

Falcon Softball League - 3rd/4th Grade Rules

Santaquin Rec * Nephi Rec

Uniforms:

- All teams must have jerseys
- No denim cut-offs. No metal spikes. No Jewelry. No short-shorts allowed. Pants or shorts must be worn at the waist.

Game Time:

- Games are 6 innings or a time limit of 1 hour. No new inning will begin after 1 hour. Time determined by time at third out. If the time is 59 minutes when the third out occurs, a new inning should start.
- Games will end in a tie. Umpires should announce official game time to both teams.
- Games start at scheduled time **NO** grace period unless the field is not ready.
- Home team is listed first on the schedule. They are to provide game balls and keep score.

Bad Weather:

If the game is called for weather reasons, the team ahead is declared the winner **if** 2 or more innings have been completed in the Falcon league. If the game has not completed 2 or more innings, the game will resume at the point where the game was stopped.

Teams Size:

- Seven (7) players must be present to field a legal team. If only seven players are present, an automatic out will be charged after the 7th player bats. **No automatic outs will be charged if 8 or more players are playing.**
- All players should play at least ½ of each official game and/or scheduled game time.

Defense:

- All leagues will play with ten defensive players (if that many are available).
- Free defensive substitutions.
- The extra defensive player will be in the outfield. The four defensive outfielders must be arranged in an evenly spaced (umbrella type) position with each player being approximately the same distance from home plate. All outfielders must be in position in the grass of the outfield (if there is a dirt infield). If not, then they must maintain at least 20-foot distance from the baseline. No rovers will be permitted.
- The infield fly rule will not apply
- Fielder has priority on the baseline, if she is making a play. If a runner interferes with a fielder, she is called out and all remaining runners will return to their bases.

Offense:

- All players bat during in this league
- There will be no designated hitter
- A batter may not advance on a dropped third strike
- Bunting will not be allowed. If a bunt is attempted, play is dead and the pitch will be counted as a strike
- League games will play a six-run offensive limit for ALL INNINGS. The play where the sixth run is scored is live and all runs will be counted until the play is complete (by getting ball to pitcher or a third out). If the home team is down more than 9 runs in the last inning, they will not be allowed to win the game.
- Bats: League bats will be official fastpitch softball bats as approved by the U.G.S.A. Baseball and T-Ball bats are illegal and may **not** be used.

Batting/Walking:

- Batter will not be allowed to walk the first 4 games. The purpose of this is to avoid having this league end up an 'all walk' league and to teach the athletes hitting, base running and defense (make 3 outs).
- Games 1-2: When a batter has been 'walked', they will hit off of a tee. The batter will have two swings from the tee. If unable to hit the ball, they will still walk. But an honest attempt at hitting must be made.
- Games 3-4: When a batter has been 'walked', a coach will give two soft tosses. The batter will have two swing attempts to hit the ball. If unable to hit the ball, they will still walk. But an honest attempt at hitting must be made.
- Games 5-8: Walks will occur during this time and will be kid pitch only. No tee and no soft toss.

Mercy Rule:

8 after 5 innings, 12 after 4 innings and 15 after 3 innings

Pitching:

- Pitching **must** start with the pivot foot in contact with the plate. U.G.S.A will allow a pitcher to step backward from the pitching plate with the non-pivot foot while delivering the ball. In Falcon, there is no such thing as crow hop.
- All play must stop (dead ball) when the pitcher is standing within the pitching 8-foot radius circle and the ball enters or passes through the circle-regardless of whether the pitcher catches it or not, or the pitcher carries the ball in the circle. Base runners must go to the nearest base. No delay stealing. Clarification- only applies to balls being thrown to the pitcher, not if the thrown ball passes through the circle when trying to make a play on a base runner.

Base Running:

- Base runners shall not leave their bases until the pitched ball crosses the home plate. If the base runner leaves the base before the ball reaches the batter, the base runner is out. The pitched ball then becomes a dead ball. Stealing home will not be allowed when leading by 12 or more runs.
- Slide rule – a runner is out when they do not legally slide or attempt to get around a player who HAS the ball and is ready to make a tag. This is NOT a “must slide rule”. Any player who does not attempt to get around the player and cause malicious contact will be ejected from the game. Umpire discretion on attempt and malicious. Any fielder that blocks that base path without possession of the ball will be called with obstructions.
- Any player who receives a base on balls, may not advance past first base.

Taunting Rule:

No taunting, or shouting by players, coaches, catchers, or spectators at opposing players or catchers (this includes swing after ‘hey batter, batter’). All cheering, shouting, and chattering must be directed at players on your own team. Catchers must remain silent as soon as the batter steps into the batter’s box. Warning by umpire or director, then removal from the game and/or playing field as deemed necessary by the officials.

Coaches:

- Coaches are allowed to be on the field when their team is on defense to help teach and instruct.
- Coaches are responsible for their team and their fans. Please lead by example.