

**Kindergarten T-Ball**  
**Co-rec & Girl's only league**

**Game Rules**

One umpire will work these games. Since balls and strikes are not called, positioning for umpires in all t-ball and coach pitch leagues will be halfway between home plate and first base in foul territory, close to the first base dugout. Once the ball is put in play and the person who has hit the ball approaches first base, the umpire will step up to the first base line approximately halfway between home plate and first base to make the call wherever necessary. From this position, the umpire can see all halfway marks.

1. These are introductory leagues and are strictly T-ball. A PARENT VOLUNTEER IS TO BE USED AS THE CATCHER AND IS RESPONSIBLE FOR PLACING THE BALL ON THE TEE.
2. Nine team members are allowed to play in the field. Two coaches are asked to take the field (one in left center and the other in right center) with their team to help them with defensive positioning and helping their team make decisions of where to throw the ball. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, four outfielders, and a pitcher. Pitcher must start with both feet in the circle until the ball is hit. **DO NOT PLAY WITH TWO THIRD BASEMEN, TWO SECOND BASEMEN, ETC.**
3. An inning ends once **ALL** players in the lineup have batted. If during an inning 3 outs are recorded, clear the bases and continue to bat until everyone has hit in that particular inning.
4. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
5. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
6. On a batted ball to the outfield, the umpire will call time when the ball is controlled by an infielder inside the baseline. Any runner that is beyond the halfway point between bases will be allowed to advance to that base. Any runner that is not beyond the halfway point between bases will need to go back to the previous base. This is at the judgement of the umpire.
7. There is no base stealing or leading off in the league. The base runner may leave the base when the ball is hit from the tee.
8. For a ball to be considered a fair ball, it must travel beyond the arc placed in front of home plate. If during the swing the tee is knocked over and the ball does not travel beyond the arc, the ball is considered foul and the hitter continues to hit. If the ball travels beyond the arc and the tee is knocked over, it is a fair ball and the ball is considered live.
9. Bases are 45 feet. The pitching rubber is 35ft.
10. **A game is complete if any of the following are true: 3 complete innings have been played; an inning has ended and more than 60 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 1 hour time limit has expired. Coaches are asked to help the umpires keep these games under the 1 hour time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
11. One coach from the team at bat needs to be present to help with the batter and placing the ball on the tee. Coaches are also recommended for both the third and first base coach's boxes while their team is batting.
12. A t-ball will be used for these leagues.
13. The uniform worn will be a blue/white reversible tank top jersey. These can be purchased at Holcom Park Recreation Center of \$20 if needed.
14. Games that end in a tie remain a tie.
15. Home team will occupy the 3<sup>rd</sup> base dugout.

**Rookie Baseball & Softball T-Ball/Coach Pitch**  
**1<sup>st</sup> & 2<sup>nd</sup> grade league**

**Game Rules**

One umpire will work these games. Since balls and strikes are not called, positioning for umpires in all t-ball and coach pitch leagues will be halfway between home plate and first base in foul territory, close to the first base dugout. Once the ball is put in play and the person who has hit the ball approaches first base, the umpire will step up to the first base line approximately halfway between home plate and first base to make the call wherever necessary. From this position, the umpire can see all halfway marks.

