

Summit Girls Fastpitch Softball League



Transitional League-Grades 3-4) League Rules

2018



SGFS PROGRAM OBJECTIVE: Teach our girls the fundamentals of softball, provide them with an opportunity to practice and develop their skills, and help them learn good sportsmanship while having a positive, enjoyable experience as a participant.

TRANSITIONAL LEAGUE PROGRAM OBJECTIVES:

The Transitional League will build on the basic skills learned in the Instructional League. An emphasis will be placed on proper mechanics, learning and playing all field positions, and sportsmanship. The milestone skills the girls should achieve in this league are the following:

- Development of throwing and catching skills
- Stepping with the correct foot
- Catching with two hands
- Catching with glove fingers up
- Development of fielding skills
- How to field grounders
- How to field fly balls/pop-ups
- Basic situational plays
- Basics of pitching and catching
- Fundamentals of hitting a pitched ball
- Development of base running skills
- Introduce concept of bunting, leading, and stealing • Introduce concept of tagging-up

**** Before moving on to the Major (Grades 5-6) League, every player should know how to properly throw and catch the ball and how to hit a pitched ball. Due to safety and development reasons, girls are allowed to play in the Transitional League 2 years Max. After 2 years, they must move up to the Major League.**

Equal play rule

1. Maximum innings pitched per game is 3 innings (regular season) and (playoffs). One pitch = one inning. The idea is to develop pitchers.
2. No player may be out of the field for two (2) consecutive innings, and no player shall sit out for the second innings until every player has been out of the field once.
3. All players are to be given the opportunity to play multiple positions on the field during the course of the season.
4. Coaches are responsible for reporting to the league director any deviations from the above rules.

ASA rules on coaches must be strictly followed by all participants - bench coach, base coach and head coach

1. The coach is responsible for his/her team's action on the field.
2. Coaches may not use language that will reflect negatively upon players, umpires or spectators. A base coach may address only their team members
3. Any arguing on the judgment of balls and strikes will result in a team warning,

GENERAL AND PLAYOFF INFORMATION FOR GRADES 3/4

GENERAL: YOUR GOAL IS SIMPLE: EVERYONE HAS FUN! Good sportsmanship is expected from coaches, players and fans. No coaches on the field when ball is in play. Safety rules and regulations may never be altered. Zero tolerance for drugs, alcohol, or cigarettes for players and coaches. Exposed jewelry must be removed and may not be

2017 LOCAL LEAGUE RULES- SUMMIT FASTPITCH GIRLS SOFTBALL, Grade 3/4 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. 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 cannot be completed; the final score reverts back to the last complete inning. A complete game = 3 full innings (2 ½ if the home team is leading) or 1 hour and 45 minutes. With bad weather and darkness, always consider the safety of your players FIRST. Each team will need a minimum of six (6) players to start a game. If a team cannot field 6 players within 15 minutes after the game start time, then they forfeit the game. The game can still be played by swapping players, but the result will be a forfeit. COMPLETE Uniforms must be worn at all games.

BATTERS: All players MUST have batting helmets (WITH CAGES and ~~chek straps~~) on when at bat, on base, or coaching 1st or 3rd. Only 1 batter is permitted in the on-deck circle at any one time, and no player is allowed to practice swinging a bat in any other location. Coaches are to remind the girls of the importance of this (and all other) safety rules and are to insist that they be followed at all times. Batting order includes all players who attend game. Late arriving players are added to the bottom of the batting order. Original batting order can only be changed if injury occurs or an early departure is required. Bunting is allowed when a player is pitching. Bunting is not allowed when the coach is pitching. A Player May NOT PRESENT A BUNT and THEN SWING AWAY. A batter hit by a pitched ball, even if the ball hits the ground, takes first base.

DROPPED THIRD - Dropped third strike rule is not in effect

FIELDING: NO Infield fly rule. Ten (10) players are permitted on the field for defense, with a maximum of six (6) players on the infield. Outfielders must start on the grass until a pitched ball passes over the plate. Then the outfielders are allowed to move into the infield to backup the infielders or make a play. Catchers are to wear a helmet, approved mask, chest protector and shin guards at all times (they may use a regular fielding glove). Catcher's masks must have an attached throat protector.

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. Runner may take a lead from any base or steal 3rd base after the ball crosses home plate. Stealing is permitted only between second and third base after a pitched ball crosses the plate and only when a player (as opposed to a coach) is pitching.

Base runners may take additional bases on all batted balls hit into the outfield, as defined by any ball that goes 10 feet beyond the base path or any ball that is fielded by an outfielder. If the base runner is not at the half way point between the bases once the ball is secured by an infielder, the runner will be sent back to the previous base. If the runner is at the half way point or beyond once the ball is secured by an infielder, the runner may advance, at the runner's risk. If the runner is half way to the base and a play is made where the ball is overthrown the runner cannot advance to the next base. The runner on 3rd base can only score on a batted ball.

If the catcher/or Pitcher 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 out.

PITCHING: Pitching distance is 35 feet from back of plate. After the pitcher delivers 4 balls to a batter, the offensive team's coach will take over pitching. Coach must follow the same pitching rules as the pitcher (both feet on the rubber). The offensive team's coach will not interfere with game play. When the offensive team's coach is pitching, the team's pitcher shall stand within the pitching circle in line or behind the pitching rubber. Once the coach enters the game to pitch, the batter shall either hit the ball, strike out. The team's pitcher shall resume pitching to the next batter until the inning concludes or a relief pitcher enters the game. A coach from the pitching team will stand in the backstop area to assist with pitched passed balls. The coach in the backstop area may touch a passed ball only when a steal is not in play and may not interfere with play in any other way. The idea of this rule is to move the game along. *THE COACH*

Pitcher TAKES OVER the COUNT ON BATTER WHEN GIRL EXITS. WHEN GIRL GETS
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. ~~All runs scored on the final play of the inning will count. For example, if the play results in the fourth out and the fifth run of the inning being scored, all runs would count and the offensive team would advance to 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 3rd 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. *A FORFEIT*

Results in a 9-0 Score.

SHE MUST HAVE 1 FOOT INSIDE PITCHING CIRCLE WHEN COACH PITCHES.