

LYNDON RECREATION RULES

AS OF 5/17/22

These rules have been drawn up in accordance with the purposes and aims of Lyndon Recreation Association as set forth in its charter, and have as their basis the development of the ideals of good sportsmanship and fair play. There has never been a set of rules that are completely without so-called “loopholes”. When it is apparent that an individual or team is basing a protest or defense on merely a minor technical point or loophole which is contrary to accepted practice, fair play or good sportsmanship, the *spirit* of the rule will be considered as well as the letter of the rule.

For any violation of the rules in this booklet, or for any other unruly or unsportsmanlike conduct, the general manager has the authority to impose a suspension of up to two weeks. Suspensions for longer than two weeks can be imposed only by a majority vote of the Board of Directors. The General Manager will determine an appropriate penalty for rules violations if no penalty is specified within these rules.

SPORTSMANSHIP

Lyndon Recreation Association is organized to help provide enjoyable recreation for all concerned. Managers, coaches, players, umpires and spectators play an important part in the results obtained. Profanity, equipment abuse, and other displays of poor sportsmanship will not be tolerated. Violations can result in ejection, game forfeiture and/or a personal suspension of up to one year.

- 1) No verbal abuse or harassment will be directed to an umpire, opposing team, or player. An effort must be made by the head coach/manager to control their players, coaches, and fans.
- 2) All disputes must be handled between the head coach/manager and the umpire in a quick, courteous, and orderly manner. Only the head coach from each team will be allowed to converse with the umpire at any one time. Under no circumstances shall a manager allow any players to enter into any dispute.
- 3) Unnecessary physical contact by a player will not be allowed in any division/league. As a minimum, any player who is obviously engaging in unnecessary contact will be called out. At the umpire's discretion, based upon the severity of the situation, the player may be ejected from the game.
- 4) The umpire or general manager is empowered to eject a manager, coach, player, or spectator for unruly or unsportsmanlike conduct, provided that the individual imposing the ejection is not involved in the game as a manager, coach, or parent of a player.
- 5) Ejection from a game, for any reason, of any manager, coach, or player will automatically carry a one-game penalty of suspension of such participant from the next official game played, including the post season.

- 6) The second ejection or suspension of any manager, coach, or player will result in a one-game automatic suspension of such participant and require the approval of the Board of Directors to determine if additional games are necessary.
- 7) An ejected individual must remove themselves immediately from whatever area is stipulated by the individual imposing the ejection. Failure to do so will result in a forfeiture of the game and/or forced compliance by the Louisville Metro Police. If it becomes necessary to call the police in order to enforce the ejection of an individual, that individual will be automatically suspended for the remainder of the season, including post-season tournament play.
- 8) Any coach that makes physical contact of any kind to an umpire will be automatically ejected and must leave the field area and can not sit in the bleachers. This coach will not be permitted to return to coaching game duties until the board determines if additional games are necessary. The number of suspended games will be at a minimum of one with any additional games determined by the Board of Directors.

PLAYER REGISTRATION & TEAM ASSIGNMENTS LEAGUE ORGANIZATIONS

- 1) Player registration for the spring/summer program begins in January and continues until rosters are full and coaches are assigned. Registration dates for fall leagues will be announced during the summer season. Late registrations can be made through the general manager.
- 2) For all other leagues, registrations will close at the end of the first week of league play, unless a player has just moved into the community. Players moving into the community may register through May 31. In the event that all leagues for which a player is eligible are already full at the time of registration, his/her name will be placed on a waiting list and then assigned to a team if a vacancy occurs on or before May 31.
- 3) All players must pay their fee in full at the time of registration unless other arrangements are made through the general manager.
- 4) All players who did not play in the Lyndon Recreation program the previous year must show proof of age at the time of registration.
- 5) For the purpose of league assignment, a player's age is determined as of April 30 of the current year for tee ball and baseball leagues, and December 31 of the previous year for girls' softball leagues. A player may play in a league one year ahead of his/her actual age, but only if their intention to do so is declared at the time of registration. The age groupings of the various leagues are as follows:

Tee Ball (Boys & Girls), 4-5

Baseball – Pee wee (Coach-pitch), 6-7; Rookie (Machine-pitch), 8-9; Junior, 10-11;
Intermediate, 12-13; Senior, 14-16.

Girls' Softball – Pee wee (Coach-pitch), 6-7; Bantam (Machine-pitch), 8-9; Junior, 10-11; Intermediate, 12-13; Senior, 14-17; Open, 17 & up.

