

# Howland Athletic Club

## Girls Softball 2019



## Organization

The purpose of this organization is to help contribute to the emotional and physical maturity of the youth in our community within an athletic environment. It will offer the facilities, equipment and coaching guidance needed to assist in their development. The opportunity to learn softball skills, have fun and be part of a team is what softball "on the hill" is all about.

## Playing Rules

If it is not outlined in these HAC rules than ASA rules will apply.

1. All leagues will need a minimum of nine (9) players to start a game except for International League during the regular season which can start with less.
2. All leagues will bat their full roster in continuous order. If a team only has 9 players or a player leaves for any reason during a game, that player will not be counted as an out when it is their turn to bat. But that player may not return to the playing field until the conclusion of the game.
3. If a player(s) arrive after the teams batting orders have been exchanged, the late arriving player(s) must be placed at the bottom of the batting order and may bat when it is their turn. (Exception: suspended game rules, Page 7 #4)
4. All leagues will use free substitution, but every girl **must** play defensively at least 3 innings or half the game in a shortened run rule game.
5. No batter can strike out on a foul ball.
6. No team will be allowed on the fields prior to 4:00 pm for pregame warm-up. The available time will be shared equally by both teams.
7. The home team will keep the official scorebook and is responsible to report the final scores to the league director in a timely manner.
8. Home team will use the first base dugout and is responsible for getting the bases from the storage area before the game and also returning them to the storage area at the conclusion of the final game for the day. Home team will also provide the game ball and will have use of the field for the first half of pregame warm-up.
9. Injured runner rule; in the event of an injured runner, the player who made the last out prior to the injury will be the substitute runner.
10. In order to keep the games moving in a timely manner there will no more than 2 inning huddles, per game.
11. Howland and Parochial school activity rule; if more than 3 players from the same team are not present due to a **school** function; the game may be rescheduled at the discretion of the Commissioner and league director. Managers must give notice to a league official no later than 5 days prior to the function.
12. All catchers must wear protective helmet, face guards and chest protector in all leagues or they will not be allowed to play. (No metal spikes are allowed in any league)
13. All girls 12 and under; no infield fly rule
14. HAC requires that all leagues wear batting helmets with a **secured** chin strap. Helmets with facemasks are recommended in all leagues.
15. No regular scheduled game can be canceled for a make-up rain out game. The time may be rescheduled on the same day.

16. All bats used or issued by the HAC will be "Official Softball" approved bats stamped 2004 or later and have a barrel  $2\frac{1}{4}$  " or less to be considered ASA approved.
  17. Protective mouth guards are recommended for all players.
  18. It is **solely** the umpire's decision to allow the game to continue or be suspended due to darkness. The influence or badgering of the umpire will not be tolerated with a possible forfeiture of the game for the offending manager. This will include asst. coaches and fans conduct during and after said game.
  19. Only the manager or one designate of the team is permitted to speak with an umpire, if a member of the team (other than manager/designate) disputes a call with the umpire an out can be awarded.
  20. Managers are responsible for the behavior of their players and fans at all times.
21. **International League (6 to 8 Yr olds):**
- A. No standings or records are kept for this league. All teams will make the playoffs in a blind draw format.
  - B. On an overthrow to first base the batter may advance one base at their own risk, base runner(s) may advance one base beyond base made if the ball is overthrown at your own risk.
  - C. Pitching rules; Parent pitcher will pitch to their own batters. Parent pitcher must start their delivery with one foot starting **on or in contact with** the pitching rubber, and the delivery of the pitch must be made within 1.5 steps. 6 pitch total 6 strikes and out, batter cannot strike out on foul ball.
  - D. If a batted ball hits parent-pitcher, the ball is dead. No ball or strike is counted and the batter will return to home plate to continue batting.
  - E. If the umpire calls interference on parent pitcher, the ball is dead, the batter is out and base runner(s) return to previous base.
  - F. No base coaching is permitted by the parent-pitcher after the delivery of the pitch until the ball is deemed dead by the umpire
  - G. Only adults may coach the bases. They cannot touch or interfere with any of the players or an out may be called by the umpire.
  - H. One defensive coach is permitted in centerfield before Memorial Day, after Memorial Day no defensive coaches are permitted in the field.
  - I. The player pitcher must wear a heart guard and either a helmet with attached faceguard or a defensive fielder's mask; one foot must be in the circle until the pitch is released from the parent pitcher.
  - J. Face protection is mandatory for all infielders by use of a batting helmet with an attached faceguard or a defensive fielder's mask, aka "rip it".
  - K. All batters are required to wear batting helmets with a full facemask and a **secured** chin strap.
  - L. Up to Eleven (11) players will play in the field. In the season ending tournament each team must have a minimum of 9 players to begin a game and at least 8 to finish the game. If there are 8 players, you must play with limited outfielders. In the regular season a game can be played with less than 8 players, the opposing team should share players with the short staffed team by providing outfielders.
  - M. Umpires will advance runners according to position in relation to the hash marks. Base runners must have one foot on the ground past the hash mark to be awarded the next base. Runners before the hash marks will return to their previous base. Exception: When a defensive player has possession of the ball ahead of lead runner when time is called, the approaching runner must return to previous base regardless of position in relation with hash marks. Umpires judgment is final!

