

2008 Lee County Parks & Recreation

Youth Softball Rules

League Rules

- 1) Team listed first on the schedule is the home team. The home team will keep the official book while the visiting team keeps the scoreboard. If the home team doesn't provide a scorekeeper, the game will not count. This rule is subject to change in the event LCRD gets enough scorekeepers.
- 2) Dugouts should be cleaned after each game. If the dugout is not clean when your team arrives, please report it to a LCRD Staff member immediately. There will be a penalty for leaving dugout in a mess.
- 3) Coaches, please help keep the stands and park clean. Let your parents know to clean up after themselves after the game, and put trash in the proper place.
- 4) Any coach ejected from a game MUST sit out the next scheduled game. If ejected twice the coach will be suspended for the remainder of the season. Regardless of the offense.
- 5) All pre-chosen assistant coaches must assist ALL games and 75% practices unless emergency and/or cleared with Recreation Director or League Director. Failure to comply with this rule results in head coach 2 game suspensions if assistant is guilty of attending less than 75% of practice, 1 game suspension per occurrence if assistant is not at the games.
- 6) All-Star coaches will be selected by LCRD with preferences given to league records and consideration of coach conduct.
- 7) All team members not participating in the game, including coaches must stay within the confines of the dugout except to coach the bases from the coach's box or talk with players during a called time. Non-compliance of this rule will result in (1) warning, (2) an out for the respective team and (3) ejection from the park.
- 8) Every player, who attends practice on a regular basis and exhibits a proper and positive attitude, must participate on defense for two innings IF the team plays at least four innings in the field. This rule has no exceptions. The coach must notify

the League Director or Staff, the opposing teams coach, the official scorekeeper and the home plate umpire of a player that will NOT participate in the minimum required innings for any of the above reasons. The penalty for non-compliance of this rule is FORFEITURE and the coach will be suspended from coaching their next game.

- 9) All players must be reported before playing in the field each time they are re-entering, report it to the opposing coach and the official scorekeeper. The official scorekeeper must write it in the book, so make sure. The Official book is the only way can keep up the number of innings players play. Non-compliance of this rule will result in a penalty.
- 10) If a player is injured in the game and is no longer able to bat, this will not count as an out on this player's at-bat. The player is marked off the batting line up and will not return to the game for any reason. If the injured player needs a runner, a player not currently playing the field may run for her.
- 11) Physical or verbal abuse of the Recreation Staff, Umpires, Coaches or Players will not be tolerated and will be asked to leave.
- 12) Any coach or player ejected from a game will be suspended from their next game. The Director may investigate this rule.
- 13) Only 3 coaches are allowed in dugout during games. This includes a team mom.
- 14) NO jewelry, earrings or metal clips in hair are allowed while playing the game. Ear holes will not grow up in an hour and a half.
- 15) The Lee County Parks & Recreation Department and their Staff are not responsible for any injuries to players, coaches or spectators before, during or after games.
- 16) The Lee County Parks & Recreation Department and their Staff are not responsible for theft, fire, vandalism or damage, to vehicles by softball or any other means.
- 17) In the event of bad weather, coaches should call the Recreation Office after 4:00 pm at (229) 759-6047 to hear a voice message as to the status of the games or view the web-site at <http://leecountyga.com>
- 18) Non-compliance to any of the rules listed in this set of rules that does not already have a penalty, the penalty can be determined by the Director..

Illegal Players

Any team caught with a player not assigned to their team by the Lee County Parks & Recreation Department and has not properly registered, will FORFEIT all games in which said player(s) participated. Any coach and player found in violation of this rule will be suspended for the season and not allowed to coach in the program for a minimum of three years.

Time Rules

- 1) LCRD will allow a grace period for any game. The director will decide on that length of the grace period at that time.
- 2) Fast-pitch games will have a time limit of 1 hour and 20 minutes, unless tied. No new inning may start after 1 hour and 20 minutes. If time has expired, the home team will get their full at-bat if they are behind by 5 runs or less.
- 3) 6-under & 8-under games will have a time limit of 1 hour, unless tied. No new inning may start after 1 hour. If time has expired, the home team will get their full at-bat if they are behind by 5 runs or less.
- 4) Infield practice is accepted, before the game, only if time allows. This will keep from getting behind the time schedule.
- 5) Synchronize time with the umpire before the game; the umpires are the official timekeepers, unless notified differently by a Recreation Staff or Director.

