

HIGH SCHOOL GIRLS SUMMER SOFTBALL RULES

GENERAL GAME INFORMATION

1. Games will be played during the week beginning at 6pm. Some games will be played at 8:00pm on AO #7 after the school year is completed.
2. The home team bats last and uses the third base dugout. Official score is kept by the home team, but coaches will confirm the score after each half inning. Game ball will be given to the Home team.
3. Rain outs: Coaches should check the Athletic Field Hotline (this will be updated by 8am on weekends and 3pm on weekdays) and website. They will in turn call their players.

SPORTSMANSHIP

1. **Harassment of the umpires by coaches, parents and spectators will not be tolerated.**

Coaches may only approach the umpire for an interpretation of the rule in question.

2. Positive chatter is fine, but harassing or negative chatter or cheers are forbidden.
3. **No spectators are allowed to stand or sit behind the backstop.**
4. No smoking on the field or in dugout by coaches.
5. No coaches or spectators are allowed to stand/sit in front of dugout fence with the exception of base coaches.

EQUIPMENT

1. Players must wear team jersey, visors, softball pants, and gym shoes with laces tied or multipurpose rubber cleats (no metal spikes).
2. Catcher must wear a mask, helmet, chest protector, and shin guards.
3. All batters and base runners must wear a batting helmet until they are in the dugout away from the field of play. Intentional removal of the helmet by the base runner shall result in a warning for the player and if it occurs again, an automatic out for that runner.
4. Girls who are playing 3rd base and pitching must wear the provided infielder mask

SOFTBALLS

The following softballs will be used:

1. HS will use a 12" Softball

FIELD DIMENSIONS

The following field dimensions will be used for the HS league:

1. HS will have a pitching mound at 43 feet and the bases will be 60 feet apart.

GAME LENGTH

1. An official game is that of 4 complete innings or 3 ½ if the home team is winning. If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off. For safety reasons any game starting at 6:00pm no pitch will be thrown after 8:15pm. For games starting at 8:00pm

no pitch will be thrown after 10:30pm. If a game is called in the 5th or 6th inning, the final score will be that of the last complete inning (unless the home team is winning).

2. The following provisions will apply for the HS division in regards to the length of the game:
 - a. HS games will play 7 innings. No new inning may start after 2 hours and 15 minutes.

GENERAL GAME RULES

1. Every girl must play at least three (3) full innings.
2. No jewelry may be worn during practices or games. This is for your own protection. Medic alert brackets are allowed as long as they are taped to the skin.
3. Batting order should be continuous and cannot be changed once the game begins.
4. Intentional walks are not allowed.
5. Collision Rule— In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner will be called out if she does not avoid contact with a fielder who has the ball and is making a play on the runner. To prevent this, the runner must slide or give herself up.
- 6: If a batter is hit by a pitch she will be awarded first base unless in the judgment of the umpire she did not attempt to get out of the way of the pitch. If a ball hits the ground first and then the batter she will be awarded first base.
7. A player will receive a warning for throwing her bat.
8. If a batted ball hits a runner, the runner is out.
9. The infield fly rule will not be called.
10. Dropped 3rd strike will not be enforced.

FIELDING

1. The following number of players will be used in the HS league:
 - a. HS teams will field 9 players.
2. Teams must have a minimum of 8 players in order to begin a game. If a team is going to be short players, they must notify the recreation manager 48 hours before the game. Teams may get permission to bring a player from another team to sub on their team in order to reach the minimum needed. Any player brought in as a sub must bat last in the line-up, but they are able to play any position in the field.

SCORING

1. The following scoring regulations will apply:
 - a. There will be a 5 run limit each inning. The leading team may only score up to 5 runs in each inning. Both teams can score unlimited runs in the last inning.
***Catch-Up Rule:** The trailing team may score more than 5 runs in an inning if they are losing by more than 5 runs. However, they may only score as many runs to equal the total score of the opposing team. Ex. If a team is trailing 10-2, they may score up to 8 runs in their half of the inning to tie the score at 10-10. Once the trailing team has scored more than 5 runs and tied the score, that inning will end. The game will then return to the 5 run limit which applies to both teams.

- b. If the winning team is leading by 15 or more runs after 5 completed innings or by 12 or more runs after 6 completed innings, the game will be declared over.
2. It is the coaches' responsibility to know that no inning can start after the time limit has been reached. The umpire will inform them of the starting time of the game and thus the time when no inning can be started will be determined.

High School League SPECIFIC RULES

1. Bunting is allowed.
2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
3. No leadoffs are allowed. Stealing is allowed once the ball leaves the pitchers hand. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put in to play the runner returns to the base that she started at.
*Players can steal 1st, 2nd, and 3rd, but are NOT allowed to steal home unless the defense makes a play on them.
4. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based of the position of the runners at the time of the throw.
5. When the ball is in the pitcher's circle, the runners may not advance, the play is dead. If there is no pitcher's circle, the play is dead when the ball is in the area of the pitcher's mound. Baiting of the defensive player is not allowed.

PITCHING

1. Pitchers are allowed to pitch unlimited innings.
2. Girls must use windmill style pitching and must start with both feet on the mound. However, once started on the mound, she can take one step backward as long as her other foot stays on the mound. Forward movement is always acceptable.
3. A player removed from pitching is allowed to return to pitching.