

GSLW REC LEAGUE RULES

Unless addressed in the modifications below, all play shall follow the official USA Softball rules.

Kindergarten (K-1Director@westfieldsoftball.org)

Purely instructional

3 innings

10" Incrediballs are used

No score kept

Outs are recorded, but at 3, bases are cleared & inning continues

Hitting is off tee for 3 games then coach pitch, but can still use tee if necessary

Every player bats every inning

HBP is awarded even if no movement, as long as ball in air, not rolling

Batting order should change often—even every inning

Players advance one base at a time

Everyone plays in the field

Coaches may be in the field

Fielding focus: make out at first, or force play at another base

Positions should change every inning (Increases opportunity to field balls & knowledge of game)

1st Grade (K-1Director@westfieldsoftball.org)

Instructional

3 innings

10" Incrediballs are used

No score kept

Outs are recorded, but at 3, bases are cleared & inning continues

Coach pitching & catching (3 swings miss or ball in play, max 8 pitches)

Every player bats every inning

HBP is awarded even if no movement, as long as ball in air, not rolling

Batting order should change often—even every inning

Players advance one base at a time

Everyone plays in the field

Coaches may be in the field

Fielding focus: make out at first, or force play at another base

Positions should change every inning (Increases opportunity to field balls & knowledge of game)

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2nd Grade (2-3Director@westfieldsoftball.org)

Instructional

3 innings

11" Incrediballs are used

No score kept

Outs are recorded, but at 3, bases are cleared & inning continues

Coach catching for first 4 games

Pitching

Coach pitch for first 4 games, remaining games will be hybrid coach/kid pitch

Girl pitch:

- max of 2 innings each; any player who wants to try pitching should be given the opportunity
- Girls and coaches pitch from 35 ft. with 1 foot touching the pitching rubber at the beginning of their delivery
- If ball not put in play after 3 pitches from player, coach pitches 3 for total of 6 - if 6th pitch is not hittable, the batter can receive another pitch
- Girl pitchers are allowed 2 HBP/inning then must be removed
- No balls will be called, swinging strikes only
- Coaches that are pitching should stand in foul territory and be available to enter the game quickly after the girl pitcher has delivered her 3 pitches.

Every player bats every inning

Batting order should change often—even every inning

Players may advance up to 2 bases on a batted ball; no advance on overthrows

Everyone plays in the field; all extra players in OF

One Coach may be in the field

Positions should change every inning (Increases opportunity to field balls & knowledge of game)

3rd Grade (2-3Director@westfieldsoftball.org)

Instructional

6 innings or no new inning after 1 hour 30 mins

11" Incrediballs are used

Score is kept and there is a winning team

Ties are permitted if time limit has been reached

Innings end at 3 outs OR 4 runs

NO Infield fly & No dropped third strike

NO bunting, leading or stealing; correct girls who leave base before it crosses plate or is hit

Mercy rule: 15 runs after losing team has batted 4 times

NO forfeits—team with fewer than 6 players will borrow players from opposing team so game can be played

Pitching

Coach pitch for the first game, remaining games will be kid pitch.

- max of 2 innings per pitcher
- **Coaches umpire**; balls will be called for walks
- If ball not put in play after 4 pitches, coach pitches 2 for total of 6 - if 6th pitch is not hittable, the batter can receive another pitch
- Girls and coaches pitch from 35 ft. with 1 foot touching the pitching rubber at the beginning of their delivery
- Girl pitchers are allowed 2 HBP/inning then must be removed
- Coaches that are pitching should stand in foul territory and be available to enter the game quickly after the girl pitcher has delivered her 3 pitches.

Every player bats (**Roster batting**)

Batting order should change **each game**

Players may advance beyond one base only if the ball goes to the OF (10' beyond base path OR fielded by an OF)

No advance on overthrows, including back to the P; runner may get to base going to but then stops

Use courtesy runners for catchers to move game along; last batted out runs

NO penalty for player leaving game early; late player is added to bottom of order

10 players in the field, free substitution

Only 6 players in standard IF positions, including a catcher; IF extends 10' beyond baseline

Coaches are required to rotate players every inning--increases equal opportunity to field balls--and must rotate sitting players equally as well

DRAFT LEAGUES: NL & AL

Only players who have been properly registered with the League and assigned to a particular team can play for that team in a game. A team playing with a non-roster player will forfeit the game.

