

Girls 14U Softball Rules

www.leaguelineup.com/ncsoftball

Rev. 4/4/2025

Regular Girl's ASA High School Softball rules apply except as modified herein....

- 1) **Ages 12 – 14 (Jan 1st cut off)**
 - a. An 11 year old may be permitted to participate based on ability, availability and evaluation of league directors.
- 2) All participating Towns and Organizations must use trained association umpires.
- 3) **Field** – Bases are 60 feet apart and pitcher's mound is set at 40 feet.
- 4) Games being at 6:00 pm and a forfeited victory will be declared to the team with a full complement of players after 6:15 pm.
 - a. Warm ups are as followed: Home Team – 5:25 to 5:40; Visitors – 5:40 – 5:55.
- 5) **Game Length** – 7 innings. No inning will begin after 8:30 pm. An inning is complete after 3 outs or 5 runs. A game is official after 4 completed innings due to darkness or rain. Tie games are decided by extra innings and may be played until darkness occurs. If called, the game **may** continue at a later date, however, the game will remain a tie if not made up.
 - a. Once 5 runs have been scored in an inning, the teams will switch offensive and defensive positions.
 - b. Each team can score an unlimited amount of runs in the last inning. No new inning will begin after 2 hours from the first pitch.
 - c. Coaches must record and confirm the exact time of the first pitch with each other and the umpire after the top half of the first inning to ensure there will be no discrepancies at the 2 hour mark.
- 6) All players must play a **minimum of 3 innings** in the field.
- 7) **Batting Order** – All players present must be placed in the batting order for the entire game. The batting order remains unchanged regardless of defensive positioning. Batting out of order is an automatic out and the batter loses their turn.
 - a. If a player is injured, the team will not take an out for that player.
- 8) **Number of players in the field** – We play with 10 defensive players. 6 in the infield; 4 in the outfield.
 - a. All outfielders must play in the grass area beyond the infield.
 - b. A game may be played if a team only has 8 players. 7 players or less constitutes a forfeit. Players who show up after the end of the second inning will not be allowed to play.

- 9) **Substitutions** – Unlimited free substitutions at any position without notifying the opposing team. The starting pitcher may reenter on the mound once throughout the game.
- 10) We allow 3 curtesy runners per game. You must use the last out.
- 11) **Catcher's Speed up** – Catchers can be substituted on the bases after 2 outs and you must use the last out.
- 12) **Stealing** – Stealing is permitted but a runner cannot leave the base until the ball has left the pitcher's hand. The runner may steal 2nd or 3rd at their own risk. Stealing home is not permitted.
- 13) Sliding is allowed and encouraged to avoid contact. An umpire may call the base runner out for not sliding to avoid a collision with an opposing player.
- 14) Dropped 3rd strike is **NOT** used in this age level
- 15) **Bunting** - is permitted in this age level
- 16) **Infield Fly Rule** – This rule will be in effect. When there is a runner on 1st and 2nd or bases loaded with less than two outs the infield fly rule is in order. When an infielder assumes proper position to catch a fly ball put in fair play the umpire shall call, 'infield fly, batter out.' If the pop-up is dropped in fair territory the batter is still out but the runners may advance at their own risk.
- 17) No Leadoffs are allowed in this age group. Runners caught leaving any base early will be called out by an umpire.
- 18) Each offensive play concludes when the pitcher has control of the ball in the pitcher's circle. After control has been established, runners cannot continue past the base they are advancing to. For example, if a runner rounds first base before the pitcher has control, and attempts towards second base, they will not be forced to go back to first base but they cannot advance past second base. The same rule applies at every bases.
- 19) **Pitching Rules** – All players may pitch a maximum of 4 innings per game or 10 innings per week. In the event of an extra inning contest, both pitchers may resume pitching. Violations of the above rule may result in a forfeited contest.
 - a. One pitch constitutes one inning pitched.
 - b. 6 warm up pitches per inning.
 - c. Pitcher must start with both feet on the rubber and 1 foot must be in contact with the rubber when releasing the ball.
 - d. Windmill pitching is permitted in this age level.
 - e. Double Header – In the event of a double header on the same night, a pitcher will be allowed to pitch a maximum of 6 innings combined in both games.

