

SANDY/DRAPER PARKS & RECREATION

GIRLS SOFTBALL RULES

DIVISION	PITCHING DISTANCE	BASE DISTANCE	BALL SIZE
2nd-4th Grade	35' Player Pitch/Machine Hybrid	60'	11"
5th-7th Grade	40' (35' at umpire discretion) Player Pitch	60'	12"

1. No games will be a forfeit. Teams are playing shorthanded anyway, so we are eliminating the auto outs in the batting line up. There will be no penalty if a girl leaves the game early. Borrow players and let the girls get some more playing time in.
2. The entire roster will bat (a girl doesn't have to be playing defense in that inning to bat). Girls must wear a batting helmet while batting, base running, and in the on deck area.
3. Game time: The official will enforce starting time. **Game time is start time whether you start on time or not.** *Games will be strictly on a time limit basis. There will a drop dead time of 10 minutes past game time to finish an inning if the losing team is batting. For the 2nd-4th Grade: games will be 55 minutes. For the 5th-7th: games will be 65 minutes. Tie games in league play will stand.* In case of bad weather or darkness, ½ of the available game time will be considered a complete game. Rained out games may be rescheduled at the end of the season. HOME TEAM IS LISTED FIRST ON THE GAME SCHEDULE. HOME TEAM IS THE OFFICIAL SCORE KEEPER (if staff are unable to score keep) AND SHOULD OCCUPY THE THIRD BASE DUGOUT. It is the coach's/acting coach's responsibility to make sure their team has someone to help keep score of the game. Score sheets will be given to the coaches.
4. All girls must play a MINIMUM of 2 defensive innings per game or half of the available game time. **Please be fair with all of your players defensively and rotate the batting order.** If a girl is currently playing accelerated softball, she may not be a pitcher in our league. We do not want accelerated players using our league as a warmup for the accelerated league. Only girls who are **registered** through Sandy or Draper Recreation may play. **Coaches are liable** when they use non-registered players.
5. In each half inning, after 3 girls have walked, the coach will pitch to their own team, they will use a 3 strikes 4 ball count.

6. **If a pitcher hits 3 batters, she must be pulled from the pitching position for the remainder of the game.** *The batter does NOT need to attempt to get out of the way. For 2nd-4th grade the coach may pitch or the machine will be available to use. For 5th-7th grade another pitcher will be brought in to pitch, or the coach may pitch (last resort).*
7. Courtesy runners will be allowed for injured player after player reaches first base. The Courtesy runner will be the girl who made the last out. The next time the injured player comes to bat, her spot may be skipped without penalty of the automatic out.
8. Teams may use the SPEED UP RULE to help the progress of the game and keep it moving. This rule involves the CATCHER. As soon as the CATCHER gets a hit/walk and makes it to the base safely, the girl who made the last out may become a courtesy runner for the CATCHER and the CATCHER will come to the bench area to put on her catcher's gear. We encourage the coach to have someone assigned to help the catcher get in their gear every game.
9. No protests will be allowed. Good sportsmanship should be displayed in arriving at a common consensus on the contested/questioned rule. Keep in mind what is best for the kids. Please let the Recreation Program Coordinator know if we need to clarify a rule or if there is a question about the possible misapplication of a rule.
10. **CITY SHIRTS:** All teams need to wear the girls' softball shirts provided as part of the registration fees for the games. Team shorts or sweats are allowed, but the Sandy/Draper shirts (for the current year) must be the visible shirt worn at games.
11. **JEWELRY, SHOES AND CASTS:** Please ask your players to remove their jewelry before the games. Shoes must be worn by all players. Casts and splints must be padded, and it is still the umpire's judgment if any of these are potentially dangerous.
12. We encourage you to have your players sit in the dugouts or be behind the backstops/dugout for their own safety. Parents, players or anyone standing right behind the backstop/umpire shall not make comments about the calls or shall not coach any player from this area.
13. Stealing will be allowed for both age groups, however, there will be no stealing until the pitched ball has reached the plate. **There will be no stealing allowed if the machine is being used, or a coach is pitching.** A base runner cannot be put out while in sole contact with a base. If a base runner occupies a base beyond the one she was entitled to advance after all play ends and the ball becomes dead, the base runner will be returned to the correct base without liability to be put out. Penalty for leaving early; runner will be called out. **Home base may be stolen for both leagues, but not while the machine is being used or while a coach is pitching.**
14. **Up to 10 players will be allowed on defense, 4 defensive players must play in the outfield.**
15. Please remember our goals and philosophies are to teach the girls softball skills, but most of all to have fun and be good sports! Cheers should be directed and referring to your own team. GOOD LUCK AND FOCUS ON FUN!!
16. Play is stopped when a ball is **hit to the outfield** and returned to the infield area and touched by a defensive player. The key to this rule is that an infield player must touch it.