Only 3 coaches may be in the dugout during the game; all official coaches must wear a coach shirt, be registered as a coach, have taken the Rutgers SAFETY course and can not use cell phones during games.

PLAYING FIELD

1. The base paths are **60 feet long**. The distance between home plate and first and third bases should be measured from the **back point** of home plate to the **outfield side** of the bases.
2. The pitching rubber should be approximately 6"x24".
3. The pitching distance is **35 ft (NL)** or **40 ft (AL)** from the **back point of home plate to the front of the pitching rubber/line**.
4. The pitching area is a 16-foot circle around the pitching rubber.

PITCHING RULES

1. The pitcher must start her delivery with **2 feet on the pitching rubber/line**. As part of the wind-up, the pitcher may rock back on the non-pivot foot, but both the pivot foot and the non-pivot foot must stay in contact with the pitching rubber/line during the motion. The pitch must be delivered using a one-step delivery with both feet remaining within the 24" width of the pitching rubber/line. A second, follow-through step is permitted, but only after the pitcher has released the ball.
2. A pitcher may pitch a **maximum of 3 (NL) or 4 (AL) innings per game**, regardless of whether the game goes into extra innings, subject to the following restrictions:
 - A pitcher may **not pitch more than two consecutive innings**.
 - If a pitcher is removed during the course of an inning, she may not return to pitch during that inning.
 - A pitcher is deemed to have pitched an inning if she throws even one pitch in that inning.
 - A partially pitched inning will be deemed to be an inning pitched for purposes of the consecutive innings rule.
 - In AL, the 4th inning must be the 7th inning.
 - Five warm-up pitches are allowed between innings.
3. The umpire shall determine if a pitcher throws a pitch illegally. The umpire should issue an instructional warning to the pitcher, without penalty, if the umpire rules that the pitcher has thrown an illegal pitch. **In AL, one warning per pitcher will be allowed.** After one warning, the Illegal Pitch Penalty will apply. (Result of batted ball stands; otherwise, pitch is called a ball & all runners advance 1 base)

DEAD BALL RULES

1. The ball is declared dead when, in the judgment of the umpire, the ball is in the possession and control of the pitcher in the pitcher's circle. In this situation, the pitcher always has the option of attempting to throw the base runner out. If she does, however, the play is live and this dead ball rule does not apply.
2. The ball is dead when it goes into a dead ball area that has been designated as such by the umpire before the game during ground rules. **Runners are awarded two bases on overthrows that go out of play or become blocked. Two bases are awarded from the last base touched at the time the ball left the hand.**

For example, the batter hits the ball to the pitcher who overthrows first base out of play. The batter is awarded second base since the last base touched was home plate. Or if a base runner is on second and the ball is overthrown to third, the runner is awarded home plate.

3. The ball is dead when there is interference by the spectators, non-playing team members, or coaches. The umpire will award bases as deemed appropriate.

BATTING OUT OF ORDER

1. If the incorrect batter has not completed the at-bat and batting out of order is confirmed, the correct batter steps to plate and assumes the count at that point
2. If the incorrect batter has completed the at-bat, and the next batter has not been pitched to yet, the correct batter is out
3. If the incorrect batter has completed the at-bat and the pitcher has thrown one pitch to the next batter, no penalty can be given

POSTPONING AND RESCHEDULING GAMES

POSTPONING

1. The League may postpone games for any reason. If the League postpones a game, the League Director will contact the coaches and the Umpire Coordinator.
2. If both coaches are in agreement, they can postpone a game if they reach this agreement **no later than 3 days prior to the scheduled game time**. The home team coach must communicate this agreement to the League Director who will notify the Umpire Coordinator & Field Assignor. Follow rule for rescheduling.
3. The League Field Director will post on the website any times the fields are unplayable due to weather conditions. However, if both coaches are already at the field and agree that the game should be postponed due to inclement weather or unplayable field conditions, the decision to postpone should be made at the field in order to make an informed decision. If the coaches disagree on this point, the umpire should be asked to make the decision. Umpires get paid if they show up, even if no

game takes place. So try to make decisions BEFORE the umpire is on his/her way and CALL the umpire directly.

