



## **11-14 Softball**

# **General Rules (2018)**

1. GCP&R reserves the right to consider special and unusual cases that occur from time to time and rule in whatever manner is considered best for the individual or individuals involved, and the overall program.
2. Teams may meet as many as 2 times per week for 60 minutes each until the season begins. If a team has 1 game in a week, they may practice once that week. That week will begin on Sunday and end on Saturday.
3. A regulation game will consist of 6 complete innings, or a 1 hour and 20 minute time limit, with no new inning starting after 1 hour and 10 minutes.
4. The game will be called after the opposing team has been numerically eliminated by the run rule. Maximum of 5 runs per inning, per team.
5. Each inning will consist of either 3 outs or 5 runs scored.
6. In the event of a tie, the international tie breaker rule will be in effect for every additional inning. The last recorded out will be placed on second base. The inning will begin with one out. On school nights (if the time limit has not surpassed), we will play 1 extra inning. If there is still a tie after that additional inning, we will end the game in a tie.
7. Each team will be allowed 4 adults in the dugout consisting of 1 manager and 3 coaches. The manager is responsible for the conduct of the coaches, team, and fans.
8. Ball players must be in full softball uniform including numbered shirt, pants, and socks. No metal cleats will be allowed.
9. With the exception of the first scheduled game of the night, all games must begin at the scheduled time. Teams playing in the first scheduled game will be given a ten minute grace period before starting, only if the team does not have 8 legal players present at the game.
10. Teams must have a minimum of 8 players to begin a game. If a team has 8 players at game time, no grace period will be given to wait on a 9<sup>th</sup> player. If a player arrives after the game has started, that player may be immediately entered into the game on defense at any position. That player will be entered in the last position in the batting lineup.
11. If a batter squares to bunt and then swings, she will be called out. This will be the umpire's judgement.
12. You can play with 10 players in the field, 6 in the infield, and 4 in the outfield.

13. Everybody bats, including the subs. Teams must finish with the same amount they started with. If a player has to leave due to sickness, injury, or ejection, that player will be out each time they come up in the lineup. If they drop down to 7 players, that team will have to forfeit the remainder of the game.
14. A player who has left the game under the blood rule may return (even after missing a turn at bat). The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the player may re-enter the game. (Discretion of the supervisor on duty).
15. All injuries should be reported to a member of the recreation staff immediately and an injury report filed.
16. All managers are responsible for proper substitutions of players. All subs should be in the game by the beginning of the 3<sup>rd</sup> inning. A sub that is withdrawn may not re-enter the game. They may still bat in the lineup though.
17. Any starting players may be withdrawn and re-entered once, provided such player occupies the same batting position upon re-entry.
18. Penalty for not complying with the participation requirements:
  - FIRST OFFENSE: A coach can be suspended from participation in his/her next game, and the game in which the offense occurred could be forfeited.
  - SECOND OFFENSE: The coach will be suspended from further participation in our baseball program for one calendar year from the date of which the offense occurred.
19. One, and only one, manager/coach from each team will be permitted on the playing field for a questioned call. This manager/coach must remain calm at all times no matter the outcome of the conference.
20. All coaches should avoid the win at all cost syndrome. This program is intended to teach children team concepts, self confidence, develop motor skills, sportsmanship, and most of all, HAVE FUN!!
21. If games are questionable due to inclement weather, a decision to play or not will be not be made until 3:00 PM, or at the ball fields. If games are postponed due to the weather, a text message will be sent out from GCPR's text message system.
22. Any coach ejected from a game must sit out the remainder of the game in which he/she is ejected, and the team's following game. Any coach ejected from 2 games in a season will be suspended for the rest of the season.
23. Coaches should always dress appropriately with shoes, socks, shirt, pants, or shorts (no cut offs). Sandals and flip flops are unacceptable.
24. Catchers must wear a baseball/softball helmet with a mask, chest protector, and shin guards.
25. Player pitcher's need to wear a mask while pitching to batters.

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## **Special Rules (2018)**

1. The bat must be a regulation softball bat. Not a baseball bat. No T-Ball bats will be allowed.
2. The pitching rubber will be set at 40 ft. and the bases will be set at 60 ft.
3. Softballs will be an optic yellow 12" softball.
4. Stealing is allowed, but the base runner must wait until the ball leaves the pitcher's hand.
5. If a player leaves the base before the ball leaves the pitcher's hand, she will be declared out (umpire's decision).
6. The infield fly rule **IS** in effect in 11-14 softball.
7. On a dropped 3<sup>rd</sup> strike, the runner may advance to 1<sup>st</sup> base if the base is unoccupied.
8. Any manager entering the field of play more than once, must remove the pitcher from the mound.
  - Under the re-entry substitution rule, the pitcher may return to the mound after the side has been retired, if eligible.