Sportsmanship and Conduct

- 1) **Only positive cheering by players, coaches and spectators is encouraged. Any negative cheering/hollering may result in a warning and/or removal from the site, whether it is for or against your team.**
- 2) **The use of tobacco in any form is prohibited in the competition area or on the bench by participants, coaches or officials.**
- 3) **Any player or coach ejected from a game for unsportsmanlike conduct will be suspended for one game, in addition to the game from which ejected. A forfeited game shall not be counted as a sit out game for an ejected player or coach.**

Playing Rules

- 1) The run rule is 8 runs after 5 innings, 10 runs after 4 innings and 12 runs after 3 innings in ALL age groups.
- 2) A team must start or continue the game with eight players, if a player leaves the game for any reason other than ejection. When starting short-handed, the missing player in the batting order will be an out.
- 3) *There are NO intentional walks in ANY age group. Teams must pitch to EVERY batter. Any coach that instructs their pitcher to intentionally walk a batter will be ejected from the game and not allowed to coach in the teams' next game.
- 4) *There is a continuous batting order in ALL age groups, (a) A team may ask for a courtesy runner for an injured player ONLY. It is up to the opposing coach to approve the request for the runner. (b) No pinch runners, except for the speed up rule for the catcher, (c) Players entering and re-entering must be noted in the official score book, and the opposing coach (d) Every player must bat at least once before a game is called on a run rule.
- 5) *A five (5) run rule limitation will be in effect for ALL ages per inning. If time has expired and the losing team is down by more than 5, then the game is over, unless, all players have not batted at least once.
- 6) If time has expired and the game is tied, the game goes into the tie breaker rule. The last person who got out gets placed on 2nd base, and the game goes on as normal. This is the only time each team may score as many runs as they can. The five (5) run rule will no longer be in effect.
- 7) No head first sliding. Diving back to a base is not sliding.
- 8) The 2006 ASA rulebook and GRPA Manual, with exceptions found in this handout, will govern all games.
- 9) All games suspended by weather will be picked up from the point the game was suspended, unless 4 innings has been played at which the game will be called.
- 10) Unsportsmanlike conduct from dugout or stands will not be tolerated and will result in an out for their respective team.

*denotes league rule only

6 Under Rules

- ✓ 11 inch balls will be used
- ✓ The 6 under will play 5 innings
- ✓ Runners can advance until pitcher has possession of the ball inside circle, that is when the runners have to stop. If the runner has reached the halfway line on the field they are awarded the base ahead of them, if they have not reached the halfway line they must go back to the previous base.
- ✓ The 3rd strike foul is NOT an out
- ✓ There is no infield fly rule
- ✓ 6 under will have 3 pitches and 2 tries off the Batting Tee
- ✓ If the ball is not struck off the tee when the player attempts the final time, the players' at bat is over.
- ✓ A team may have only 7-players on the infield. The utility player is not to be played next to the pitcher. This player must play back in the infield. Only one player can be in the pitcher location on the field. (No wall of players next to the coach/pitcher will be allowed.)
- ✓ 6 under: a team can play all of their players in the field, unless specified different by the Director.
- ✓ There will be one base on an overthrow. The runners can advance at their own risk. Ex. Batter runs to first base and ball is overthrown, they can only advance to second at the risk of being put out, if second base is overthrown they will be allowed to advance only to third and so on... (If ball is over-thrown, you can't run freely around the bases.)
- ✓ Field Requirements: Bases 60 feet Pitch distance 35 feet

8 Under Rules

- ✓ 11 inch optic yellow core .47
- ✓ The 8 under will play 5 innings
- ✓ Pitching will be done by pitching machine from 30-35 feet.
- ✓ An umpire will be stationed behind the machine and control and make adjustments accordingly to the machine. The umpire will act as base umpire.
- ✓ If a batted ball hits the pitching machine or the extension cord off the ground, the ball will be ruled “dead” and runners return to the bases they were at the time of the pitch, and the batter will return to the same count. If a thrown ball hits the machine, the ball is ruled “dead” as if the ball went into dead ball territory. If the ball hits a player then the machine, the ball is “live”, exception can be ruled by the umpire.
- ✓ Players in pitchers position must be within 6 feet of the pitching plate but never closer than 40 feet of home plate when pitch is delivered.
- ✓ No walks are allowed; count remains 3 and 2 until hit or strikeout.
- ✓ 10 players on the field, Continuous Batting Order
- ✓ There will be one base on an overthrow. The runners can advance at their own risk. Ex. Batter runs to first base and ball is overthrown, they can only advance to second at the risk of being put out, if second base is overthrown they will be allowed to advance only to third and so on... (If ball is over-thrown, you can't run freely around the bases.)
- ✓ NO Stealing, or Bunting allowed.
- ✓ Field Requirements: Bases 60 feet Pitch distance 35 feet

10 Under Rules

- ✓ 11 inch optic yellow core .47
- ✓ The 10 under will play 6 innings.
- ✓ Pitching will be done by both pitching machine and a live pitcher from 40 feet. Machine will be set at 35 Mph from approx. 43 feet.