5. Girls' Senior and Women's Open rosters will be limited to a maximum of 14 per team. All other rosters will be limited to a maximum of 13 per team.
6. Team managers will be selected by the General Manager. If a team's previous manager will still be affiliated with the team, a new manager can be named only with approval of the general manager (The intent of this provision is to prevent situations in which a new manager is named for the purpose of having a player automatically assigned to the team, when in fact someone else will actually manage the team.).

Each manager may then name one official coach, if the team's former official coach no longer has a child or grandchild on the team. If a team with a returning official coach has a new manager, the league chairman together with the general manager may authorize the naming of a new official coach. If a manager does not have a child or grandchild on the team, then he/she is allowed to have two official coaches. A manager cannot name an official coach after the league draw has taken place. An official coach can be named only with the approval of both the manager and the person named as official coach.

The children or grandchildren of both the manager and official coach(es) will be automatically assigned to their team.

7. Unless requested otherwise, a player returning to the same league will be automatically assigned to the team on which he played the previous year. If reassignment is requested, the player will be assigned to the player pool. If the player is drawn by the same team on which he played the previous year, he must be returned to the pool and drawn by another team. Brothers or sisters will be assigned to the same team unless requested otherwise.
8. Prior to team assignment, a player may designate **one** team for which he/she does not wish to play. If drawn by the designated team, the card must be returned to the pool.
9. **EXCEPTIONS FOR GIRLS' SENIOR SOFTBALL:** Managers will be allowed to form their own teams with a core group of up to 7 players, or choose to accept all returning players on the team from the previous year. The remainder of a team will be filled through a draw of players that sign up without being included in a team's core group.

RULES 10-11 DO NOT APPLY TO TEE BALL, GIRLS' SENIOR OR WOMEN'S OPEN SOFTBALL.

- 1) After returning players and the children or grandchildren of the managers and official coaches have been assigned to their teams, all other players will be assigned through a blind draw conducted by the General Manager.
- 2) This draw shall be prepared by the general manager prior to the league meeting. The draw shall be prepared in such a way as to maximize the balance of the ages of players on all teams.
- 3) All managers shall be given reasonable notice of the date and time of the draw.
- 4) No trades are permitted.
- 5) Players who sign up after the initial draw will be assigned to teams by the general manager. Returning players who sign up after the initial draw will be treated as new players.
- 6) No coach or parent shall move from one team to another to become an official coach in the same age group, regardless of reason, and have his child automatically reassigned to the new team. If a change is desired, the player will return to the player pool.

GENERAL LEAGUE RULES

- 1) Each team must have a signed sponsorship contract or the team must pay a sponsorship fee prior to the first official game. If not, games will be forfeited until a contract has been obtained or the sponsorship fee has been paid.
- 2) Each player must meet the minimum standard for fund-raising projects, as established by the Board of Directors, in order to be eligible for participation in league play.
- 3) All players must wear all articles of uniform furnished by the Association. Any player not wearing proper uniform will not be allowed to participate in league play. Exceptions to this rule can be made by the general manager.
- 4) Except for Senior Baseball, Senior Softball and Women's Open Softball, metal spikes or cleats are not permitted.
- 5) A player may use a bat other than those furnished by the Association, provided that the bat conforms to any applicable league restrictions. Metal, composite and ceramic bats are acceptable.
- 6) In all baseball and softball leagues for ages 8 & up, the batter and all baserunners must wear batting helmets. In the softball leagues, the helmets must include a face mask and chin strap. If a player intentionally removes the batting helmet while batting or running, the player will be called out. The ball becomes dead, and all other runners must return to the last bases they had legally attained at the time of the infraction. This rule shall not apply if a helmet is removed at a time when the ball is already dead, or following a walk in a league which doesn't allow stealing.
- 7) All leagues: If a runner fails to touch a base or fails to tag up after a fly ball is caught, and for such failure is not put out by the defense during the same playing action, such runner will be declared out by the umpire at the end of the playing action.