1. We will introduce coach pitch to the particular league. Each hitter will get 3 pitches from their coach. If they fail to hit off their coach, they will get 1 swing off the tee. If they fail to hit the ball off the tee, they will be called out. A PARENT VOLUNTEER IS TO BE USED AS THE CATCHER AND IS RESPONSIBLE FOR RETRIEVING THE BALL PITCHED BY THE COACH AND/OR PLACING THE BALL ON THE TEE.
2. Nine team members are allowed to play in the field. Two coaches are asked to take the field (one in left center and the other in right center) with their team to help them with defensive positioning and helping their team make decisions of where to throw the ball. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, four outfielders, and a pitcher. Pitcher must start with both feet in the circle until the ball is hit. **DO NOT PLAY WITH TWO THIRD BASEMEN, TWO SECOND BASEMEN, ETC.**
3. An inning ends one of two ways: a) 3 outs are recorded or b) 5 runs are scored.
4. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
5. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
6. On a batted ball to the outfield, the umpire will call time when the ball is controlled by an infielder inside the baseline. Any runner that is beyond the halfway point between bases will be allowed to advance to that base. Any runner that is not beyond the halfway point between bases will need to go back to the previous base. This is at the judgement of the umpire.
7. There is no base stealing or leading off in the league. The base runner may leave the base when the ball is hit from the tee or off a pitch from the coach.
8. For a ball to be considered a fair ball, it must travel beyond the arc placed in front of home plate. If during the swing the tee is knocked over and the ball does not travel beyond the arc, the ball is considered foul and the hitter continues to hit. If the ball travels beyond the arc and the tee is knocked over, it is a fair ball and the ball is considered live.
9. Bases are 45ft. The pitching rubber is 35ft. The player that plays the pitching position must be positioned at the 35ft rubber, but does not actually pitch. Coach can pitch anywhere within the 8ft circle. The ball is pitched or placed on the tee by a coach or parent volunteer.
10. **A game is complete if any of the following are true: 3 complete innings have been played; an inning has ended and more than 60 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 1 hour time limit has expired. Coaches are asked to help the umpires keep these games under the 1 hour time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
11. One coach from the team at bat needs to be present to help with the batter and placing the ball on the tee. Coaches are also recommended for both the third and first base coach's boxes while their team is batting.
12. A regular baseball or an 11in softball will be used for these leagues
13. The uniform worn will be a blue/white reversible tank top jersey. These can be purchased at Holcom Park Recreation Center of \$20 if needed
14. Games that end in a tie remain a tie.
15. Home team will occupy the 3<sup>rd</sup> base dugout.

## Rec Baseball & Softball Coach Pitch 3<sup>rd</sup> & 4<sup>th</sup> grade league

### Game Rules

One umpire will work these games. Since balls and strikes are not called, positioning for umpires in all t-ball and coach pitch leagues will be halfway between home plate and first base in foul territory, close to the first base dugout. Once the ball is put in play and the person who has hit the ball approaches first base, the umpire will step up to the first base line approximately halfway between home plate and first base to make the call wherever necessary. From this position, the umpire can see all halfway marks.

1. GAME TIME IS START TIME! Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
2. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
3. 10 team members are allowed to play in the field during coach pitched games. It is recommended to rotate players in the field to give every participant an opportunity to play defence. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 4 outfielders, and 1 pitcher. Pitcher must start with both feet in the circle until the ball is hit. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
4. You may use a designated runner for the catcher only. Player who made the last out may run for the catcher.
5. Coaches will pitch to their own teams when at bat. Coaches may move up as close as needed to pitch to their players as long as he/she stays within the circle. Coaches are not to field the ball if hit to them.
6. Each hitter will be delivered a maximum of 4 pitches. If after 4 pitches the hitter has not put the ball in play, that hitter will be out. If the 4<sup>th</sup> pitch is batted foul, the hitter will continue to bat until he/she swings and misses or takes a pitch.
7. Strikeouts only take place when a batter swings and misses 3 times. Strikes are not called. There are **NO WALKS** in these leagues.
8. An inning ends one of two ways: a) 3 outs are recorded or b) 5 runs are scored.
9. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 65 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 65 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 65 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
10. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
11. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
12. On a batted ball to the outfield, the umpire will call time when the ball is controlled by an infielder inside the baseline. Any runner that is beyond the halfway point between bases will be allowed to advance to that base. Any runner that is not beyond the halfway point between bases will need to go back to the previous base. This is at the judgement of the umpire.
13. There is no base stealing or leading off in the league. The base runner may leave the base when the ball is hit.
14. Bunting is **NOT** allowed.
15. Bases are 60ft. The pitching rubber is 35ft. The player that plays the pitching position must be positioned at the 35ft rubber, but does not actually pitch. Coach can pitch anywhere within the 8ft circle. The ball is pitched by a coach or parent volunteer.
16. All catchers must wear a helmet, mask, chest protector, and shin guards
17. A regular baseball or an 11 inch softball will be used for these leagues.
18. The uniform worn will be a blue/white reversible tank top jersey. These can be purchased at Holcom Park Recreation Center of \$20 if needed
19. Home team will occupy the 3<sup>rd</sup> base dugout.

