

2018

**WICOMICO COUNTY JUNIOR GIRLS
SOFTBALL**

PRE-MINOR DIVISION 10U



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**WICOMICO COUNTY/OPTIMIST JUNIOR GIRLS SOFTBALL
PRE-MINOR LEAGUE**

GENERAL INFORMATION

- I. **ELIGIBILITY:** Born 2008 or later
Players of a younger age classification may play in an older age classification (one year early) with parent's approval.

All participants may only play in one softball league sponsored by the Wicomico County Dept. of Recreation & Parks per season. No girls can change from one team to another unless both managers agree to the change.
- II. **REGISTRATION**
Every girl must register at the Recreation and Parks office. To register, a parent must fill out a registration form and pay the registration fee. A birth certificate must also be presented for any new girls to the Junior Girls program.
- III. **ROSTERS**
A team roster must be submitted to the Recreation & Parks office at the final organizational meeting.
- IV. **ENTRANCE FEE**
Each team must submit a \$225 entrance fee to the Recreation & Parks office by the first game.
- V. **DUTIES AND RESPONSIBILITIES OF THE VISITING TEAM AND HOME TEAM**
 - A. **OFFICIATING:** For each game, the coaches will be responsible for officiating their own games.
When Batting that coach will be behind the mound calling balls and strikes
When in the Field that coach will be call the bases safe and out.
 - B. **SCOREKEEPING:** At each game, no score shall be kept for these games only outs.
 - C. **Standings:** Standings will not be kept in this divisions
- VI. **CANCELLATIONS**
If a scheduled game is not called off because of inclement weather by 5 p.m., both teams will be expected to be present and ready to play at 6 p.m. In the event a double header is scheduled on a given night, and the 6 p.m. game is canceled due to weather or field conditions, the 8 p.m. game should be canceled as well. If you have any questions whether the game is postponed, call the Recreation office at 410-548-4900 X5 before 5 p.m. If your game has been postponed, it will be re-scheduled at a later date.

THE GAME

1. All games are scheduled to begin at 6 p.m. with a 10 minute grace period. After the 10 minute grace, the team unable to field the minimum of seven (7) players shall forfeit the game.
2. Six (6) innings constitute a complete game. Each game will have a 1 ¾ hour curfew. No new inning of a game may begin after the curfew. The curfew is from the time the game actually begins, however, if an inning has already started when the curfew time expires, the inning must be completed. In case of rain, darkness or curfew, three (3) complete innings will constitute an official game.
A game should be called at the first sign of lightning.
3. There will be no protests.
4. Coaches should have a conference prior to the game to discuss ground rules, disciplined players, bat slinging & jewelry, etc.

PLAYERS AND SUBSTITUTES

1. Teams play with 11 players in the field
 - a. 6 Infielders and 5 Outfielders
 - b. Three outs will also end the inning or the whole line up bats whichever comes first.
 - c. Teams may play with a minimum of 7 players, and must bat their entire line up
 - d. If other players arrive after the game has started, they may play and be placed at the end of the line-up.
 - e. In case of an injury, a player may be re-substituted into the game. If no substitutes are available that player is skipped in the lineup and no out is recorded.
2. **POSITIONING:**
 - a. Infielders: P / C / 1B / 2B/ 3B/ SS
 - b. Outfields: LF / LC/ CF/ RC/ RF
 - c. Catcher must kneel until the ball crosses the plate.
 - d. Infielders except for the pitcher's helper must be at least 40' back from the batter. The pitcher's helper must be behind the pitcher's plate (35') until the bat contacts the ball.
3. Lineups
 - a. Before each game, the opposing coaches must hand in starting line to each other.
 - b. Each team will bat their whole roster each game
 - c. Latecomers should be announced as they arrive at placed at the bottom of the lineup in the order in which they arrived to the game.
 - d. Please utilize first and last names.
 - e. Batting orders do not change once submitted.

4. Field Requirements
 - a. If a team has 11 girls or less present at a game, all girls must play the entire game in the field.
 - b. If a team has more than 11 present at a game, all girls must play a minimum of 3 innings in the field.

(this, of course, depends on whether a game goes six complete innings). EXCEPTION: If a coach wishes to discipline a player (sit her out), the coach must notify the opposing coach either prior to or during the game. No penalty will be given.
5. **Three** coaches are allowed to stand in the field (outside of the base paths) to give players verbal instructions (on defense).

PLAYING FIELD AND EQUIPMENT

1. The pitching distance will be 35 feet. The base distance will be 60 feet.
2. A chest protector, mask, helmet, throat protector and shin guards must be worn at all times by the catcher while playing in the field.
3. Rubber cleats or tennis shoes must be worn by all players.
4. As long as a bat meets the requirements listed in Rule 1, Section 5, Article 2 of the Federation Rulebook, the bat is legal. If a bat does not exceed the 2 1/4' diameter and follows the other specifications, the bat is considered legal.
5. Players should not be permitted to wear jewelry. Coaches or umpires should ask for removal of all jewelry.
6. Batting helmets must be worn by the batter, all base runners, and on-deck batter.

BATTING

1. All bats must have the USSSA stamp
2. Strike Zone: armpits to the top of the knees.
2. Three strikes constitute a strike-out, whether or not the catcher fields the pitch.
3. Bunting is prohibited.
4. The infield fly rule does not apply in this league.
5. Dangerous slinging of bats will not be permitted. Players will be given one warning per game and the next time called out by the umpire, and the play is dead. All base runners must return to their original base.