- f. You must report how many innings each player pitched for every game by emailing them to Mike @ MikeR@wheatfield.ny.us you report your scores. These records will be kept in the event of a protested rule violation.
- 20) **Game Scores** – BOTH teams must report game scores to Mike @ MikeR@wheatfield.ny.us within 48 hours of a completed contest. If a score is not report within 48 hours, the game will be recorded and a tie.
- 21) Base coaches under the age of 18 must wear a batting helmet
- 22) **Ejection(s)** – Any player, coach or spectator ejected from a game will result in a 1 game a suspension for the first ejection and a three game suspension for the 2nd offense.
- 23) **Encouraging Chants** are permitted in between plays, but any chants and/or intentionally distracting comments once the pitcher is set on the rubber will not be permitted. All players and coaches must be inside the dugout at all times unless they are coaching first or third base. Coordinated chanting, name calling, heckling, singing, or screaming in a matter such as to demeanor, insult or degrade any person will not be tolerated. It is the coach’s responsibility to insure that their players and spectators are respectful to every person at the park or field. No warnings will be given – umpires are directed to eject disrespectful subjects.
- 24) **Lightning and Thunder** – We follow the 30 minute Restart rule. Once the first flash of lightning is seen or a clap of thunder is heard the game is suspended. There will be a 30 minute wait period before the game can resume. If another sighting of lighting or if thunder is heard during that 30 minute wait period the clock is reset from that point for another 30 minutes. The umpire’s decision is final. For safety reasons no game called by an umpire because of lightning will be considered “official” if the teams resume play without a “certified” umpire officiating.
- 25) **Protest Policy** – Judgement calls are not subject to protest. Arguing safe/out calls and balls/strikes subjects the arguing party to an ejection. Calls will be missed and that’s simply part of the game so it’s the responsibility of the coaches, players and spectators to remain respectful of the umpires. If you decide a protest is needed, you **MUST** call time out and request a meeting with the opposing coach and the umpire. No play continues until the umpire and other coach is notified and the umpire signs both coaches’ scorebooks at the time of the protest; otherwise no official protest was executed. All protest must be filed immediately following the contest in the form of an email to Mike @ MikeR@wheatfield.ny.us and in writing to your respective Town or Organizational Director.
- a. Ineligible player protest must follow the policy listed and the protest must be filed before the last pitch of the game.
 - b. After a thorough investigation, a decision will be rendered within 48-72 hours of the protest by the “protest committee”. The umpire may be questioned for an unbiased assessment.
 - c. If your protest is not ruled in your favor you will be suspended for 1 game.

Schedules

The schedule presented to players and coaches is final. Rained out games can be rescheduled for any available dates, however, every attempt to reschedule the rain out needs to occur before the scheduled regular season finale. The coaches from each respective team must first contact each other to find a common date that works best for both teams. Once a date is agreed upon you are to contact your respective league director for field availability and an umpire. Once both are confirmed we will then schedule the contest.

Equipment

Rubber spikes are encouraged. Sneakers are a mandatory minimum. No sandals, loafers, boots or metal spikes. No Jewelry is permitted to be worn by any player at any time during a game or practice. This includes scrounges, fund raising bracelets, earrings, etc. Only medical alert jewelry may be worn. Coaches and umpires will be responsible to ensure that all players wear appropriate attire. Shorts must be worn half way between the waist and knees. Shirts should be tucked in for safety reasons and a player may wear a shirt full length if they wish. Shirts will not be tied up around the chest area exposing bare skin. Catchers must wear a goalie style mask, chest and shin protectors. Infield players, especially the pitcher, are encouraged to wear an infield mask. Players must wear double ear flap helmets with approved NOCSAF cage while batting or at the on deck circle. Base running helmets must also be worn by any player in the coach's boxes at first and third base. Base runners may wear the double flap helmet without the cage. Chin straps must be securely fastened at all times. Wearing the helmet importantly or removing the helmet during live play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. All players must wear full length or baseball pants or shorts. If shorts are worn, sliding shorts are highly recommended. Each team will supply game balls and retain them after the game. Game ball must be 12" ASA, .375#, .47 core, and yellow with red stitching.

Umpires

All games must be overseen by a trained umpire. The Home team is responsible for providing an umpire.

Managers and Coaches Responsibilities

- Managers must respect all players, umpires and opposing coaches/players and spectators.
- Managers are expected to be providing clear and accurate communications to players and parents.

- Managers are responsible for the conduct of their spectators and fans.
- Managers are responsible to maintain an accurate scorebook for each game and to report scores back to the league directors within 24 hours.
- Managers are responsible for cleaning the dugout and diamond area before leaving the park.
- Managers are expected to prepare defensive positioning prior to the end of each inning to ensure teams come on and off the field in a quickly manner.