

Ste. Genevieve County
Community Center
2019 Rules & Policies

GIRLS SOFTBALL RULE

1.0 GOVERNING RULES - Amateur Softball Association rules will govern play with the exceptions covered herein.

1.1 PLAYER ELIGIBILITY

League and Age Requirements

Age Categories (based on ages as of July 31st of year playing)

Coed T-ball	- ages 4 & 5
Rookie Division	- ages 6 - 8
Junior Division	- ages 9 - 11
Senior Division	- ages 12 - 14

If participation is not great enough, the players may be divided into 3-year increments to ensure enough participants in each division.

1.2 TEAMS

- A. Seating – The home team will occupy the first base bench; the visiting team will sit on the third base bench. Only players, one scorer, one manager, one head coach and two assistant coaches will be allowed on the bench.
- B. Number of coaches – there will be a limit of three (3) coaches per team, one head coach and two (2) assistant coaches

1.3 SCHEDULES

- A. Number of Games -All other division will play starting the last week of May or first week of June and lasting roughly a total of 6 – 8 weeks with a season ending tournament in the Rookie, Junior & Senior Division. Total games played will depend on availability of fields and number of teams. Total games should range in the 7 to 10 games range.
- B. Practices - Due to the limited availability of fields, practice times will be limited. Teams are allowed a total two (2) hours of practice time per week on the fields. Every team will be allowed a chance to schedule practices. No more than three (3) practices can be held in advance.

1.4 PLAYING RULES

- A. Mini Division – (Coach Pitch) This program for young girls provides youngsters with the opportunity to enjoy the game and develop and practice softball skills at an early age. Conventional softball does not accomplish these goals because the pitcher has difficulty getting the ball into the strike zone. As a result, the batter does not gain confidence to hit or run the bases, and fielders do not learn how to field ground balls, catch fly balls, or throw. The average youngster can learn to play and enjoy softball with good instruction and day-to-day experience.

For the beginner, the learning experience must be fun, with ample opportunity to practice all the fundamentals of the sport, like batting, throwing, fielding, and running.

The Mini Division should be organized to teach and develop softball skills, teamwork, and sportsmanship and have fun. This is an important period in every child's development. All players should be encouraged to do their best by managing personnel. The Mini Division should be fun. If it isn't fun, it isn't a recreational program.

The key to success is the careful selection of coaches. If the goal is to provide a program with maximum benefits, only the very best people would be selected to serve. The overall concept of the Mini Division should be total participation in a congenial environment under the supervision of competent and concerned adults. The leadership must reflect a positive and constructive direction tempered with patience. If this program is worth doing, it should be done well.

1. Returning Players – These players must be placed in the common draft system each year.
 2. Roster Limit – There will be a maximum of 14 players on a team.
 3. Instruction – Several hours should be devoted to teaching the fundamentals of the game before the first game is played.
 4. Game Player Limit Defensive Team – All players will be on the field. Teams may play with seven players, provided no additional players are present. Players must be placed in standard softball positions on the field, including the pitcher who will stand adjacent to the coach who is pitching. Coaches are permitted on the field with the defensive team.
 5. Offensive Team – Either 3 outs or batting through entire lineup, whichever comes first in each inning. Each team shall bat the same amount of players per inning as a maximum if needed, which will be based on the team with the most players present. Example: If team 1 has 13 kids and team 2 has 10 kids, each team will bat at the maximum of 13 kids in one inning.
 6. Regulation Game Length / Time Limits – Games will last one hour or six (6) innings, whichever comes first. If time runs out during an inning, the game will be stopped as scores do not count. Three full innings or 40 minutes constitute a complete game in case of rain.
 7. Number of Games – Teams will be scheduled to play roughly 7 to 10 games.
 8. Fouls – Same as in conventional softball. Batter is not out of a fouled 3rd strike unless caught by the catcher or hits maximum pitches thrown. Maximum of six pitches may be pitched to a player, unless the 6th pitch is fouled off. Additional pitches may be thrown until the ball is hit into play, the ball is swung at and missed, or the batter does not swing the bat. The latter two will result in automatic outs.
 9. Base Running – Runners must stay in contact with the base until the ball is hit. When all defensive players are in proper positions, the coach pitching will call “play ball” and the next batter will take a turn at bat. When a defensive player overthrows the ball in an attempt to make a play on any base, including a throw to the pitcher’s mound, the ball is considered out of play. Base runners **may not** take additional bases. When the last batter is out or ball is thrown home, “Time” shall be called and the inning shall be over. Runners may be allowed to take a maximum of two bases of any given hit. No advancement on overthrows. For example a runner on 1st base can only advance to 3rd base on a hit at most.
 10. Championships – There will not be a season champion in the Mini Division. The program is designed to teach the basic fundamentals of softball in a fun setting. Game scores and team standings will be kept in the Mini Division.
 11. Infield Fly Rule will not be enforced.
- B. Rookie Division – (Coach Pitch) This division builds on from the Mini Division by incorporating some rule changes to reflect the girl’s abilities as they get older.
1. Returning Players – These players must be placed in the common draft system each year.
 2. Roster Limit – There will be a maximum of 15 players on a team.
 3. Instruction – Several hours should be devoted to teaching the fundamentals of the game before the first game is played.
 4. Game Player Limit Defensive Team – Ten players will be on the field. Teams may play with eight players, provided no additional players are present. Players must be placed in standard softball

positions on the field, including the pitcher who will stand adjacent to the coach who is pitching. Coaches are permitted on the field with the defensive team.