MACHINE

- ✓ Machine will be on the field at all times.
- ✓ An umpire will be stationed behind the machine and control and make adjustments accordingly to the machine. There will also be a base umpire.
- ✓ If a batted ball hits the pitching machine or the extension cord off the ground, the ball will be ruled “dead” and runners return to the bases they were at the time of the pitch, and the batter will return to the same count. If a thrown ball hits the machine, the ball is ruled “dead” as if the ball went into dead ball territory. If the ball hits a player then the machine, the ball is “live”, exception can be ruled by the umpire.
- ✓ Players in pitchers position must be within 6 feet of the pitching plate but never closer than 40 feet of home plate when pitch is delivered.
- ✓ Bunting is allowed, a line will be drawn 40 feet from home from foul line to foul line and no player is allowed in front of that line until after the ball is out of the machine. Outfielders must stay in the outfield and pitcher remains in the circle until ball is delivered.
- ✓ Stealing is allowed with the following limitations; 1) No player can steal home at ANY time. 2) The ball must pass the catcher, in order to steal only 1 base; (a) if the ball is overthrown while stealing, the one base restriction still applies (b) if the machine throws a ball that is too wide or uncatchable, it will be called a no pitch and runners cannot advance. 3) Base runners cannot lead off, until the ball leaves the machine, penalty is OUT. 4) One-base advance may occur if another runner, attempting to steal, is the object of a play. 5) If a thrown ball hits the machine or umpire feeding the machine, each runner is awarded 1 base.

LIVE ARM

- ✓ Pitcher will pitch to a batter until the batter hits or strikes out. Once the pitcher gets to 4 balls the machine will pitch to the batter for the remainder of the county. If the pitcher gets 2 strikes and then pitches 4 balls, when the machine pitches the batter will only have 1 strike to work with. No walks are allowed;
- ✓ When the pitcher is pitching, the defense may play their position in front of the 40 ft chalk line that is designated for the machine. If the pitcher does not get to finish the batter, the fielders must move back behind the line before the machine can pitch. The pitcher will get beside the machine and play.
- ✓ 9 players on the field, Continuous Batting Order
- ✓ Designated player may be used in accordance to ASA Rules.
- ✓ Bunting is allowed, there are no playing stipulations.
- ✓ Stealing is allowed with the following limitations; 1) No player can steal home at ANY time. 2) The ball must pass the catcher, in order to steal only 1 base; (a) if the ball is overthrown while stealing, the one base restriction still applies (b) if the pitcher throws a ball that is too wide or un-catchable, runners cannot advance. 3) Base runners cannot lead off until the ball leaves the pitcher's hand, penalty is OUT. 4) One-base advance may occur if another runner, attempting to steal, is the object of a play.
- ✓ Field Requirements: 10 U Bases 60 feet Pitch Distance 40 feet

12, 14 & 17 Under Rules

- ✓ 12 inch Optic yellow core .47
- ✓ The 12 under will play 6 innings.
- ✓ The 14 & 17 under will play 7 innings.
- ✓ Each have Continuous Batting Order
- ✓ Catchers must warm up the pitcher up with a helmet on.
- ✓ Field Requirements: Bases 60 feet Pitch Distance 40 feet

Protest Rules

- 1) You can ONLY protest a rule interpretation. Protest must be made before the next pitch is thrown. NO protest of judgment calls is accepted.
- 2) Protest on player eligibility must be made immediately.
- 3) The only protest accepted after the game is completed is substitutions.
- 4) The proper way to protest: Before the next pitch is thrown, Notify the Umpire that you are making an OFFICIAL PROTEST, make sure the umpire and scorekeeper know the exact moment of the protest and it is marked in the official scorebook. Notify a Recreation Staff member at that time. If the team that made the protest wins the game then the protest is void, if the game is lost. You have 24 hours to give the Department the \$25.00 protest fee and a written explanation of the rule that was broken. The explanation you give the department should have the game date, in your own words what occurred on the field, and the exact location in the rulebook of where that rule can be found. The protest committee will then look over your explanation and give a ruling of the protest. If the protest is accepted you will be refunded your \$25.00. If you do not meet the 24-hour deadline, your protest will be voided.
- 5) Protest on the official score has to be made immediately. Once the game is over the score is FINAL.

EQUIPMENT

- 1) Throwing of equipment will be ruled as unsportsmanlike conduct and will result in 1st time warning and 2nd time will be an automatic ejection.
- 2) Players must furnish their own batting helmet, glove, shorts/pants, and shoes. NO steel cleats are permitted.
- 3) Helmets with chinstraps and facemasks are MANDATORY for all batters, base runners and coaches in a coaching box (if they are a player). A player without a chinstrap and/or facemask will not be allowed to play. Penalty will be treated as illegal equipment.
- 4) All players must be in uniform to play in a game.
- 5) Softballs for GRPA competition is a core .47

- 6) Equipment borrowed from the Recreation Department must be returned and checked off to LCRD.

All-Star Selection Process

1. The all-star coach will be determined by who the Regular Season Champion Team. The Regular Season Champion Team, if tied, will be determined by first head to head competition, second, run differential, third, coin toss. The Director can overrule this determination.
2. The all-star coach makes the decision of who is going to play on the all-star team after reviewing the nominations from other coaches in the age group.
3. The Recreation Departments asks that each coach in each age group select who he/she thinks are eligible for all-stars out of the whole age group. (Pick the team like if you were the all-star coach)
4. The all-star coach has the final say on who is going to play on the all-star team.
5. There will be at least one player per team to represent their team on the all-star team.