2019 GIRLS RED LEAGUE SOFTBALL RULES

League Requirement - All players in full uniform during regulation play.

Umpires - There will be one official umpire used for all league

 games. Umpire’s decision is final. Coaches from each team are to support the Umpire’s calls. There will be no exceptions to this rule.

\*ASA RULES WILL APPLY EXCEPT FOR THE FOLLOWING:

Special Pitching/Batting Rules (Coach Pitch)

1. Girls will pitch until there are 4 balls on the batter.
	1. Exception to this rule is for 2nd grade players. Coaches will begin season pitching to the 2nd grade girls exclusively. The 2nd grade girls will receive “coach pitch” through Memorial Day weekend. Effective week after Memorial Day, all players will be subject to “Girl Pitch” for first 4 balls on batter.
2. Batter does not get a walk, the intention is to encourage the girls to hit and to develop fielding and team participation.
3. After 4 balls the coach from the team at bat will begin pitching to the batter, no walks will be issued when employing coach pitch either.
4. The strike count on the batter will remain as is when the coach assumes pitching.
5. Coach will pitch to the batter until a hit or a strikeout is recorded.
6. The umpire will only call strikes when the coach is pitching.
7. Coach pitching will be employed at any time during the game outlined above under Item 1.
8. Coach pitchers should challenge their hitters based on the batter’s skill level.
9. The coach who is pitching will be considered part of the field, any ball that hits a coach will be in play; coaches shall make every attempt to get out of the way to allow the girls to field the ball. If the coach would catch the ball in self-defense, the ball is dead and it shall be replayed.
10. The above listed rules will be in effect throughout the entire season and playoffs.

Weekday games should begin at 6:15 SHARP in order to complete before darkness.

Length of Games

a. Regulation games are 6 innings. When games are scheduled at two-hour intervals, then no new inning will begin after one hour and 45 minutes from the scheduled start of your game.

b. When the game is tied after 6 innings it shall not go into extra innings but remain a tied game.

c. If a game is called for any reason, it is a complete game if 4 or more innings have been played or 3½ innings, if the home team is ahead.

d. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and is to be resumed from the point of stoppage.

e. Because of darkness, no new inning will be permitted to start after 8:15pm (8:30pm after May 31), during an evening game.

 f. During the week, you may receive a call from an automated phone system to update and instruct you about field conditions. On weekends, you may receive an automated phone call only in the event of a complete rainout. If you receive no call, then proceed to the fields at the scheduled time.

g. In order to accurately track standings, the winning coach of each game MUST email the results of the game within 72 hours to the scheduling coordinator. When giving the results be sure to provide the following information (league, date of game, game number and score), this will then be recorded and standings will be updated.

Player Participation

a. A team must field at least 6 of their own players with the ability to call-up 4 from the lower league.

b. If a coach knows that he/she will be in this situation, then he/she can call-up from an Instructional League list of eligible players. Also, any girls from the Instructional League MUST play in the outfield and bat up last in the batting order. In the event your regular team players show up at the last minute, you should rotate your called-up players within your line-up so they may participate in the game.

c. A team needs a minimum of 7 players to start a game. Six of those players must be their own players.

d. Coaches are not permitted to act as catcher.

e. All players of the defensive team will be on the field at the same time.

f. Defensive players will be positioned in a manner that clearly identifies infielders and outfielders. Please remember to position infielders in their proper position and the remaining players should be positioned equally in the outfield.

g. Outfielders must be at least 2 feet in the grass from the edge of where the outfield grass begins and the infield dirt ends.

h. A Rover Line must be indicated at least 10 feet behind second base. The rover line should be placed directly between second base and the outfield grass in dead centerfield. The rover line will be 10 feet in length maximum. However, the Rover position is not an infield position. The Rover cannot cover second base on any force plays.

i. The rotation of players will be up to the coach’s discretion. However, every player should be given an opportunity to experience both infield and outfield positions, unless safety becomes an issue.

j. Coaches are encouraged to develop more than one pitcher during the season. Please do not rely on one player to pitch every game. The development of various pitchers will improve the level of play in this league and in the White League.

k. The players are not allowed to wear any kind of jewelry. The umpire will enforce this.

l. Any action taken by the coach concerning an attendance problem of a player must first be addressed with the League’s Representative.

m. Any kind of injury issue relative to a player’s ability to play in a game must be cleared first with the League’s Representative.

Overthrows

a. NO OVERTHROWS AT FIRST BASE. RUNNERS CANNOT ADVANCE.

b. Overthrows on other bases, runners can attempt for one additional base with the possibility of being thrown out.

c. Overthrows into an out-of-bounds area, a runner can advance one base.

Time or Stopping of Play

a. When an outfielder fields the ball and makes the appropriate play to an infielder who controls the ball within the infield dirt, time will be immediately called by the umpire. The Umpire will determine control, only!

b. If an infielder fields the ball and makes the appropriate play to another infielder that controls the ball within the infield dirt, time will be immediately called by the umpire. The Umpire will determine control, only!

