips to the mound in one inning requires the coach to remove the pitcher. Players may pitch an unlimited amount of innings per day. Pitchers will follow MSHSAA High School rules on pitch delivery.
15. No new inning shall be started after 1:10 hr/min of play. One additional inning will be played to break tie games. If the game is still tied after one extra inning then that game will end in a tie.
16. Players bat in rotation, all players must be in the batting order. Five runs or 3 outs constitute an inning in the 10U & 12U age division. 7 runs or 3 outs constitute an inning in the 14U age division. A 15 run lead after 3 innings or a 10 run lead after 5 innings concludes the game. Teams must exchange batting lineups before games.
17. In the 10U age division the batter is out on a dropped 3<sup>rd</sup> strike. In the 10U,12U and 14U age division stealing is permitted (10U can only steal second and third, if the catcher throws down to third and over throws the base the runner can't advance to home), however base runners may not leave the base until the ball leaves the pitchers hand. This is a judgement call by the umpire. If the runner leaves the base before the ball leaves the pitchers hand she is out Batters may steal first base on a dropped third strike as long as 1<sup>st</sup> base is not occupied. If there are two outs a player is allowed to steal first base on a dropped third strike even if 1<sup>st</sup> base is occupied. If the batter forgets and walks past his team's on deck circle on a dropped third strike the umpire will call him out.
18. There will be no infield fly rule in the 10U year old age division. Runners are not forced to slide, this is a non-collision rule. When the ball is caught by the fielder and is in close proximity of any base/plate and in the umpire's discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out. If in the umpire's discretion the collision is malicious, the player can be called out and possibly ejected from the game. This is not a must slide rule, but a non-collision rule.
19. Batters, baserunners, and on deck batters must wear protective helmets with facemasks and chin straps are highly recommended, but not required. Catchers must wear complete protective gear. Only softball bats are allowed, no t-ball bats or baseball bats are allowed.
20. If the batter throws the bat she will receive one warning and will be called out if it happens a second time. If the bat is thrown and hits a defensive player the batter will automatically be called out.



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21. Every field will use a double first base and both bases can be used by defense and offense.
22. Exterior jewelry is not permitted on players.
23. Players must have numbers on their uniforms for easy identification.
24. Teams are required to exhibit sportsman-like conduct after each game by shaking hands.
25. Coaches are prohibited from coaching more than two teams in the same league.
26. Each team will be given 3 coaches passes for free entry into the ballpark. All other persons, excluding players, over the age of 12 and under the age of 65 must pay a \$2.00 entry fee and 65 and older must pay \$1.00.
27. Unsportsmanlike conduct will not be tolerated. If a coach, player, or fan is ejected from a game he or she must leave the park immediately. If the same person is ejected from another game he or she will be suspended indefinitely from the Republic Parks and Recreation programs pending a meeting with the Recreation Supervisor and/or the Parks and Recreation Director. Further problems from the team may result in a forfeit of the game.
28. The recreation supervisor reserves the right to make final determination on any rules or interpretations that may arise throughout the season.
29. The Code of Ethics must be signed by the head coach and the assistant coach and turned in at the coaches meeting.
30. Practices can be reserved prior to the season. Once the season begins only teams with a weekend time or some of the Wednesday practice times will still be reserved depending on availability.
31. If a game is considered not complete due to weather conditions, it will be rescheduled from the beginning. A complete game will consist of 4 innings (3 ½ if the home team is ahead) or 25 minutes are left on the clock for a 70 minute game.
32. Lightning/Inclement Weather policy for games. During games if lightning is detected within a 0-5 mile radius games will be suspended for at least twenty (20) minutes. If lightning continues after (20) minutes any games that were suspended will be cancelled. After (30) minutes of delay all games will be cancelled.

All players will receive medallions at the completion of a terrific season!

\*Coaches please maintain integrity, be an adult, and set a good example!

\* Rainouts will be rescheduled on Saturdays.



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## Additional Rules for 9&10 Girls Softball & 9U boys baseball

All batters start with player pitch. There are **no Walks!** When four balls have been called on a batter, coach pitch rules apply, as follows:

Coaches pitch to their own batters.

No called strikes during coach pitch. Swinging and missing a pitch and foul balls will count.

The coach must pitch from the rubber.

The fielding pitcher must stand within the pitcher's circle.

The adult fielder is not allowed to field the ball. If the adult pitcher fields the ball the batter will be called out and the base runners must return to where they started.

The coach can then pitch up to 4 pitches, based on the number of strikes on the batter, which are retained from the player pitch.

Runners are not allowed to steal when the coach is pitching to a batter.

The maximum number of pitches allowed is 4 minus the # of strikes on the batter.

The only way someone can walk is if they are hit by a pitch.

The batter is not allowed to bunt when the coach is pitching.

### **# balls called # strikes on batter Maximum # of Coach Pitches**

4 minus 0 = 4

4 minus 1 = 3

4 minus 2 = 2

When the maximum # of pitches is reached, the ball must be hit fair or the batter is out except if the final pitch is fouled off, then the batter is given an additional pitch until the ball is hit fair or they swing and do not make contact. Foul balls and poor pitches count as pitches. A batter can also strike out by swinging and missing a pitch(es) before the maximum number of pitches is reached.