- 8) All baseball and fast-pitch softball leagues: It is strongly encouraged that the offensive team use a courtesy runner/pinch runner for the pitcher and catcher to speed up the game. This runner must be the last previous batter not currently on base.
- 9) A batter who is injured during his/her turn at bat may be removed from the lineup and the next scheduled batter will assume the ball/strike count. If an injury necessitates the removal of a baserunner, the substitute runner shall be the last previous batter not currently on base. An injured player may reenter a game provided he/she does not miss his/her next scheduled plate appearance following the injury.
- 10) A player arriving late may be added to the bottom of the batting order, provided the leadoff batter has not begun his/her second turn at bat.
- 11) The fitness of the grounds for play before the game will be determined by the general manager. After a game has started, the umpire may temporarily suspend the game but may not cancel the game without the approval of the general manager. All rained-out games will be rescheduled by the general manager.
- 12) The home team must provide the official scorekeeper. Failure to do so can result in forfeiture of the game and the home team is responsible for reporting the scores to the main office.
- 13) Each manager must present a lineup to the scorekeeper and the opposing manager prior to the game. The lineup must show the uniform numbers of all players and the positions of the starting defensive players. **All players must bat in the order in which their names are listed on the official lineup.** The official lineup shall be the one presented to the official scorekeeper.
- 14) **Each player must play on defense a minimum of: one full inning during any regulation game of 2 or 3 innings; two full innings during any game of 4 or 5 innings; and three full innings during any game of 6 or more innings. Violations of the minimum defensive playing requirement will result in forfeiture of the game.**
- 15) If neither team can field the required number of players, both teams will be charged with a forfeit.
- 16) In the event of a tie and the full number of innings and/or time limit has been reached, one additional inning shall be played by starting with a runner on second base.
 - a) This runner will be the player in the batting order immediately preceding that half-innings' leadoff hitter. So, if it is the Number 7 hitter in the order that is due up, the number 6 hitter will be the designated runner.
 - b) The Courtesy runner rule will be in effect but must be the player in the order preceding the designated runner. So, in the same scenario above, it would be the 5th hitter in the lineup.
- 17) All softball and baseball leagues: If a manager or coach makes a second trip to the same pitcher in the same inning, the pitcher must be removed from the position of pitcher. The substitute pitcher must continue as pitcher until he/she completes facing one batter or until the side is retired. At the time a pitching change is made, either at the beginning or during an inning, a manager or coach is not charged with a "trip" for the new pitcher.

- 18) A pitcher may return to pitch only one time but only after a minimum of one complete at bat.
- 19) Players, managers, and coaches of both teams shall confine themselves to their teams' benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, managers, coaches and bat boys shall occupy a bench during a game.
- 20) The use of tobacco products is prohibited at all times on the playing fields or in the dugouts or team benches.
- 21) In tee ball, coach-pitch, and machine-pitch games, each team will be allowed a maximum of three one-minute time outs during each game.

In all other leagues, time outs will be limited as follows:

Each team when on defense may be granted not more than three charged one-minute time outs during a game. Time granted for an obviously incapacitated player shall not constitute a charged time out nor shall a time out be charged whenever the pitcher is removed as pitcher. PENALTY: For any charged time out in excess of three in a game, the pitcher must be removed as pitcher for the duration of the game.

Each team when on offense may be granted not more than one charged one-minute time out per inning to permit the coach or any of that team's personnel to confer with baserunners and/or the batter. The umpires shall deny any subsequent requests for time outs.

- 22) A five-inning game which is called for any reason prior to the time limit will be official if the losing team has had three full at-bats, or if the score is tied after each team has had three full at-bats. A six or seven-inning game which is called prior to the time limit will be official if the losing team has had four full at-bats, or if the score is tied after each team has had four full at-bats.
- 23) If a game is "called" before it has become an official game, it shall be resumed at the exact point the game was stopped.
- 24) League standings will be determined by the point system:

| | |
|------------|----------|
| For a win | 2 Points |
| For a tie | 1 Point |
| For a loss | Zero |

- 25) In order for a protest to be considered, the manager must indicate his *intent* to file a protest at the time of a disputed ruling (before the next pitch, or before the umpires have left the field if a dispute occurs on the final play of the game). This intent must be expressed specifically by using the word "protest" (e.g., "I want to protest that ruling" or "We're playing under protest", etc.), *not* simply by expressing disagreement with the ruling. It should be noted that protests can only be made for alleged misapplication of a rule – judgment calls cannot be protested.

- 26) When an intent to protest is declared during a regular season game, the umpire shall make sure all pertinent information is recorded before resuming play. Pertinent information should include score, inning, outs, players on base, player at bat, ball/strike count, and expired time in addition to the disputed ruling. A written protest must be submitted to the general manager within 24 hours after the end of the game, including a \$50 deposit which will be refunded if the protest is upheld. Protest forms are available at the Main Office. The general manager will schedule a protest hearing which must be attended by a minimum of five members of the Coaches Committee and the protesting manager or his/her representative. If the protesting manager or his/her representative is not present within five minutes of the scheduled meeting time, the protest will be automatically denied. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Coaches Committee the violation adversely affected the protesting team's chances of winning the game.

In the event of a protested ruling during a tournament game, play shall be suspended until the general manager has had an opportunity to resolve the disputed ruling. If the dispute is not satisfactorily resolved at that time, protest procedures should be followed as described above, except that the time for following through with the written protest shall be shortened to one hour after the end of the game or the closing of the park office for the day, whichever comes first.