4. The League reserves the right to nullify an agreement or decision to postpone a game and to direct that the game be played as scheduled.

5. If a game is suspended before it is a complete game, the game should be resumed at a later date from the point of interruption. Thus, if a pitcher pitched 3 innings prior to the time that the game was suspended, she cannot pitch any more when the game resumes. Similarly, if a new player is available for the continuation of the game, she should be treated as if she had come to the game late -- she can pitch, she can play defense, and she must be placed at the end of the batting order.

RESCHEDULING

1. If a game is postponed, the two coaches must **reschedule the game within 1 week** of the day the game was originally scheduled. This does not mean that the game must be played during that week; it means only that a new date and time for the game must be set during that week. Failure to do so will result in a tie being recorded.

2. When rescheduling a game, after both coaches have agreed on a date and time, the home team coach is responsible for contacting the League Director ASAP who will secure a field & umpire.

3. The League reserves the right to reschedule games on its own.

UMPIRES

1. Umpires will be assigned by the D2 Umpire Assignor once they have received the full rec schedule from the League Director.

2. Prior to the game, the coaches meet with the umpire to discuss ground rules, modified rules, and designate dead ball areas. All coaches should carry these rules to every game for reference in case of appeals.

3. The umpire has control of the game once it begins. Therefore, the umpire may order unruly or disruptive coaches, players, or spectators from the field, or in extreme cases, may declare a forfeit.

4. Disputes over an umpire's judgment calls (such as balls and strikes) are not allowed.

5. Any coach making an appeal must have a copy of the rules on hand.

6. Throwing anything in anger, by anyone, will result in ejection.

PLAYOFFS

1. Playoff games will be scheduled based on field availability.

2. The structure of the playoff is solely at the discretion of the League Director, ie: only top half of teams' vs bracketing all teams; determination of third place team via consolation vs standings etc.

3. In the event of a tie in the standings at the end of the regular season, playoff seedings will be determined by power points (total wins of teams you've beaten, plus half the number of wins of teams you've tied against, minus total losses of teams you've lost to). If a tie remains after power points are calculated, the seedings will be determined by coin flip. Note that neither runs for nor runs against will have any bearing on the seedings.

4. The two-hour game time limit rule will not apply for the semifinal and the championship games. The complete game rule will apply in these games in the event darkness, rain, etc.

NATIONAL LEAGUE MODIFIED RULES	
SITUATION	RULE MODIFICATION
GAME LENGTH	6 Innings, subject to a 2-hour time limit. No new inning after an hour and 45 minutes. 3.5/4 innings required to be complete game. 3 outs to complete an inning
# OF PLAYERS REQUIRED	Teams are required to play if they have at least 6 players; no rescheduling. <6 players 10 mins after game time is a forfeit. If both have insufficient # of players, it is recorded as a double loss, although a scrimmage may be played to gain experience. NO special rules can be made if only 6 players!
BATTING	Roster-All players bat in lineup even if not in field. No penalty for early leave; latecomers added to bottom of roster & may bat before fielding. Managers exchange lineups at ground rules & can't change after that.
BUNTING	Permitted. No fake bunt and swinging away.
COURTESY RUNNER	Permitted for Catcher or Pitcher at 2 outs. P/C must play that position in the next inning. Last batted out is the runner.
DEAD BALL RULE (re Pitcher's Circle)	Ruled when pitcher is in control and possession in circle. Play is live if pitcher makes an attempt to make a play on baserunner from circle.
DROPPED THIRD STRIKE RULE	Not in effect
FIELDING	10 defensive positions; all must have turn at catching
HIT BY PITCH	Only awarded if the girl makes a reasonable attempt to get out of the way of the wild pitch. A pitch which hits the ground then hits the batter is not a dead ball and can be a hit by pitch as long as the batter tried to move away. If a pitch hits a batter as she swings, or if a batter moves a body part into the strike zone & gets hits, this is not a hit by pitch and no base is awarded. Pitchers must be removed if hit 2 consecutive batters or more than 2 in an inning
ILLEGAL PITCHING	Multiple warnings may be given. Pitchers must make every attempt to correct the illegal procedure.
INFIELD FLY RULE	Not in effect
INTENTIONAL WALKS	Prohibited
MERCY RULE	10 Runs from the 4th inning on. Game could be continued as a scrimmage.
OUTFIELDERS	4, positioned 15' behind base path/at least on grass
PITCHER'S INNING LIMITS	3 innings per game maximum and 2 innings consecutive per pitcher.
PITCHING DISTANCE	35 Ft
PLAYING TIME REQUIREMENT	Minimum 3 innings for 6 inning game, at least one in the IF; if fewer than 6 inn. can be played, a reasonable attempt for equal playing time must be made by the Coach.
RUNS PER INNING	5, last unlimited & no limit in playoffs
RUNNERS MAY LEAVE BASE	When pitcher releases the ball
SLIDING	Permitted but not required, except at home plate, if there is a collision due to non-slide, the runner is called out.
STEALING	3 rd only, no advance on overthrow
STRIKE ZONE	Shoulders to knees. A ball should be called if the pitch hits the plate.
SUBSTITUTIONS (DEFENSIVE)	Unlimited free substitutions permitted; No one sits 2 consecutive innings & all should sit approx. equally over course of season.
TAGGING UP	Prohibited