- N. After a play has been established on a batted ball and the pitcher has possession of the ball in the pitchers circle, or if any fielder has possession of the ball in the infield, and the lead runner is stopped from advancing, the ball is dead. The umpire will call time and position the base runners according to the hash marks between the bases. Umpires judgment is final!
  - O. Outfielders: All outfielders must start play 8 feet from the edge of the grass in the outfield, including the fifth "rover" outfielder. Start of play is deemed the point at which the ball is crossing home plate upon delivery of a pitch.
  - P. Infielders must position themselves no closer to home plate than four feet from their respective base positions. The base path will be used to determine this for the shortstop & second baseman. No infielder once positioned, may move towards or rush the batter until after the ball is batted.
  - Q. The catcher must be in a helmet with face mask, chest protector & position herself, in a crouched position, between the backstop and a line four feet behind home plate until the batter hits the ball.
  - R. Any foul ball higher than the batter's head may be caught for an out by the catcher.
  - S. Bunting is not permitted.
  - T. No leadoffs or stealing of bases is allowed. Base runners may not leave a base until the ball is hit. First violation per team will be a warning; any subsequent violation for that team will result in the runner being called out.
  - U. When using 11 players, 5 outfielders
    - a. When using 9 players, 3 outfielders must be used at all times.
    - b. When using 8 players, 2 outfielders must be used at all times
  - V. An 11" (47 core, 375 lb.) softball (tournament ball) will be used in the International League.
  - W. A game will be called at any time after four complete innings if a team is winning by ten (10) or more runs (3 1/2 innings if the home team is winning by ten or more runs)
  - X. A half inning will be over if:
    - The defensive team records three (3) outs
    - OR
    - The offensive team has scored five (5) runs
    - Unlimited run count in the sixth inning.
  - Y. International Game time limits: Regular Season: 1hr. 30 min.  
Playoff games: 6 innings no time limit
22. **Fastpitch Softball (9 to 10 Yr olds)**  
A. Will follow local league playing rules
23. **Fastpitch Softball (11 to 12 Yr olds)**  
A. Will follow local league playing rules
24. **Fastpitch Softball (13 to 15 Yr olds)**  
A. Will follow local league playing rules

## Draft Procedure

1. In the event a new league is formed, all teams in the league will redraft as a new team.
2. The decision to draft, redraft and the number of players to be selected from each age group will be determined by the commissioner in conjunction with the HAC policy committee.
3. Eligibility:
  - A. All new players entering the program for their first year.
  - B. All players advancing to a new league.
4. Draft Loss:
  - A. Managers' child, if new to a team, is charged as a third round choice.
  - B. Sister of players already on a team will be charged as a fourth round choice of the regular draft. (Exception: known all-stars will be placed according to managers' agreement prior to the draft by majority vote of the managers.)
  - C. When sisters are both eligible in the draft, the second sister will be taken in the third round, after the round the first sister was picked. (Example: 3<sup>rd</sup> round---than 6<sup>th</sup> round)
  - D. If there is a conflict in a round where a child can be drafted in a position which has already been assigned, that pick is moved up one round not down.
  - E. When a new manager is chosen to manage a team and his/her daughter was drafted in the previous year on another team, the manager losing the player will be compensated with the same round that the player was picked in the previous year. Manager gets the draft picks that the new manager loses.
5. Draft:
  - A. During the draft, teams will be drafted by one of the following, according to availability:
    1. Team Manager
    2. Parent
    3. HAC Officer
  - A. Prior to the draft, all teams will choose their respective positions for the draft by pulling a number from a hat. If keeping teams from the prior season, the last place team (according to last year's standings) selecting the first, then next to last team, etc., until all teams have their draft position established.
  - B. The draft will begin with the manager in the first drafting position drafting first, then the manager in second position, etc.
  - C. At the end of each round, the following round will be reverse order.
  - D. In multi-age leagues, the first three rounds of the draft will include only the oldest age players.
  - E. Drafting order for new leagues will be determined by a draw of the hat at the draft or tryouts if all coaches are present.
  - F. All players picked in the catch-up round must be from the older players, until all older players have been exhausted. The draft will then resume and continue from where the snaking rotation left off (see diagram), until each manager has filled his/her roster with the prescribed number of layers from each age group, through the last round of the draft.
  - G. If there is an excess of older players and all teams are caught up in the catch-up rounds before the older players have been exhausted, all teams may then select from any age group at the point where the draft continues.
  - H. The last round will be drawn from a hat. If there are not enough players for all teams in the final round, numbered entries will be placed in a hat for the number of players the round is

short. The numbered entries will be kept for placement of late entries from fast pitch or late sign-ups.