25. Any player who misses two games and/or practices without a good reason will be subject to disciplinary action by the team manager. The maximum penalty will be dismissal from the team. The manager must obtain the approval of the General Manager prior to applying any suspensions or dismissals.
26. Any player who misses more than half of league games will be subject to suspension from tournament games at the discretion of the General Manager as requested by the Head Coach.
28. Each field's batting cage is reserved for the teams preparing to play on that field for the hour preceding the scheduled game time. The visiting team will have use of the cage for the first 25 minutes of the hour. The cage is reserved for the home team from 35 minutes prior to game time until 10 minutes prior to game time. The visiting team shall conclude their infield practice no later than 5 minutes prior to game time. The home team must be prepared to begin taking infield 5 minutes before game time and ready to start play at the scheduled time.
- 29 No new inning may start 5 minutes prior to the end of the time limit.
- 30 This applies to all divisions with an inning run rule. The game stops play and the home team will not hit in their half of the inning if they cannot mathematically tie or win the game and the time limit has expired.

5/1/22 Created. The purpose of the rule is to keep games from going over the time limit and forcing games to start late and/or forcing games to run late in the evening.

TEE BALL

Field Dimensions

| | |
|-----------------------|-------------------|
| Bases | 45' |
| Bat Box | 4' x 16' |
| Infield Circle | 30' radius |
| Foul Circle | 6' radius |

1. Bat length shall not exceed 28".
2. The ball will be batted from a tee. There will be no strikeouts or bunting (batter must take a full swing). If the batter hits the ball without taking a full swing, the ball shall be declared dead, all runners must return to their bases, and the batter shall resume his turn at bat.
3. Each team will bat until three players have been put out or until nine players have completed their turn at bat, whichever comes first. If the ninth batter in an inning is put out, the out will be considered to be the third out for the purpose of determining whether any preceding runners have scored.
4. All infielders must be positioned behind the infield circle until the ball is hit. If a violation occurs on a play in which the batter and all baserunners safely advance at least one base, the violation will be ignored. Otherwise, all runners will be returned to their original bases and the batter will resume his turn at bat.
5. If a batted ball comes to rest inside the foul circle, it is a foul ball.
6. The bat must hit at least part of the ball. If the batter propels the ball by striking the tee only, it is a foul ball.
7. After hitting a fair ball, the batter must make an attempt to place the bat in the bat box before passing the far end of the box. An attempt will be considered to have been made as long as any portion of the bat is placed in the box (even though the bat may roll out of the box), provided that the batter has not slung the bat. Once the bat has been dropped, it cannot be picked up. PENALTY: The ball is dead, the batter is out, and all runners must return to the bases they occupied at the time the ball was hit.

8. No defensive player other than the first baseman may apply a tag to a batter/runner or step on first base before the batter/runner reaches first base. PENALTY: The ball is dead, the batter/runner is awarded first base, and all other runners are awarded one base from their positions at the time the ball was hit.
9. There will be no stealing. The baserunner's foot must be on the base when the ball is hit. PENALTY: The ball is dead, the runner is out, no bases may be run by the batter or other runners.
10. All players will play at all times, both on offense and defense. On defense, use of a catcher is not permitted.
11. Each game is scheduled for a maximum of one hour or five innings, whichever comes first. No new inning may start with less than 10 minutes remaining in the hour. A new inning is considered to have started the instant that the previous inning is concluded. It shall be the responsibility of the umpires to start the game within five minutes of the scheduled time and to keep the official time of the game.
12. No more than two coaches are allowed on the field while their team is playing defense, and both coaches must remain on the outfield side of the basepaths while the ball is in play. On offense, a coach may be used with the batter in addition to the first base and third base coaches.
13. If an offensive coach touches a runner in any way while the ball is in play, the runner shall be called out, the ball is dead, and all other runners shall return to the last bases they had legally touched at the time of the interference.
14. If a defensive coach touches a fielder in an effort to aid in positioning the fielder while the ball is in play, the ball shall become dead and the umpire shall award such bases as in his judgment would have been attained had it not been for the interference. The minimum award for each runner shall be one base beyond the last base he had legally touched at the time of the interference.
15. When the ball is held overhead by any defensive player, with no play being attempted, time shall be called by the umpire. Any runner who has reached the 10-foot hash mark when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base.
16. When two runners occupy the same base, it must be determined which runner is entitled to the base. Unless it is a force situation, the lead runner is entitled to the base and the following runner may be put out by being tagged. In force situations, the lead runner may be put out by tagging either the runner or the base to which he is forced.