Not have it in possession, just touch it. **The infield area begins where the imaginary line (diamond) created by all 4 bases begin.**

ADDITIONAL (5th-7th grade) Rules

U.S.S.S.A. rules will be used with the following modifications:

1. A team may use a player or a coach to pitch (last resort).
2. ***The drop third strike rule and the infield fly rule will be used the entire season.***
Dropped third strike rule is anytime first base is unoccupied, or there are two outs, and the third strike is not caught before the ball touches the ground, the batter-runner is entitled to advance before being tagged or thrown out. An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught with ordinary effort (rule does not preclude outfielders from being allowed to make the catch); and provided the hit is made before two are out and at a time when 1st and 2nd or all bases are occupied. If a declared infield fly is not caught, the ball is live, the batter/runner is out, which removes all force plays, and each runner may advance with liability to be put out without needing to retouch the base(s). If the ball is caught, runners must tag up.
3. The pitcher may move up to the front (35') pitching rubber at the umpire's discretion. This is to allow accuracy and hopefully reduce the number of walks.
4. **The side will retire after a maximum of 6 runs or 3 outs whichever comes first.**

ADDITIONAL (2nd-4th grade) Rules

U.S.S.S.A. rules will be used with the following modifications:

1. A team may use a player, the machine, or a coach to pitch.
2. If during the game the machine is used, each batter will receive 6 pitches off the machine. Batters must be swinging the bat. If the machine is used, batters cannot "strike" out and they cannot get a "walk". **If the batter does not get a hit off the pitching machine they will be called OUT.** A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base. Batters hit by a pitch will not be awarded 1st base.
3. If a machine is used: The pitching machine operator may only coach the batter prior to the pitch. He/she may not coach the batter after a hit or runners at ANY time. After a batter hits the ball, the machine operator shall make an attempt to duck or crouch behind the pitching machine and should stay inside the circle away from the play. If the machine operator interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If they interfere intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.
4. **There is no stealing allowed if the machine is being used or a coach is pitching.**
5. The infield fly rule and the drop third strike rule will **NOT** apply to this league.
6. **BASE RUNNING:** Play is stopped when a ball is **hit to the outfield** and returned to the infield area and touched by a defensive player, any runner may only advance to the base they were going to when the ball was touched. The advance is NOT automatic, so the

runner can be tagged or thrown out. If the ball is overthrown, runner(s) MAY NOT advance.

When a **ball is hit to the infield** and there is an overthrow, the runners may only advance one base. However, all runners are required to advance or retreat to a base safely before the ball becomes dead. The purpose of these rules is to minimize the adverse effect of bad throws while also making runners responsible for their actions. The infield area begins where the imaginary line (diamond) created by all 4 bases begin. An outfielder may run the ball into the infield area **or the wings of the infield area** to put this rule into effect.

7. 10- players will be allowed on defense, 4 defensive players **must** play in the outfield. Coaches may be in the outfield to coach their players if they want, but they may not physically assist any players or touch the ball. Do not allow outfield players to crowd the infield (the infield is the dirt area). A “pitcher” shall take defensive position with at least one foot inside the circle.
8. **The side will retire after a maximum of 5 runs or 3 outs whichever comes first.**