5. Offensive Team – A Seven (7) run rule per inning will be in effect. An inning shall end when one team has scored 7 runs, regardless of how many outs or players are left on the bases. If a team goes into its last at bat down by more than 7 runs, they still CAN NOT score more than 7 runs that inning. See League Coordinator for more explanations on this rule.
6. **Required Playing Time - Players who do not start the game field will play defense in the second inning. Rotation of players will continue after each inning, using players that have not been replaced in the field. After rotation has been completed, the order will start over.**
7. Regulation Game Length / Time Limits – Games will last one & one quarter hours (1 1/4) or seven (7) innings, whichever comes first. Determination of game length is based of number of games being played that evening. **No new innings shall be started after the 1 hour and 15 minute time mark.** Three full innings or 40 minutes constitute a complete game in case of rain.
8. Number of Games – Teams will be scheduled to play roughly 8 to 10 games.
9. Fouls – Same as in conventional softball. Batter is not out of a fouled 3rd strike unless caught by the catcher or hits maximum pitches thrown. Maximum of six pitches may be pitched to a player, unless the 6th pitch is fouled off. Additional pitches may be thrown until the ball is hit into play, the ball is swung at and missed, or the batter does not swing the bat. The latter two will result in automatic outs.
10. Base Running – Runners must stay in contact with the base until the ball is hit. When all defensive players are in proper positions, the coach pitching will call “play ball” and the next batter will take a turn at bat. Base runners may advance until the ball is inside the baseball diamond (inside the bases). Once the ball is inside the diamond runners are no longer allowed to advance. If a runner is half way between a base, they may advance to the next base. **No advancing on overthrows to a base.**
11. Championships – There will be a season ending tournament.
12. Infield Fly Rule will not be enforced.

C. Junior & Senior Division Rules

1. Required Playing Time
 - A. Girls are not to sit more than one inning at a time. All girls shall sit out an even amount of times if possible. (Excluding pitchers & catchers).
 - B. Exceptions to the rule may be made in the case of injury, illness, or disciplinary action.
 - C. Batting order remains the same throughout the game and substitutions are unlimited for defensive players. All players are to be included in batting order.
2. Maximum/Minimum Numbers of Players
 - A. A team will start and finish a game with at least 10 players, however, a team may start and finish a game with 8 players without forfeit, provided there are no other eligible players available to complete the tenth position as soon as the ninth and tenth player is present, she must enter the game. Teams that are playing with ten players may continue with nine, or eight players in case of injury, illness, disciplinary action, or ejection with an out being declared for each offensive position.
 - B. A legal pitch must have an arc as follows:
 1. Junior Division – Fast Pitch. Must windmill pitch.
 2. Senior Division – Fast pitch. Must windmill pitch.
 - C. Pitching technique must conform to ASA rules, for instance a pitcher must have both feet on the rubber to start the pitch and is not allowed to step back.
 - D. Infield Fly Rule will not be enforced in the Junior & Senior Divisions
 - E. Hit Batter
 1. Batter will be awarded first base if hit by a pitch unless:

- a. They are over the strike zone when hit and pitch would have been called strike
 - i. Play is called dead and batter shall be charged a strike. No strikeout shall result from a 3rd strike of this manner. No advancement to first base.