- I. Any player, who does not attend tryouts, will be placed in a hat. Any team may pick from the hat in any round. If the player is a known all-star, she will be placed in the draft.
- J. There will be **no trading of players after the draft is complete**. Hardships must be known prior to the draft. When a hardship occurs, the round of the draft to be used will be determined by a consensus of the managers present.

Draft Example

Shows the snake order, catch-up round and the finish of the draft;

	Team 1	Team 2	Team3	Team 4	Team 5	Team 6
=returning players	X	X	X	X	X	X
	X	X	X	X	X	X
	X		X	X	X	X
	X		X		X	X
			X			X
			X			
			X			
First three rounds	1	2	3	4	5	6
Of the regular draft	12	11	10	9	8	7
Younger age only	13	14	15	16	17	18
Catch-up round	--	19	--	--	--	--
Older age group	--	21	--	20	--	--
	22	23	--	24	25	--
	30	29	--	28	27	26
Regular draft continues	36	35	34	33	32	31
	37	38	39	40	41	42
Draw from hat	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>

In this example, if less than 6 players remain for the final round (draw from hat); one or more numbered entries go into the hat to fill out the last round and hold places for any add-ons from fast pitch or late sign-ups.

Schedules

- 1. All regular schedules for teams will be made by HAC. There will be no changing of the schedule except by the softball committee. Exceptions will be made only for school and parochial school events where the

roster size will be affected. Other events that are non-school related will not be considered for changes. Regular season will be no less than 14 games.

2. International League will play a tournament at the conclusion of regular season using blind draw seeding. Format of said tournament will be decided by softball committee based on number of teams and scheduling circumstances.
3. Fast Pitch Regular Seasons and season ending tournament;
  - A. Will be determined by the local playing authority
4. Game times: Weekdays: Between 5:00 p.m. and 8:00p.m.  
 Saturdays: Beginning at 9:00 a.m.  
 Sundays: No games played unless approved by HAC officers  
 \*\*\* Games will be forfeit after 10 minute grace period\*\*\* **(For First Game Only)**
5. Practice Schedules:
  - A. During the school year, except Easter break, only two team events are permitted Monday through Thursday, and no more than **four team events per week**. Sunday practice, which is discouraged by the HAC, cannot be mandatory and cannot be held before 1:00 p.m. No games are permitted on Sundays, except opening day and tentative make-up games. No regular season games or practice will start on Sunday before 1:00 p.m.
  - B. All practice on Mines field will consist of hardball teams having priority on their fields and softball teams having priority on softball fields. Each league will have priority on their home field.
  - C. At no time will a team practice longer than 2 hours on any given day.
  - D. No practice permitted on the Middle School football field.

### **Game Cancellations and Suspended Play**

1. Cancellation prior to start of game, due to inclement weather or field conditions will be decided by the Commissioner and League Directors in conjunction with the HAC President or senior officer present. They, in conjunction with the field director, will make the decision whether to play or not. When justified, this will be done on an individual, per field basis.
2. After a game starts only the umpire, League Director, Commissioner or an HAC officer can suspend a game.
3. Suspended games will be rescheduled for completion. If at all possible they will be rescheduled immediately prior to the next game between the two teams. An appeal can be made to HAC officers for cancellation of a game that has no bearing on league championship or standings. Managers involved with suspended games will assure that all relevant details provided to the League Director and each other, so that play may be resumed at the exact point of suspension.
4. When continuing suspended games, any player not on the original batting order must be placed at the bottom of the original batting order. If the last batter, before suspension of the game was the last batter in the team's original order, any new player(s) who participate(s) in the continued portion of the game will bat last after the next full batting cycle has been completed.

## **League Expansion and Contraction**

1. Prior to the draft each league Director will evaluate the number of players in the league. If expansion of the league is required to maintain a maximum of 14 players on each team, than league must be redrafted.
  - A. Redraft Procedure
    1. The order in which teams draft will be determined from a draw of a hat.
    2. Whenever a league redrafts, each age group will be drafted separately, with the oldest age group being drafted first.
    3. The order of the draft will be reversed for the younger for the younger age group. Example: Team drafting first in the older age group will draft last in the younger age group.
    4. If the younger and older sisters of a manager are in the redraft, each will be considered a third round draft pick in their respective age group, unless both girls are known all-stars, than the older sibling will be a second round pick and the other will be a third round.
    5. All other draft rules apply.
    6. All age groups must try-out.
2. League contraction policy:
  - A. When a league contracts by two or more teams, that league will redraft.
  - B. If contracting by one team those players will be placed in the regular draft.
  - C. The HAC policy Committee will decide which team will be contracted: weighing the following conditions.
    1. A team that has won less than 15% of its regularly scheduled games from the previous year.
    2. A team has no current manager.
    3. A team is deemed to be the most non-competitive team by the League Director, Commissioner and HAC Officers.