

2022 GRADE 5/6 LEAGUE RULES- CHATHAM/MADISON/SUMMIT GIRLS SOFTBALL-FINAL

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. *A new inning begins immediately after the final out of the previous inning.* 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. If once the last inning begins, the game can NOT be completed; the final score reverts back to the last complete inning. A complete game = 3 full innings or 1 hour and 45 minutes. 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. 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. 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. Pregame warm up infield time should be shared by home/visitor as possible.

PLAYING UP: If a team is having trouble fielding enough girls, the coach is allowed to reach out to the 4th grade coaches and ask if a (or) girl(s) would like to play for their 5/6th grade team. The 4th 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 3rd. On deck circle 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 Player May NOT PRESENT A BUNT and THEN SWING AWAY- Penalty: BATTER OUT, Ball dead. All runners return to original base. A batter hit by a pitched ball, even if the ball hits the ground, takes first base. A batter walked may not advance past 1st base; there is NO continuation play.

DROPPED THIRD - Dropped third strike rule is in effect per ASA rules [runner may attempt to advance when 1st base is open and less than 2 outs] with the following modifications: Batter/Runner may only go to first. Runner on third cannot score. Two outs, dropped third strike, ball is dead, batter is out.

FIELDING: All Players should be taught to make eye contact before throwing ball to partner. NO Infield fly rule. 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 [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. Runners should slide to avoid contact at 2nd, 3rd and home. Runner may take a lead or steal 3rd base on the pitcher's release. There is NO stealing of 2nd base or home plate even if the catchers attempt to pick the runner off at 1st or 3rd gets past the fielder. Runners may advance 1 base on an overthrow that goes out of play from a batted ball. 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.

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PITCHING: Pitching distance is 40 feet from back of plate to front of mound. Pitchers may not exceed 4 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. Game ball is yellow 12". 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.