**Jhawk Baseball**  
**Boys 4<sup>th</sup> grade**

**Game Rules**

1 or 2 umpires may work these games, depending on availability. If one umpire is in attendance, that umpire will work from behind the catcher and will be responsible for calling balls and strikes from that position as well as out and safe at each base. When 2 umpires are available, regular 2 man mechanics will be used.

1. GAME TIME IS START TIME! Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
2. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
3. Each team will bat their entire lineup, including the pitcher.
4. 9 team members are allowed to play in the field during Jhawk 4<sup>th</sup> grade games. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 3 outfielders, and 1 pitcher. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
5. You may use a designated runner for the catcher only. Player who made the last out may run for the catcher.
6. An inning ends one of two ways: a) 3 outs are recorded or b) 5 runs are scored.
7. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 75 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 75 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 75 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
8. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
9. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
10. Stealing is **NOT** allowed in the Jhawk 4<sup>th</sup> grade baseball league.
11. Runners must stay in contact with the base until the release of the pitch. Failure to do so may result in the base runner being called out (judgement of the umpire). Runners may advance at their own risk until the ball gets into the possession of the pitcher. Once the ball is in the possession of the pitcher, the ball is dead and the umpire should call time.
12. No batter will receive a walk. If a hitter receives 4 pitches that are called balls by the umpire, the coach from their team will come into the games and provide 2 pitches to that batter. If after 2 pitches by the coach the ball is not put into play, that player will be out. Batter will continue to bat if the 2<sup>nd</sup> pitch is hit in foul territory.
13. Bunting is allowed in the Jhawk 4<sup>th</sup> grade baseball league off player pitchers only.
14. Bases are at 60ft. The pitching distance is 40ft.
15. All catchers must wear a helmet, mask, chest protector, and shin guards
16. A regular baseball will be used for this league.
17. Games that end in a tie will remain a time
18. Each team will be provided a replica jersey shirt and hat of a minor league baseball team chosen by the coach.
19. Home team will occupy the 3<sup>rd</sup> base dugout.

**Jhawk Baseball**  
**Boys 5<sup>th</sup> & 6<sup>th</sup> Grade**

**Game Rules**

1 or 2 umpires may work these games, depending on availability. If one umpire is in attendance, that umpire will work from behind the catcher and will be responsible for calling balls and strikes from that position as well as out and safe at each base. When 2 umpires are available, regular 2 man mechanics will be used.

1. GAME TIME IS START TIME! Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
2. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
3. Each team will bat their entire lineup, including the pitcher.
4. 9 team members are allowed to play in the field during Jhawk baseball games. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 3 outfielders, and 1 pitcher. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
5. You may use a designated runner for the catcher only. Player who made the last out may run for the catcher.
6. An inning ends one of two ways: a) 3 outs are recorded or b) 5 runs are scored.
7. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 75 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 75 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 75 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
8. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
9. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
10. Stealing home is **NOT** allowed off the pitcher (includes wild pitches and pass balls). A runner may advance from 3<sup>rd</sup> base to home if a throw is made from the catcher to any base. Runner cannot advance from 3<sup>rd</sup> base to home on an overthrow to the pitcher.
11. Base stealing is allowed. Runners must stay in contact with the base until the ball is in the strike zone. Failure to do so may result in the base runner being called out (judgement of the umpire). Runners may advance at their own risk until the ball is in the possession of the pitcher. Once the ball is in the possession of the pitcher, the ball is dead and the umpire should call time out.
12. Bunting is allowed in the Jhawk Baseball league.
13. Bases are 65ft. Pitching distance is 43ft.
14. All catchers must wear a helmet, mask, chest protector, and shin guards
15. A regular baseball will be used for this league.
16. Games that end in a tie will remain a time
17. Each team will be provided a replica jersey shirt and hat of a major league baseball team chosen by the coach.
18. Home team will occupy the 3<sup>rd</sup> base dugout.