PITCHING

Pre-Minor League

Player Pitching –

Players will be designated to pitch the entire game.

Four balls shall be a walk and three strikes is an out.

If a player pitcher walks 3 total batters per team in a given inning the coach of the offensive team will return for the remainder of the inning (hit batters will be considered part of the count for walks).

The inning shall continue until 3 outs have been made or the entire lineup has batted that inning, whichever comes first.

Coach Pitching –

Coaches will enter the game to pitch the remainder of the inning once a player pitcher walks/hits three (3) batters in an inning.

The player will now be considered the pitcher's helper and will be positioned in the pitching area during this time.

The player must be at least as far back as the 35 ft. pitching rubber; and only she, not the coach pitching, is allowed to field balls hit or thrown to her position.

Four good pitches (strikes at which the batter does not swing) or three swinging strikes (fouls or misses, except for foul on the third strike); whichever comes first will constitute an out.

There will be no walks and a player does not take her base if hit by a pitch (the ball is dead if a player is hit by a pitch.)

BASE RUNNING

1. Once the pitcher is in control of a ball thrown to her by a teammate (inside the pitching circle or pitching area) it automatically stops a play.
2. A batted ball fielded by the pitcher and held will stop runners when they reach their immediate destination.
3. Runners must be more than half way (closer to the base she is seeking than the base she has already passed) when the pitcher has control of the ball, to be permitted that base at no risk.
 - a. If she is halfway or less, she must return to the base she just left, at no risk.
- A. If a batted ball hits or touches the adult pitcher, the ball will be dead and a no pitch will be declared. A thrown ball that hits the adult pitcher will be in play and runners may advance one base at their own risk.
4. Base stealing will be permitted from 1st to 2nd and 2nd to 3rd but not to home. If an attempt is made to throw the base stealer out and the ball gets by the infielders, the base runner will not be allowed to advance.
 - a. Base Stealing is only permitted when the player is pitching, not the Coach.
 - b. Base Runners may not attempt to steal until the ball has crossed home plate.
 - c. If a player leaves the base early a no pitch shall be called and the runner must return to the base from which she left, no penalty.
5. Pass Ball: Base runners may advance on pass balls up to third base, but cannot advance on a pass ball to come home.
6. Players are NOT allowed to advance on any ball exchanges between the catcher and the pitcher.

7. A base runner cannot leave the base until the ball is hit. If a base runner leaves the base early the play will be stopped dead and return the player back to the base and play it over. A no pitch will be declared and the play will be considered dead.

8. Pre-Minor: Over Throws

- a. When a fielded ball is over-thrown and is still in the field of play the base runner may advance one base at her own risk of being put out. Only one additional base at any time, will be allowed.
- b. When a fielded ball is over-thrown and the ball goes out of the field of play, the base runner will be given the base she is going to and the next base without the chance of being put out.
- c. If she is standing on the base, she is given the next base. Runners advance according to the lead runner, the awarding of bases is timed by when the ball leaves the player's hand on the throw.

8. A base runner hit by a batted ball will be out unless the ball has already passed the infielder, (doesn't include the pitcher). The ball is dead. The batter gets first base; other base runners get the base they are going to.
10. In the event two base runners are on the same base at the same time, the trail runner will be called out.

UNSPORTSMANLIKE CONDUCT / DISCIPLINARY ACTION

There is absolutely no room in youth recreational programs for unsportsmanlike behavior. The Wicomico County Junior Girls Softball League endorses a zero tolerance toward any unsportsmanlike behavior exhibited during the program. Federation members of each league have pledged to police unsportsmanlike conduct. All coaches need to make an effort to keep players and parents behaving in a sportsmanlike conduct.

The use of profanity or unsportsmanlike conduct by either players or coaches will be grounds for dismissal by umpires. A player, coach, or parent who is dismissed from a game for unsportsmanlike conduct must leave the field/park immediately. If a coach refuses to leave, the game will be forfeited by that team. In addition, a player or coach ejected from a game will be automatically suspended from the next two (2) games that are played. A coach that is ejected must call the recreation office to make an appointment to come in for a meeting with the appropriate league or department official. This meeting must take place before he/she is allowed to coach again. This includes practices and games. Any coach that is thrown out a 2nd time in a single season will be removed from coaching for the remainder of the season.

The umpire's decision in all matters is final and there shall be no protests. The official shall report all ejections to the umpire assignor and/or recreation department as soon as possible after the game is completed, along with a brief statement to the recreation department of the occurrence. Please contact the Program Coordinator concerning these incidences.

SMOKING AND CONSUMPTION OF ALCOHOLIC BEVERAGES ARE PROHIBITED

NOTE: It is recommended that the teams give a cheer at the conclusion of the game and shake hands with the opposing team.

USSSA Softball Bat Marks Rules*

- Have the new permanent¹ USSSA Mark on its taper OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved USSSA Bat Licensee



***Bats which meet these rules will be allowed in USSSA play, unless the bat is listed on the [USSSA Withdrawn/Non-Compliant Bats List](#) (found under Licensed Equipment – New Bat Rules section of the USSSA Baseball website) as a bat withdrawn by the manufacturer or found by USSSA to be non-compliant.**

¹USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being violation of the USSSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA. If you have any concern about the person selling or providing you a bat, do not accept the bat, because you will be held responsible for any bat you bring into or use in a USSSA facility.

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