3. Length of Games

- A. Junior & Senior Division games will last one hour 45 minutes or one or seven (7) innings, whichever comes first. Determination of game length is based of number of games being played that evening. However, if time expires during an incomplete inning, the inning will be completed unless the home team has the lead and visitors completed their turn at bat. If a team is leading its opponent by 10 runs after five innings (four and a half with the home team winning) or 15 runs after 4 innings (three and a half with the home team winning), the game will be terminated and the team with the most runs will be declared the winner.
 - 1. Innings that finish with either the home team ahead at the end of the half inning or the completion of a full inning after the 1 hour 45 minute mark shall be considered a finished game. **NO NEW INNINGS AFTER 1 HOUR 45 MINUTUES UNLESS IT IS A TIE GAME.**
- B. Grace Period – There will be no grace period. Teams should be at the game site 15 minutes before game time. The second game will start as soon after the first as possible, as agreed upon by both coaches, but no later than the time printed on the official schedule.
- C. Balls & Strikes – Players start with a 0 – 0 count.
- D. Time Considerations for Injuries – In the event of an injury to a player, the umpire will allow only the time he deems necessary for the safe removal of the player. This amount of time will be added to the time limit of the game and the umpire will immediately inform each manager of the new time limit.
- E. A regulation game will be declared if cancelled after 4 ½ innings have been completed (with home team ahead) or 5 innings or 40 minutes have expired with the home team receiving the last at bat if necessary.
 - 1. Exception – the above A.S.A. rule will be observed during tournament games however the 40-minute requirement will not be in effect.
- F. Cancellation of Games after Start – After a game has started, the weather and filed conditions will be judged by the umpires. If a game is halted due to rain or other adverse conditions, teams must not leave the park for 15 minutes. Umpires will make a definite decision whether the game will be continued or canceled. If the umpires decide to continue the game and either of the teams have left or are not ready to play at the end of 15-minute period, the team at fault will forfeit. Games will not be permitted during a drizzling rain which, in the opinion of the umpire or SGCCC officials, will be unsafe or could affect the lights.
- G. Infield – No infield pre-game practice will be allowed.
- H. A courtesy runner can be used for the catcher. Last batter to record an out is substituted for the catcher. The catcher must be the player that catches next inning.
- I. Batting more than once thru the line up is allowed.
- J. Runners are allowed to continue running until the pitcher has the ball around the pitching mound.
- K. Third foul is not an out, unless caught by catcher.
- L. NO stealing is allowed in Junior Division. Players are allowed to “hop” off the base once a pitch has been released from the pitcher’s hand.
- M. Stealing is allowed in the Senior Division with the following rules:
 - 1. Only 2nd and 3rd base can be stolen.

- a. A batter can advance to 2nd base or 3rd base on a wild pitch that is the 4th ball (walk).
 - b. A runner cannot advance to home in any stealing situations.
- N. Bunting is allowed.
- O. A Seven (7) run rule per inning will be in effect. An inning shall end when one team has scored 7 runs, regardless of how many outs or players are left on the bases. If a team goes into its last at bat down by more than 7 runs, they still CAN NOT score more than 7 runs that inning. See League Coordinator for more explanations on this rule.

1.5 EQUIPMENT

- A. Shoes – Metal spikes may not be worn in any league. Girls must wear tennis shoes or hard rubber molded cleats. Players will not be allowed to play barefoot.
- B. Protective Equipment – Catchers in all girls' leagues must wear face masks, chest protectors and catchers helmets during all games and practices. Offensive helmets are required and should fit the head snug.
- C. Balls – Ten inch balls will be used for Mini and Rookie Divisions. Eleven inch balls will be used for Junior Division. Twelve inch balls will be used for Senior Division.
- D. Shirts – Players shall wear the game uniform supplied by the league.

1.6 PLAYING FIELDS

- A. Rain – The Sainte Genevieve County Community Center cannot assume the responsibility of notifying all managers about the condition of playing fields. Managers of the teams involved may call the SGCCC for any available information. Players are requested to call their managers and not the department. Games will not be canceled because of threatening weather.

1.7 PITCHING DISTANCE

Mini & Rookie Divisions	35'
Junior Division	35'
Senior Division	40'

1.8 BASE DISTANCE

- A. All base path distances shall be 60 feet.

1.9 SCOREKEEPING

- A. Scores – Umpires will be required to record the official score of runs on provided game card after each inning.
- B. Scorebook – The home team in the Junior, & Senior Divisions will be required to keep the official score book. The official scorekeeper is instructed to ask the umpire for the starting time and notify the visiting scorekeeper

and write the time in the scorebook. It is the visiting scorekeeper's responsibility to check with the official scorekeeper after each half inning, notifying umpire immediately of any discrepancies.

- a. Scores will be kept in the Mini & Rookie Division. Both teams will be required to keep score and check with one another after each inning to verify the score. Please report these scores back to the League Coordinator.

2.0 PROTESTS AND PENALTIES

- A. Documentation – Protests, applications, agreements, suggestions, and any other matters brought to the attention of the SGCCC, must be presented in writing with the signature of the writer.
- B. Protests – Only coaches are allowed to submit protests. Any coach who protests an umpire's interpretation of a rule must notify the umpire immediately at the time of the incident. The umpire will then announce to both managers that the game is being played under protest. All statistics will be recorded by the umpire in the home team scorebook and on the official game scorecard. No protests will be accepted at the conclusion of the game after both teams leave the field.

The protesting coach must notify the SGCCC, in writing, within two working days after the protested game. The complete facts and the rules to cover the protest must be stated at this time. A fee of \$30.00 must accompany each protest. If the protest is upheld, the fee will be returned. If the protest is overruled, the fee will be deposited into the general fund of the SGCCC.

- C. Protest Decisions – The SGCCC staff will make the final decision on all protests.
- D. Tournament – Protests during all tournament games will be decided before the next pitch by the protest committee consisting of athletic staff and the umpire for the game under protest.