## Girls Rec Machine Pitch 3<sup>rd</sup> & 4<sup>th</sup> Grade League

### Game Rules

1 Umpire will work these games. Positioning will be in the infield, behind the pitching machine between 1<sup>st</sup> and 2<sup>nd</sup> base. The umpire will move to an area behind the pitching machine between 2<sup>nd</sup> and 3<sup>rd</sup> base when a base runner reaches 2<sup>nd</sup> base.

1. GAME TIME IS START TIME! Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
2. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
3. 10 team members are allowed to play in the field during machine pitch games. 2 coaches are asked to take the field (one in left field and one in right field). It is recommended to rotate players in the field to give every participant an opportunity to play defence. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 4 outfielders, and 1 pitcher. Pitcher must start with both feet in the circle until the ball is hit. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
4. Each team will bat their entire lineup
5. A coach of the batting team will feed the machine while their team is batting.
6. Machine speed is 35 – 37 mph.
7. If a batted or thrown ball hits the pitching coach or the machine, the umpire shall designate it a dead ball and the batter and/or runners will be allowed a one base advancement only.
8. There will be no called strikes or balls. 3 swinging strikes will constitute an out. Otherwise, there will be a maximum of 5 pitches delivered from the machine. If after 5 pitches the hitter has not put the ball in play, that hitter will be out. If on the 5<sup>th</sup> pitch the ball is batted foul, the hitter will continue to bat until she swings and misses or takes a pitch.
9. An inning ends one of two ways: a) 3 outs are recorded or b) 6 runs are scored.
10. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 70 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 70 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 70 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
11. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
12. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
13. On a batted ball to the outfield, the umpire will call time when the ball is controlled by an infielder inside the baseline. Any runner that is beyond the halfway point between bases will be allowed to advance to that base. Any runner that is not beyond the halfway point between bases will need to go back to the previous base. This is at the judgement of the umpire.
14. There is no base stealing or leading off in the league. The base runner may leave the base when the ball is hit or crosses the plate.
15. Bunting is **NOT** allowed
16. Bases are at 60ft. Pitching is at 35ft. The player that plays the pitching position must be positioned at the 35ft rubber, but does not actually pitch.
17. All catchers must wear a helmet, mask, chest protector, and shin guards
18. You may use a designated runner for the catcher only. Player who made the last out may run for the catcher.
19. An 11in leather softball will be used
20. The uniform worn will be a blue/white reversible tank top jersey. These can be purchased at Holcom Park Recreation Center of \$20 if needed
21. The visiting team is responsible for setting up and putting the machine away.
22. Home team will occupy the 3<sup>rd</sup> base dugout.
23. Games that end in a tie will remain a tie.



## Jhawk Machine Pitch 5<sup>th</sup> & 6<sup>th</sup> Grade League

### Game Rules

1 Umpire will work these games. Positioning will be in the infield, behind the pitching machine between 1<sup>st</sup> and 2<sup>nd</sup> base. The umpire will move to an area behind the pitching machine between 2<sup>nd</sup> and 3<sup>rd</sup> base when a base runner reaches 2<sup>nd</sup> base.

1. GAME TIME IS START TIME! Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
2. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
3. 9 team members are allowed to play in the field during machine pitch games. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 3 outfielders, and 1 pitcher. Pitcher must start with both feet in the circle until the ball is hit. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
4. Each team will bat their entire lineup
5. A coach of the batting team will feed the machine while their team is batting.
6. Machine speed is 37 – 40 mph.
7. If a batted or thrown ball hits the pitching coach or the machine, the umpire shall designate it a dead ball and the batter and/or runners will be allowed a one base advancement only.
8. There will be no called strikes or balls. 3 swinging strikes will constitute an out. Otherwise, there will be a maximum of 5 pitches delivered from the machine. If after 5 pitches the hitter has not put the ball in play, that hitter will be out. If on the 5<sup>th</sup> pitch the ball is batted foul, the hitter will continue to bat until she swings and misses or takes a pitch.
9. An inning ends one of two ways: a) 3 outs are recorded or b) 6 runs are scored.
10. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 70 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 70 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 70 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
11. **A game started and then stopped because of weather is deemed a complete game if half the time limit or three innings have been played. If we have to reschedule this game, it will start over from the beginning.**
12. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
13. On a batted ball to the outfield, the umpire will call time when the ball is controlled by an infielder inside the baseline. Any runner that is beyond the halfway point between bases will be allowed to advance to that base. Any runner that is not beyond the halfway point between bases will need to go back to the previous base. This is at the judgement of the umpire.
14. There is no base stealing or leading off in the league. The base runner may leave the base when the ball is hit or crosses the plate.
15. Bunting is **NOT** allowed
16. Bases are at 60ft. Pitching is at 35ft. The player that plays the pitching position must be positioned at the 35ft rubber, but does not actually pitch.
17. All catchers must wear a helmet, mask, chest protector, and shin guards
18. You may use a designated runner for the catcher only. Player who made the last out may run for the catcher.
19. A 12in leather softball will be used
20. Each team will be provided a shirt. Color will be picked by the coach.
21. The visiting team is responsible for setting up and putting the machine away.
22. Home team will occupy the 3<sup>rd</sup> base dugout.
23. Games that end in a tie will remain a tie.