17. Following any overthrow during an attempted play, no runners may advance further than two bases from the last base they had touched at the time of the overthrow. EXCEPTION: If an overthrow occurs during an attempted play on the batter/runner before he/she reaches first base, the batter/runner may not advance further than first base on the play; other runners would be eligible to advance up to two bases from their positions at the time of the overthrow.
18. Each team will furnish one umpire for each of its games.
19. There will be no official score kept during the game, and there will be no league standings.

**COACH-PITCH BASEBALL/SOFTBALL
PEEWEE BASEBALL/GIRLS' PEEWEE SOFTBALL**

Field Dimensions

| | |
|-----------------------|------------|
| Bases | 50' |
| Infield Circle | 30' |
| Foul Circle | 10' |

Official baseball rules (Boys) or USA Softball fast-pitch softball rules (Girls) will apply, except as follows:

1. Each game is scheduled for a maximum of one hour or five innings, whichever comes first. No new inning may start with less than ten minutes remaining in the hour. A new inning is considered to have started the instant that the previous inning is concluded.
2. The ball will be a soft baseball.
3. The game will be played with ten players on defense. In the event ten players are not available, the game can be played with seven players. A forfeit will be declared if a team does not have at least seven players on the field within five minutes after the official starting time, or becomes unable to field seven players at any time during the game.
4. Unlimited substitution on defense is allowed at all times.
5. All defensive players must be positioned behind the infield circle until the ball is hit (use of a catcher is not permitted). If a violation occurs on a play in which the batter and all baserunners safely advance at least one base, the violation will be ignored. Otherwise, all runners will be returned to their original bases and the batter will resume his turn at bat.

6. No defensive player other than the first baseman may apply a tag to a batter/runner or step on first base before the batter/runner reaches first base. PENALTY: The ball is dead, the batter/runner is awarded first base, and all other runners are awarded one base from their positions at the time the ball was hit.
7. One defensive coach is allowed on the field, but must remain on the outfield side of the basepaths while the ball is in play. If the defensive coach touches a fielder in an effort to aid in positioning the fielder while the ball is in play, the ball shall become dead and the umpire shall award such bases as in his judgment would have been attained had it not been for the interference. The minimum award for each runner shall be one base beyond the last base he/she had legally touched at the time of the interference.
8. Each team will bat until three outs are made or eight runs are scored, whichever comes first. No more than eight runs can be scored during each team's turn at bat. (If a team trails by more than eight runs at the expiration of the time limit while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.)
9. If either team leads by fifteen or more runs after three or four full innings of play, the game will be called and ruled a complete game.
10. The ball will be pitched by a coach of the offensive team, who may pitch from any position and distance. Another coach will be positioned behind the plate in order to help the batter and to field unhit pitches. The batter will receive a maximum of four pitches (regardless of pitch location) to hit a fair ball or be put out by a caught foul ball. If a batter has not reached base or been put out after four pitches, the ball will be batted from a tee. If a batter has not reached base or been put out after two swings while using the tee, the batter will be declared out. There will be no strikeouts or bunting (batter must take a full swing). If the batter hits the ball without taking a full swing, the ball shall be declared dead, all runners must return to their bases, and the batter shall resume his/her turn at bat.

When a batter is hitting from the tee, the batter may not advance beyond first base on the play. Other runners will be eligible to advance only if forced, and will be limited to an advance of only one base, even if an overthrow occurs on an attempted play.

11. The pitcher must make every effort to avoid interfering in any way with the defense. If the batter hits a pitched ball, the pitcher must remain within the eight-foot diameter pitcher's circle while the ball is in play, unless it is necessary to move from the circle in order to avoid interfering with the play. If the batter is hitting from the tee, the pitcher must remain in foul territory.
 - (a) A batted ball which strikes the pitcher without first touching a defensive player shall be declared a dead ball. Runners must return to their bases and the batter will resume his/her turn at bat. The pitch is included in the four-pitch limit; if it is the fourth pitch, the batter will then bat from the tee.

(b) A thrown or deflected ball which strikes the pitcher is a live ball and remains in play.