NOTE: If a runner is beyond the half-way/hash mark before the ball is in control the runner may advance to the next base. Coaches must not be overly aggressive and should have the primary responsibility to call their runner back and NOT soley rely on the umpire!

Six Run and Mercy Rules

Any team that is ahead may only score six additional runs per inning. The trailing team may catch up and go ahead by six runs. There is no run scoring limit in the 6th inning or in extra innings (playoffs only). However, any team that is 20 runs ahead after the fifth inning will be declared the winner.

Infield Fly Rule Has Been Waived.

Pitching Rules

a. Players shall pitch and throw in an underhand motion 35 feet from home plate. There must be a perceivable arc, no higher than 8 foot. No wind up is allowed.

b. There is to be no backspin on the pitch.

c. No intentional walks.

d. Every pitcher is required to wear a protective face shield and chest protector while she is pitching.

Catcher Rules

 Catcher must wear full catcher’s equipment.

Batting Rules

A. Each team shall have a continuous batting order in which all girls bat.

B. Each batter will have a chance to get on base. However, the batter will be subjected to balls and strikes and may be walked on four balls or struck out on three strikes.

C. BAT THROWING - first offense is a team warning; second offense the player is out.

D. All batters and players in the on-deck area are required to wear protective headgear. All other players are required to remain on the bench. Only one on-deck player is permitted at any given time.

E. Batting out of order - If the batter who is out of order is still at bat and;

a. If the offensive team catches this mistake, the original batter replaces the wrong batter acquiring any count that the batter has received. No out is given and play is resumed. If the wrong batter has successfully hit, the play stands.

b. If the defensive team catches this mistake, the original batter is out, all base runners return to their places before the mistake, and play resumes with the next batter.

c. If no one catches the mistake and one pitch is made to the next batter, there is no penalty. The batters stay in order following the batter who batted in the wrong order. The original batter and any batters following her who missed their turn at bat just lose their turn. No correction is necessary in the line up.

F. Third strike foul rule is waived.

G. There will be no penalty for not having a full batting order. If a player must leave in the middle of a game, her position in the order will be skipped and no out will be assessed.

The Runner

Base runners are not permitted to steal and:

a. Since stealing is not permitted in slow pitch league, a step off the base is considered to be an innocent event and assume that there is no intention of the runner to advance to the next base. However, if the batter swings and misses the ball and the runner is off the base, then the umpire should give a “first warning” to the team and if it happens again a runner will be called out.

b. Base runners are required to wear approved protective helmets at all times.

c. Runners have the right-of-way except when the defensive player is fielding the ball. Defensive players should keep out of the base lines.

 d. Courtesy Runners

 If a player, because of disability or injury, cannot run the bases, a courtesy runner may be utilized as long as the injured player takes her turn at bat and is able to reach her selected base before the next pitch is thrown. Then a courtesy runner will be substituted for this player and that runner will be the player who made the last out in that inning or the previous inning. If the need for a courtesy runner occurs in the first inning, then a player with equivalent speed of the injured player shall be chosen.

Field Lay Out

 Both teams are in charge of preparing the field. First and third base distances are 55 feet from the point of home plate to the back of each base. Second base distance will be 77 feet and 9 inches from the point of home plate to the middle of the base. All bases in this league will be anchored to the ground. In addition to the above, hash marks should be drawn at an equal point between first and second; second and third; third and home plate. These marks will indicate to the Umpire whether the runner can advance to the next base before time is called. Finally, do not forget about the Rover Line behind second base mentioned earlier in the rules.

Coaching

a. Offensive - Each team must provide a first base coach and a third base coach. The base coaches must be in foul territory.

b. Defensive - Each team may provide two coaches to be on the playing field. One in the outfield and one on any base line behind the base in foul territory. All defensive coaches must remain clear of the play.

c. Only the 3 coaches and a scorekeeper are allowed on the bench.

d. Coaches are not to be behind the backstop; they are not to be calling balls and strikes or to be influencing the umpire in any way.

e. Coaches, scorekeeper and/or parents are not permitted to smoke on the playing field.

Discuss all “Ground Rules” before the game with coaches and umpire.

Fans

a. No fans are permitted behind the backstop or in the field of play.

b. Fans must be courteous to the umpire at all times.

c. Coaches are to control their fans and themselves.

d. Remember, this is a recreational league; the object is for the girls to have fun, to learn the game of softball and to develop good sportsmanship.

Tournament - All of the previously mentioned rules apply, however:

 a. There will be no time limit for tournament games.

1. During the tournament, a Coach is NOT required to rotate any player, including the pitcher. This one exception to the regular season rules will give each team its best possible chance to win the tournament.
2. Tournament seeding will be determined by a team’s win/loss percentage record (not point system). Additional tie-breakers will be established (i.e. wins, head to head, if all else fails coin flip).

 d. Any further tournament rule changes will be discussed at the

 “Pre-Tournament” Coaches meeting, usually in June, and posted on

 our web site. It is the Coach’s responsibility to keep current on all

 rule changes.

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