AMERICAN LEAGUE MODIFIED RULES	
SITUATION	RULE MODIFICATION
GAME LENGTH	7 Innings, subject to a 2-hour time limit, from 1 st pitch. No new inning after one hour, 45 minutes; once started an inning is played to conclusion. 3.5/4 innings required to be complete game.
# OF PLAYERS REQUIRED	Teams are required to play if they have at least 6 players and no special rules will be permitted; if a team must forfeit, should still play scrimmage as ump already there & paid. Max 10 play in the field.
BATTING	Roster batting; No penalty for early departing players, but may not enter game later; latecomers are placed at bottom of order & can bat before playing field
BUNTING	Permitted. No fake bunt and swinging away.
COURTESY RUNNER	Permitted for Catcher & Pitcher. Time out must be called.
DEAD BALL RULE	Ruled when pitcher is in control and possession in circle. Play is live if pitcher makes an attempt to make a play on baserunner from circle.
DROPPED THIRD STRIKE	In effect
HIT BY PITCH	Must make a reasonable attempt to get out of the way of the wild pitch. A pitch which hits the ground then hits the batter is not a dead ball and can be a hit by pitch as long as the batter tried to move away. If a pitch hits a batter as she swings, or if a batter moves a body part into the strike zone and gets hit, this is not a hit by pitch and no base is awarded.
ILLEGAL PITCHING	One warning per pitcher as per the <u>umpire's discretion</u> , then apply USA rule
INFIELD FLY RULE	In effect
INTENTIONAL WALKS	Prohibited
INTERNATIONAL TIE BREAKER	In effect beginning with 8 th inning
MERCY RULE	10 Runs from end of the 5th inning on
OUTFIELDERS	4, must be positioned 15' behind the base path
PITCHER'S INNING LIMITS	4 innings per game maximum and 2 innings consecutive per pitcher. 4th inning pitched per player can only be the 7th inning or later. Total of 4 remains into extra innings.
PITCHING DISTANCE	40 Ft
PLAYING TIME REQUIREMENT	Barring an injury, minimum 3 innings for a 7-inning game, no placement restrictions. If game will end before 7, must attempt to get all players in the game a reasonable amount.
RUNNERS MAY LEAVE BASE	When pitcher releases the ball
RUNS PER INNING	No limit
SLIDING	Permitted but not required. USA Intentional Crash Penalty applies at all bases.
STEALING	2nd and 3rd base only;
STRIKE ZONE	Shoulders to knees. A ball should be called if the pitch hits the plate.
SUBSTITUTIONS (DEFENSIVE)	Unlimited free substitutions permitted; No one sits 2 consecutive innings & all should sit approx. equally over course of season.
TAGGING UP	Permitted