12. If a batted ball comes to rest inside the foul circle, it is a foul ball.
13. There will be no stealing. The baserunner's foot must be on the base when the ball is hit.
PENALTY: The ball is dead, the runner is out, no bases may be run by the batter or other runners.
14. If an offensive coach touches a runner in any way while the ball is in play, the runner shall be called out, the ball is dead, and all other runners shall return to the last bases they had legally touched at the time of the interference.
15. When the ball is held overhead by a defensive player within the infield (anywhere within the skinned portion of fair ground), with no play being attempted, time shall be called by the umpire. Any runner who has reached the 25-foot hash mark when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base.
16. Following any overthrow during an attempted play, no runners may advance further than two bases from the last base they had touched at the time of the overthrow. EXCEPTION: If an overthrow occurs during an attempted play on the batter/runner before he/she reaches first base, the batter/runner may not advance further than first base on the play; other runners would be eligible to advance up to two bases from their positions at the time of the overthrow.
17. The infield fly rule does not apply.
18. When two runners occupy the same base, it must be determined which runner is entitled to the base. Unless it is a force situation, the lead runner is entitled to the base and the following runner may be put out by being tagged. In force situations, the lead runner may be put out by tagging either the runner or the base to which he/she is forced.
19. A batter may use any regulation baseball, softball, or tee ball bat.
20. The umpires will be the coaches of the teams in the preceding or following game, unless qualified substitutes are agreed upon by both teams.

**MACHINE-PITCH BASEBALL/SOFTBALL
ROOKIE BASEBALL/GIRLS' BANTAM SOFTBALL**

| Field Dimensions | <u>Rookie</u> | <u>Bantam</u> |
|-------------------------|----------------------|----------------------|
| Pitching Rubber | 46' | 35' |
| Bases | 60' | 60' |

Official baseball rules (Rookie) or USA Softball rules (Bantam) will apply, except as follows:

1. Unlimited substitution on defense is allowed at all times.
2. The game will be played with 10 players on defense. When 10 players are being utilized on defense, at least 4 players must be positioned in the outfield grass until the ball leaves the pitching machine. In the event 10 players are not available, the game can be played with 7 players. A forfeit will be declared if a team does not have at least 7 players on the field within five minutes after the official starting time, or becomes unable to field 7 players at any time during the game.
3. Each game is scheduled for one hour or five innings, whichever comes first. Any inning started prior to the time limit will be completed. A new inning is considered to have started the instant that the previous inning is concluded.
4. Each team will bat until 3 outs are made or 8 runs are scored, whichever comes first. No more than 8 runs can be scored during each team's turn at bat. (If a team trails by more than 8 runs at the expiration of the time limit while an inning is in progress, they will be allowed to complete their turn at bat even though it is impossible for them to tie the score or win the game.)
5. If either team leads by 15 or more runs after 3 or 4 full innings of play, the game will be called and ruled a complete game.
6. A batter is not eligible to run on a dropped third strike.
7. The infield fly rule does not apply.
8. The Bantam League will use an 11" softball.
9. The ball will be pitched by a pitching machine, operated by the field umpire.
10. The batter shall receive a maximum of 6 pitches to get a hit, strike out or be put out, unless the final pitch results in an uncaught foul ball on a full swing. If the batter does not hit the ball on the sixth pitch, or bunts foul on the final pitch, he/she will be declared out. If a batter is hit by a pitch, he/she is not entitled to first base and the pitch is counted against the six pitch total.
11. A batted ball which strikes the pitching machine without first touching a defensive player shall become instantly dead. The batter shall be awarded first base. Other runners shall advance only if forced to advance due to the batter being awarded first base.
12. A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play.

13. Adjustments to the machine can be made only at the beginning of an inning and with the agreement of both managers, unless at other times it becomes obvious that an adjustment is necessary in order for the machine to throw strikes.
14. The defensive team shall position a player immediately to either side of the pitching machine, even with or slightly behind the pitching rubber.
15. The catcher must be in the normal catching position, immediately behind the plate.
16. A batter may use any regulation baseball, softball, or tee ball bat.
17. If a runner leaves a base before the pitched ball reaches home plate, the runner shall be called out, there is no pitch, and the ball is dead.
18. There will be a 12-foot radius circle around the pitching machine. When the ball is held overhead (in the glove or bare hand) by the designated pitcher within the circle, with no play being attempted, time shall be called by the umpire. Any runner who has reached the thirty-foot hash mark when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base. If, in the judgment of the umpire, a defensive player attempts to throw the ball to a player within the circle and the ball either hits the pitching machine or comes to rest beneath the machine, time shall be called. Runners will be awarded the next base or sent back depending on whether they had reached the hash mark when time was called.

EXCEPTION: This rule does not apply to stealing situations in Rookie Baseball.

19. **BANTAM SOFTBALL ONLY:** There will be no stealing.
20. **ROOKIE BASEBALL ONLY:** Stealing is permitted of **second base only**, even if the ball is overthrown during the steal.
21. **ROOKIE BASEBALL ONLY:** When the pitcher has possession of the ball within a twelve-foot radius of the pitching machine, a runner on first must immediately attempt to advance or return to first base. Any failure on the part of the runner to comply with this rule shall result in a warning by the umpire to both the runner and his manager and any subsequent violations by members of that team shall result in the offending runner being called out.

