

## 2018 LOCAL LEAGUE RULES- CHATHAM/MADISON/SUMMIT GIRLS SOFTBALL, Grade 7/8

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 from the official start time, as stated by the plate umpire. 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 six (6) players to start and finish [unless an injury occurs] a game. If a team cannot field 6 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.

**PLAYING UP:** If a team is having trouble fielding enough girls, the coach is allowed to reach out to the 6<sup>th</sup> grade coaches and ask if a (or) girl(s) would like to play for their 7/8 grade team. The 6<sup>th</sup> grade girl(s) are not allowed to pitch, must wear their original uniform and must bat last in the batting order. Our recommendation is to call up enough girls to field 10.

**BATTERS:** All players MUST have batting helmets (WITH CAGES) on when at bat, on base, or coaching 1st or 3<sup>rd</sup>. The On Deck circles 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 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.

**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) OR No player can sit 2 innings [unless injured] until everyone has sat once.**

**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 [in next inning] 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 batted 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.

**Hit By Pitch - "2&4" rule.** If a pitcher hits 2 batters in an inning she must come out of the pitching position for that inning, can stay in the field and is allowed to pitch subsequent innings, provided she has not exceeded her inning count. If she comes back and hits a total of 4 batters in a game, she cannot pitch in that game anymore. This comes with the understanding that the umpire knows that a batter must make an attempt to get out of the way of the ball, especially a ball that is rolling or bouncing towards them.

**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. If the final play results in the fourth, fifth and sixth runs of the inning being scored, only 5 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.