

## MADISON GIRLS SOFTBALL 2014 LEAGUE DETAILS Grades 3 and 4

### GENERAL

OUR GOAL IS SIMPLE: EVERYONE HAS FUN! Good sportsmanship is expected from coaches, players and fans. Umpires' equipment can be found in the field storage lockers. 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.

### LEAGUE DETAILS

The # of teams in each league is dependent upon the # of players who sign-up before DRAFTS are conducted. Players who sign up AFTER the Drafts are added to each team based on DRAFT order. Leagues may become closed after the DRAFT is conducted dependent upon the # of players on each team. Players are placed into a specific league based on their school grade

### LEAGUE DRAFTS:

All teams are drafted new every season. Drafts are conducted by the Division Manager and Player Agent. All coaches who participate in the DRAFT must have a) been approved by Madison SB Leadership Team, b) completed and submitted the Vol Coaches application and c) have a current coaches certification valid for the entire season or be attending the current years clinics.

The Manager of each team will draft their own child in the first round. Starting with the second round, players will be picked in turn using the assessment info provided. Additionally, after the draft, it may become necessary to add a late entry. The decision to place the player will be made by the Player Agent. Pitchers will be allocated across all teams on the night of the draft. Coaches may request 1 Asst Coach Player combination during the draft. After that, the draft will be completed to create teams with equal numbers of players at the various age groups.

There may be cases where players could be drafted as pairs, as in the case of siblings or special cases. These cases will be made prior to the draft and indicated before the draft begins.

### FIELDS

Softball will be played at the Madison Recreation Center (new Turf Fields), Green Village School Complex (until its sold and NA) and the Jr School fields. Final game schedules will be released in early March. Field will be available for practice reservation during March. If the Rec department closes fields, STAY OFF

### EQUIPMENT

Each team will receive an equipment bag containing a) bats, b) practice softballs and adequate supplies of new softballs to ensure each team can supply 1 ball for every game, c) protective helmets d) fielders masks and e) Catcher's equipment: shin guards, chest protector, catcher's helmet. All Players are expected to wear only SB supplied uniform during games. All equipment will be returned immediately following your team's final game of the season.

### SAFETY:

Catchers are required to wear protective equipment while catching during all games and practices. Batters, base runners and base coaches must wear protective headgear. Infielders (pitcher, 1B, 2B, SS and 3B) are required to wear a fielder's mask during games and batting practices. Only the current batter shall have a bat in their hands. All players not in the games shall remain in the dugout. Spectators are not permitted on the team bench. No on deck swings are permitted

Only certified coaches that have attended the coach's clinic, have a current certification card, and have signed a Volunteer application are allowed to participate with the players during games and practices.

### INCLEMENT WEATHER

At the first sound of thunder or sight of lightening "CLEAR THE FIELD". At present we are using 20 minute wait if the thunder is present and the 30 minute wait if lightening was spotted. If after a delay conditions do not improve, suspend game or if enough innings have been played, declare a Rain-Out.

### ACCIDENTS:

In the event of an injury, contact the police and emergency squad immediately. When in doubt, play it safe.

### PLAYOFFS

In order to participate in the end of season playoff, teams must play 80% of their scheduled games. Teams will be seeded based on total points earned during the season. A Win is worth 2 points, a loss is worth 1 point, a tie gives each team 1.5 points. In the case of a forfeit, the winning team earns 2 points, the team who forfeits earns 0 points.

In the case of a tie in the final standings, the head to head record of the teams will be used to break the tie. If the teams split the regular season games, the coaches will flip a coin to set the final seeding.

## 2014 3<sup>rd</sup> and 4<sup>th</sup> GRADE LOCAL LEAGUE RULES- MADISON GIRLS SOFTBALL

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### GAME

Games are 2 hrs OR a maximum of 6 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). With bad weather and darkness, always consider the safety of your players FIRST.

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!

4.5 innings = a complete game. If weather/darkness/time prevents you from completing a game before 4.5 innings and you don't want the results to be official, discuss with your division mgr. Be prepared with a date that you and other coach have already agreed on, for the reschedule. If weather/darkness/time prevents you from completing a game after 4.5 innings, the score reverts to the final score at the end of the previous complete inning.

Winning coach is responsible to report game results to Division Mgrs Jack Kranefuss ([jkranefuss@metlife.com](mailto:jkranefuss@metlife.com)) and Michael Tierney ([mtierney4@gmail.com](mailto:mtierney4@gmail.com)) by next morning. Use email. It's easy. Let's do a good job reporting results as we'll circulate standings on a weekly basis. If you can find the time, a one paragraph write up of the game, combined with the game results, will make a big hit in the local paper. If you write it and forward to Jack and Michael, we will get it published.

### BATTERS

Batting helmets on when at bat, on base, or coaching 1<sup>st</sup> or 3<sup>rd</sup>. There is no "on deck" circle. Players should not pick up their bat until they walk to the batters box. Practice swings in batter's box only. Do not throw bats. Batting order includes All players who attend game. Original batting order should only be changed if injury or early departure required. Bunting is allowed. A batter hit by a pitched ball takes first base at their coaches discretion. If the pitched ball hits the ground first, it is a Ball and the batter is not "hit by the pitch".

### FIELDING

All Players should be taught to make eye contact before throwing ball to partner. No infield fly rule is in effect. Ten (10) players on defense. All Outfielders must have BOTH Feet on the grass when the pitch is thrown. All players to play minimum of three innings on defense. If the ball is out of play on an overthrow, all runners are awarded the base to which they were heading plus one base. If the thrown ball is still playable, the runners advance at their own risk. On all other plays, the 3<sup>rd</sup> base coach will STOP runners when the ball is in control of any infielder.

### RUNNING

Runners en route to first base must run either on the foul line or in foul territory. Runners must slide or avoid contact at 2<sup>nd</sup>, 3<sup>rd</sup> and home. Runner are always taught to take a lead, or steal 3<sup>rd</sup> base, when the pitch crosses home plate. Runners who leave early are out. One Warning/Team/Game. A courtesy runner may be inserted for the catcher when there are 2 outs in an inning and the catcher is on base.

### PITCHING

Pitching distance is 35 feet from back of plate. Pitchers may not exceed THREE 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 dropped third strike rule in effect. The pitcher (both player and/or coach) must have at least 1 foot in contact with the pitching plate when initiating the pitching motion. If a pitcher hits two batters in an inning, MUST be removed from the mound for that inning; on the third hit in a game, the pitcher MUST be removed from the mound and will be ineligible to pitch for the remainder of that game.

Umpires may not handle wild pitches or passed balls that are in play. Walking all batters until five runs are scored is no one's idea of a successful game. Coach pitching is encouraged when your pitcher struggles. THERE ARE NO WALKS AND A BIG STRIKE ZONE. Please encourage hits and swings. Your players will never hit a pitch they don't swing at and fielders will never learn how to make a play if everyone is walking around the bases. Coach must have 1 foot on the rubber; and player/pitcher should be on one side or the other of the coach.

### 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.