JUNIOR, INTERMEDIATE, & SENIOR BASEBALL

| Field Dimensions | <u>Junior</u> | <u>Intermediate</u> | <u>Senior</u> |
|------------------|---------------|---------------------|---------------|
| Pitching Rubber | 46' | 52' | 60' 6" |
| Bases | 60' | 80' | 90' |

Official baseball rules will apply, except as follows:

1. Unlimited substitution on defense is allowed at all times.
2. In the event 9 players are not available, the game can be played with 7 players. A forfeit will be declared if a team does not have at least 7 players on the field within 5 minutes after the official starting time, or becomes unable to field 7 players at any time during the game.
3. **Junior Baseball** games are scheduled for one hour and thirty minutes or six innings, whichever comes first. **Intermediate and Senior Baseball** games are scheduled for one hour and fifty minutes or seven innings, whichever comes first. Any inning started prior to the time limit will be completed. A new inning is considered to have started the instant that the final out is made in the previous inning
4. In **Junior Baseball**, no pitcher shall pitch more than 6 innings (18 outs) in any one week. In **Intermediate and Senior Baseball**, no pitcher shall pitch more than 7 innings (21 outs) in any one week. The pitching week shall be Monday through Sunday. The official record of innings pitched will be maintained by the umpires. Unless a manager or his representative notifies the league chairman or general manager of an alleged error **prior to the closing of the park on the night of the game**, this record will be presumed to be correct. Violations of this rule shall result in forfeiture of the game in which the violation occurred.

EXCEPTIONS: (1) Any inning(s) or portion thereof pitched in an “extra inning” will not count toward the limitation.

(2) If more than two games are played within one week, the inning limitation will be increased by three innings for each additional game played. The only time a pitcher may use the extra innings allowed under this rule is in the additional game(s) played. “Additional games” are determined by the order in which games are actually played within the week, without regard to whether they are regularly scheduled games or makeup games.

(3) If the pitching limitation is exceeded only because more than one out is made on the same play, it will not be considered a violation.

(4) The pitching week is redefined for the league tournament.

5. Once a pitcher has been removed as a pitcher for the second time in the same game, he may not return in that game as a pitcher.

6. If either team leads by 15 or more runs after 3 innings, or 10 or more runs after 4 innings, the game will be called and ruled a complete game.
7. Any player who goes onto the field for the purpose of receiving warm-up throws from the pitcher must wear a catcher's mask.

THE FOLLOWING RULES APPLY ONLY TO THE JUNIOR LEAGUE:

8. When a pitcher makes any motion normally associated with his pitch to the batter, he must deliver the ball to the plate. Failure to do so is an illegal pitch.
9. There is no balk. In the event of an illegal pitch, a ball shall be awarded to the batter and the ball is dead. If, in the judgment of the umpire, a pitcher purposely commits an illegal pitch for the purpose of issuing an intentional walk, a ball shall not be awarded to the batter. The umpire shall also be empowered to nullify any balls previously awarded to that batter which resulted from illegal pitches. Repeated offenses by the same team may result in the removal of the pitcher from his position as pitcher. (NOTE: The portion of this rule pertaining to intentional walks should *not* be interpreted to mean that intentional walks are not allowed. The intent is to require a pitcher to actually pitch the ball—therefore risking a wild pitch or passed ball—when attempting to give a batter an intentional walk.)
10. When the pitcher, with the ball in his possession, is in contact with the pitching rubber and the catcher is in his normal position ready to receive delivery of the ball, all baserunners must immediately attempt to advance or return to their bases. Any failure on the part of the baserunner to comply with this rule shall result in a warning by the umpire to both the runner and his manager and any subsequent violations by members of that team shall result in the offending baserunner being called out. If a runner leaves the base before the ball reaches home plate, the runner shall be called out, there is no pitch, and the ball is dead.
11. The batter is not eligible to run on a dropped third strike.

**GIRLS' FAST-PITCH SOFTBALL
JUNIOR, INTERMEDIATE, SENIOR & OPEN**

| Field Dimensions | <u>Junior</u> | <u>Int.</u> | <u>Sr. & Open</u> |
|-------------------------|----------------------|--------------------|------------------------------|
| Pitching Rubber | 35' | 40' | 43' |
| Bases | 60' | 60' | 60' |

Official USA Softball will apply, except as follows:

1. Unlimited substitution on defense is allowed at all times.
2. The game will be played with 9 players on defense. In the event 9 players are not available, the game can be played with 7 players. A forfeit will be declared if a team does not have at least 7

players on the field within 5 minutes after the official starting time, or becomes unable to field 7 players at any time during the game. For the **Junior League**, 10 players may be used on defense.

