

Franklin Girls Softball Association (FGSA) Playing Rules Minors Division

All play is governed by USA Rules except as noted below. In addition, certain USA Rules are noted for emphasis.

Goal

The primary objective of the Minors Division is to continue to build softball skills and strategy. With a primary emphasis on fun, coaches are encouraged to moderately increase the level of competitiveness and structure from previous divisions.

· Overview

The Minor League is a transitional league where we combine the basic skills the players have learned in Instructional and Intermediates and put it into real game play with actual pitching led by the players and officiating by league trained umpires.

This league will be for players in 3rd and 4th grade as they prepare for the more competitive leagues of Juniors and Seniors.

There will be a 1 ½ hour practice per week where the girls will all practice together as a league. The intent is to continue to develop their skills, while ensuring the training they receive is consistent throughout. Coaches will have the option to hold additional practices at their discretion when field times are available. There will also be weekly games played every Saturday. At this age group the girls will really develop by putting together what they have learned in the weekly skills practices into a real game setting.

Teams will be randomly put together with 3rd and 4th grade girls of all skill levels being on each team.

Days and Times

Weekday practice (Wednesdays)

Weekend games (Saturdays) at 1:00 PM EST

· Dimensions

11-inch hard softball

35-foot pitching distance

· Structure

Season consists of at least 9 games (4 weekday/5 Saturdays)

Part of the weekend is practice and then game.

Single elimination playoffs at conclusion of regular season

Sanctioned umpires and 1 game ball provided by each team.

· Practice

Division Director will work with coaches to develop a cohesive practice plan with emphasis on development of pitchers and catchers.

· Game Play

USA Softball Rules and Regulations followed. Specific league rules are as follows.

6 inning games. No new inning to start 1 hour 40 minutes after start time.

All playoff games will be played with no time limit. International Tie Breaker will be used to decide winner if game is tied after 6 complete innings.

4 run limit per inning, excluding 6th or last declared inning.

Game is considered complete after 3.5 innings if home team is ahead or 4 innings if visitor is ahead.

8 players needed to start and end game. A 10th player may be used in the outfield.

11-inch Stamped ASA ball and 35 feet pitching distance.

Free substitution of players in the field

Mercy Rule: 12 runs after 5 innings

Maximum of 3 innings per pitcher. Pitchers may re-enter.

If Batter is hit by pitch, they may take their base or stay at bat. Pitch will be a "ball."

Pitchers cannot walk in a run. After ball four, with the bases loaded, a coach will come in and pitch to the player until the batter strikes out or puts the ball in play. Exception is if player gets Direct Hit by Pitch "No Bounce" with bases loaded and takes first base.

Pitchers shall be removed from pitching after directly hitting 3 batters in an inning or 5 during the game (bounced pitches will not count).

Continuous batting order. All non-injured players present will bat.

If a player becomes injured, they will skip their next at bat. Not an "Out."

If a player is ejected, then subsequent at bats for the player ejected will be an "Out."

Players who arrive after the start of the game will be added to the end of the order.

Courtesy runner can be used for catcher or pitcher on record who is returning to that position the following inning. Courtesy runner is the player who was the last batter in the previous inning. and second to last batter of the previous inning if both pitcher and catcher are on base at the same time).

Base stealing Is allowed, except for home.

Runners may leave the base on release from the pitcher's hand.

No stealing if the team at bat is up by 10 or more runs.

No Infield fly rule in effect

No Drop Third Strike

No Slashing.

No Slap hitting and drag bunting are allowed.

Facemasks are required for all players in the field.

Base runners may advance one base on an overthrow.

Base stealer may not advance if ball is overthrown on successful steal.

No Continuation on a walk

· Special Playing Rules (all divisions)

Minimum of eight players required to start the game.

Games must start once the scheduled start time is reached and both teams have the minimum number of players.

All players bat - a continuous batting order will be used. Players who arrive after the start of the game will be added to the end of the order.

Free substitution of players in the field

All players must play an equal amount of time in the field each game. No player will be on the bench for 2 consecutive innings and all players must play a minimum of 2 innings in the infield.

Players must slide or avoid contact. All sliding rule decisions are at the discretion of the umpire.

A courtesy runner may be used for the catcher – runner shall be the last batter making an out.