

Carteret Junior Softball League – Junior Division Rules

All games will be played under the official A.S.A. Junior Olympic Fastpitch Softball Rules with the following changes:

The Field

Tied down bases will be used for all games, with the orange safety double base for use as first base.

The Game

1. Games will consist of 6 innings. In the event of a called game, five inning will constitute a legal game, if in a half inning break, revert to the last full innings score. Four and one half innings will constitute a legal game in the case of the home team being ahead. If a game is called before it was considered a legal game or in the event of a tie at the end of a regulation game (7 innings) the game shall be resumed at a later date from the exact point it was stopped. If a team is leading by 10 (ten) runs after 5 (five) innings of play or any point after, the game is over. If the visiting team is ahead by 10 (ten) runs, the home team shall come to bat in there half of the inning. There is no penalty for not using all of your players in this situation.
2. Each player will have a minimum of at least 1 (one) at bat and 2 (two) innings in the field.
3. Player positions designated as follows: Pitcher, Catcher, First Base, Second Base, Shortstop, Third Base, Left Fielder, Right Fielder, Center Fielder, Short Fielder (fourth outfield).
4. Only league age fifth grade Gidget Division players may be used as substitutes for the Junior Division (those in their final year of play in the Gidget Division). Permission must be granted from her team manager before being allowed to play for the Junior Division tea, (permission may be granted by one of her coaches in the managers absence or unavailability). Said Gidget substitute may not be used in the event that her regular team has a game at the same time. She would be required to play for her Gidget Division team and Junior Division manager should seek another available player from another team not playing at that tim.
5. All teams must use their regular payers before using any Gidget Division player. If the team only has 10 (ten) players, they must be used for the entire game, except in the event of an injury, then a Gidget Division player may act as a substitute. If one of the teams regular Junior Division players show up before the third inning she must be used and any Gidget Division substitute removed from the game. The manager does not have to use the player if she shows up for the game after the third inning.
6. The itching distance is A.S.A. regulation 40 feet, to include 8 ft radius circle.
7. Pinch-runner for pitcher or catcher with 2 (two) outs. (optional)
 1. When a team has their pitcher or catcher on base with 2 (two) outs, thy have the option of pinch running for them. With the last batter out or any player not in the game.
 2. The pitcher or catcher cannot be the pinch runner.

8. Helmets with face guards will be worn at all times when on the bases, at bat, or on deck. A chin strap must be used on all helmets; this will prevent the loss of the helmet when running the bases. If a player refuses to use a chin strap, she will sit the bench for that game, and the team will not be penalized for that game. The catcher will wear a helmet with a throat protector while catching.
9. If a player throws a bat, the player is issued a warning by the umpire. The second time, the umpire has the right to remove the player from the game. If the player throws the bat intentionally, and in the judgment of the umpire, someone could have been or was hurt, the player may be ejected from the game on the first offense. When a player is removed from a game, ejection shall be immediate. Play will stop, the ball is dead and base runners shall not advance.
10. If a pitcher hits 4 (four) batters during the game, the pitcher will be removed from the pitching position for the remainder of the game. Although she may stay on the field at another position.
11. If either team cannot field a team of 9(nine) players, that game is considered a forfeit for either or both teams if both cannot field a team of 9 (nine) players. A game **MUST** begin with nine players, in the event of an injury , a game may finish with 8 players (as per A.S.A.). If ninth player is ejected for rules infraction by umpire, game is forfeited at that point.
12. 5 (five) players of the teams own rostered players is the minimum requirement for fielding a team with 4 (four) or 5 (five) legal Gidget substitutes, any less constitutes a forfeit.
13. No infield fly rule in the Junior Division.
14. Bunting will be allowed during full season of play. **ABSOLUTELY NO SLAP** or **SLASH BUNTING ALLOWED**. When the batter takes position to bunt they must bunt or take the ball for a called strike or ball. They may not under any circumstances offer a bunt, then pull back ad take a full swing at the ball. If they do the batter is out, the ball is dead and all runners return to original base. There is no limited number to the number of bunts per game.
15. An illegal pitch is a ball and runners do not advance unless forced.
16. Only one offensive conferences per batter per inning. If a second conference is attempted the manager will be ejected from the game.

Rule amendments beginning 2008- Junior division-

1. Pitching limitations.
 - A. Each pitcher is allowed a maximum of 4 innings per game.
 - B. One pitch constitutes an inning.
 - C. In the event of extra innings, the rule is abolished. 12 runs after 4 innings, 10 runs after 5 innings
2. Time Limit Rule.
 - A. All games have a 1:45 no new inning rule, finish inning. In the event the home team is winning and at bat when the time limit expires, the game shall end immediately.

- B. Reminder of existing rule: No new innings after 10:30PM
(borough ordinance.)

Rule amendments beginning 2016- Junior division-

- Leading- Leading once ball leaves pitchers hand is allowed.
- Composite bats are illegal in our league and are NOT permitted to be used during game play at anytime.