3. For the **Junior League**, each game is scheduled for 6 innings or one hour and twenty minutes, whichever comes first. In the **Intermediate, Senior, and Open** leagues, each game is scheduled for 7 innings or one hour and twenty minutes, whichever comes first. Any inning started prior to the one hour and twenty minute limitation will be completed. A new inning is considered to have started the instant that the final out is made in the previous inning.
4. The pitcher shall take a position with both feet in contact with and within the 24-inch length of the pitcher's plate. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery of the ball to the batter.
5. If either team leads by 15 or more runs after 3 innings, or 10 or more runs after 4 innings, the game will be called and ruled a complete game.
6. There is no balk in the **Junior** or **Intermediate** leagues. In the event of an illegal pitch, a ball shall be awarded to the batter, the ball is dead, and no runners shall advance unless forced to advance due to the batter receiving a base on balls. If, in the judgment of the umpire, a pitcher purposely commits an illegal pitch for the purpose of issuing an intentional walk, a ball shall not be awarded to the batter. The umpire shall also be empowered to nullify any balls previously awarded to that batter which resulted from illegal pitches. Repeated offenses by the same team may result in the removal of the pitcher from her position as pitcher. (NOTE: The portion of this rule pertaining to intentional walks should *not* be interpreted to mean that intentional walks are not allowed. The intent is to require a pitcher to actually pitch the ball—therefore risking a wild pitch or passed ball—when attempting to give a batter an intentional walk.)
7. In **Junior Softball**, no pitcher shall pitch more than 6 innings (18 outs) in any one week. In **Intermediate Softball**, no pitcher shall pitch more than 7 innings (21 outs) in any one week. The pitching week shall be Monday through Sunday. The official record of innings pitched will be maintained by the umpires. Unless a manager or his representative notifies the league chairman or general manager of an alleged error **prior to the closing of the park on the night of the game**, this record will be presumed to be correct. Violations of this rule shall result in forfeiture of the game in which the violation occurred.

EXCEPTIONS: (1) Any inning(s) or portion thereof pitched in an “extra inning” will not count toward the limitation.

- (2) If more than two games are played within one week, the inning limitation will be increased by three innings for each additional game played. The only time a pitcher may use the extra innings allowed under this rule is in the additional

game(s) played. "Additional games" are determined by the order in which games are actually played within the week, without regard to whether they are regularly scheduled games or makeup games.

(3) If the pitching limitation is exceeded only because more than one out is made on the same play, it will not be considered a violation.

(4) The pitching week is redefined for the league tournament.

8. Once a pitcher has been removed as a pitcher for the second time in the same game, she may not return in that game as a pitcher.

9. During any extra inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

THE FOLLOWING RULES APPLY ONLY TO THE GIRLS' JUNIOR LEAGUE:

10. The game will be played with an 11" ball.

11. Baserunners cannot leave the base until the pitched ball reaches home plate. PENALTY: The runner is out, it shall be called a no-pitch, all other runners return to their bases.

12. Stealing is allowed, but runners are limited to an advance of only one base on a steal, even if an overthrow occurs during an attempted play. If a runner advances more than one base on a steal, the ball remains alive and the runner may be tagged out while between bases. If a runner safely reaches an unoccupied base to which she is not entitled, she is not in jeopardy of being put out while in contact with the base, but will be sent back by the umpire at the end of the play. *Runners may not steal home*

13. The batter is not eligible to run on a dropped third strike.

14. A batter may use any regulation softball, baseball, or "Little League" bat.

15. "Time" shall be called when, in the judgment of an umpire, all immediate play is apparently completed.

16. No walks. Once player reaches four balls, coach may pitch maximum of three pitches if no strikes, two pitches with one or two strikes. Umpire will continue to enforce strike zone with coach pitching. On the last coach pitch, balls that are hit foul, player will continue to receive pitches until out or reach base.

17. When coach is pitching, none of the following are permitted:

- Bunting, Stealing, Advance on pass ball

- If coach interferes with the play, ball is dead and hitter is awarded first base and runners may only advance if required
- If a batter bunts while the coach pitcher is pitching, the umpire shall declare dead ball and the pitch should not count.

18. Each team will bat until 3 outs are made or 6 runs are scored, whichever comes first. No more than 6 runs can be scored during each team's turn at bat.

Revised 5/17/22 | Replaced ASA Rules with USA Softball Rules as the ASA no longer exists.

Revision History

5-17-22 | Replaced ASA Softball Rules with USA Softball Rules as the ASA no longer exists.