**Jhawk Softball**  
**7<sup>th</sup> & 8<sup>th</sup> Grade League**

**Game Rule**

1 or 2 umpires may work these games, depending on availability. If one umpire is in attendance, that umpire will work from behind the catcher and will be responsible for calling balls and strikes from that position as well as out and safe at each base. When 2 umpires are available, regular 2 man mechanics will be used.

1. **This is a modified** fast pitch league for girls. The objective is to provide 7<sup>th</sup> & 8<sup>th</sup> graders some of the basic rules and regulations of the game of fast pitch.
2. **GAME TIME IS START TIME!** Coaches are asked to help the umpires get **ALL** games started on time. It is very important for coaches to get their players into the scorebook as soon as the umpire makes it available. Keep your kids hustling on and off the field and try to have positions and batting order determined in advance when possible.
3. Each team must have 8 players to start and/or to continue a game. If a team is short players, it may use players from the team they are playing if both coaches agree.
4. 9 team members are allowed to play in the field during machine pitch games. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep players in position while on defense: 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, catcher, 3 outfielders, and 1 pitcher. **DO NOT PLAY WITH 2 3<sup>RD</sup> BASEMEN, 2 2<sup>ND</sup> BASEMEN, ETC.**
5. An inning ends one of two ways: a) 3 outs are recorded or b) 5 runs are scored.
6. **A game is complete if any of the following are true: 6 complete innings have been played; an inning has ended and more than 70 minutes of a game has been played.** If during an inning the time limit has been reached, the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the 70 minute time limit has expired. Coaches are asked to help the umpires keep these games under the 70 minute time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.
7. **On an overthrow at 1<sup>st</sup> base, the umpire is to call time and all runners may advance 1 base.**
8. Base stealing is allowed, only when a player is pitching. Runners must stay in contact with the base until the ball is in the strike zone. Failure to do so may result in the base runner being called out (judgement of the umpire). Runners may advance at their own risk until the ball is in the possession of the pitcher. Once the ball is in the possession of the pitcher, the ball is dead and the umpire should call time out.
9. Runners must stay in contact with the base until the release of the pitch. Failure to do so may result in the base runner being called out (judgement of the umpire). Runners may advance at their own risk until the ball gets into the possession of the pitcher. Once the ball is in the possession of the pitcher, the ball is dead and the umpire should call time.
10. No batter will receive a walk. If a hitter receives 4 pitches that are declared balls by the umpire, the coach from their team will come into the games and provide 2 pitches to that batter. If after 2 pitches by the coach the ball is not put into play, that player will be out. Batter will continue to bat if the 2<sup>nd</sup> pitch is hit in foul territory.
11. Bunting is allowed in the Jhawk Softball league, only when a player is pitching.
12. Bases are at 60ft. The pitching distance is 40ft.
13. All catchers must wear a helmet, mask, chest protector, and shin guards
14. A 12in softball will be used for this league.
15. Games that end in a tie will remain a time
16. Each team will be provided a replica jersey shirt and hat of a major league baseball team chosen by the coach.
17. Home team will occupy the 3<sup>rd</sup> base dugout.



