

# **ST ANSELM'S SOFTBALL LEAGUE**

## **2011 PLAYING RULES**

FINAL 2011

**COMMISSIONER: MARK MUSCCIGROSSO**

**SOFTBALL COMMISSIONER: PAT RILEY**

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# ST. ANSELM'S GIRLS SOFTBALL LEAGUE GENERAL RULES

## 1. AUTHORITY

The authority over all matters in connection with the operation of the League or the League Rules, other than matters reserved to the umpires, shall be the Softball Commissioner. The Softball Commissioner in his/her discretion may delegate some of his/her duties; however, the Commissioner retains the authority to make the final decision on all matters concerning the operation of the League and the League Rules, other than matters reserved to the umpires. Except as modified by these rules (**Softball League General Rules**) the St. Anselm's Softball League operates under the the Official Softball Rules of the Amateur Softball Association of America (**the Official Rules**) that are made a part of these rules. Whenever there is a conflict between the **St Anselm Softball General League Rules** and the **Official Rules, the League Rules shall apply.**

## 2. BEVERAGES

Beverages other than water, juice, milk or soft drinks are not permitted at the playing field.

## 3. CODE OF CONDUCT

The action of players, parents, managers, coaches, spectators, umpires and League officials should at times display the ideals of fair play, good sportsmanship, and respect for each other. All organizations participating in the St. Anselm Girls Softball League are responsible for the conduct and behavior of their managers, coaches, players, and parents. Confrontations, excessive arguing, and unruly behavior are not the image that we want to project to the children who play in this league. Organizations that do not, or cannot control their players, managers, coaches, or parents will be removed from the league. If the parents are out of control, the game can be forfeited and the manager will be suspended for one game. The Softball Commissioner can expel an individual team that violates this code of conduct.

## 4. DISQUALIFICATION/EJECTION

Each umpire has the authority to disqualify any player, coach, manager or spectator for prolonged or excessive objection to a decision, for unsportsmanlike conduct, for preventing the orderly continuation of the game or for offensive language and shall also have authority to eject such disqualified person from the field. If it becomes necessary for any umpire to disqualify and/or eject any manager, coach, player, or spectator from a game and/or the field, and such ruling is not complied with within a reasonable time to the satisfaction of the umpire, he may declare the game forfeited to the opposing team. All disqualifications or ejections must be reported immediately to the Softball Commissioner and upon review are subject to game forfeiture and manager suspension.

## 5. DEFINITION OF TERMS

**Dead ball** is a ball which goes out of the playing field into territory marked as dead ball area or is stuck in, under or behind a fence, is positioned where a player cannot grasp the ball, is in casual water (e.g., a puddle), has stopped due to mud on the ball, is in a bench or dugout, is touched by anyone other than players in positions on playing field at the time of occurrence or is stuck in umpires equipment.

**Dead ball area** is the area that is not part of the playing field.

**Imaginary pitcher's circle:** The umpire will rule that play is dead (*stopped*) when the pitcher takes actual possession of a ball thrown from one of the fielders and steps inside the "*imaginary pitcher's circle*", at that moment, runners will advance or retreat to the closest base. The closest base will be determined by the halfway mark between the bases. Other than play stopped by the pitcher stepping into the circle, or by the umpire calling or "granting" time out, play is alive and the runners can advance at their own risk.

**Playing field** is the area of foul and fair territory between the chalk lines marking the dead area, which run parallel to the first and third base lines.

**Strike zone** is generally that space over home plate that is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

## **6. GAME TIME:**

A game will be considered official after the completion of the number of innings specified for the division as an official game unless the home team is winning after the completion of the visiting team's time at bat in the last required inning in which event the game will be considered official after the completion of the visiting team's time at bat.

The maximum game time is one hour and fifty minutes from the **actual start** of the game. No inning shall start after the maximum game time has been reached as determined by the umpire-in-chief. Managers should record the starting time of the game in their score book. All books should be signed by the umpire at the beginning of the game with the starting time to avoid any confusion later in the game.

Tactics employed by the team at bat and/or the team in the field to slow down the game will not extend the regulation game time of one hour and fifty minutes. One warning will be given, and if these actions continue, the game will be forfeited. This determination is strictly at the discretion of the umpire.

## **7. ILLEGAL PITCH/DELIVERY**

The umpire will call "NO PITCH" on any illegal pitch or illegal delivery. If the batter disregards, or does not hear the "no pitch call" and hits the ball safely, she has the option of taking the hit over the no pitch call.

## **8. MISC:**

- The runner is out and the ball is dead if, in the judgment of the umpire, the first or third base coach by touching or holding the runner physically assists the runner in returning to or leaving first or third.

- A runner may not slide beyond the base to break up a double play. A runner who violates this rule shall be called out.

- "Phantom tags" are not allowed. The offending player will be issued one warning and on second notice may be removed from the game at the umpire's discretion.

## **9. OVERTHROWS**

- Into the dead ball area - Runners awarded one base plus the base the runner was going to when overthrow went into dead ball area without jeopardy to be put out.
- Into the playing field (including foul territory) - Runners may advance as far as they can go at their own risk.
- If a runner slides into a base and moves it from its spot, the runner must stay on the spot where the base was, or immediately ask for time out.

## **10. PLAYING FIELD, EQUIPMENT, GAME PRELIMINARIES**

- Uniformed players, their managers and coaches, umpires and League officials are the only persons permitted on the playing field – no parents.
- Except for the batter, base runners, the player on deck, and the first and third base coaches, all team personnel must be in the bench or dugout.
- A team staff shall consist of a manager and not more than two coaches
- Home teams will occupy the 1st base side of the field. Both teams will clean up their bench area at the conclusion of the game.
- Players may use their own bats as long as they are comparable to those supplied by the League.
- Batters, base runners and on-deck batters must wear helmets.
- Catchers must wear a mask, throat protector and helmet during practice, pitcher's warm-up and games.

## **11. PLAYOFF TIES**

Should there be a tie in the standings for the playoffs, the final positions will be determined by a coin toss (winning percentage, then record against other, then coin toss). The Softball Commissioner will make the toss and then inform both teams as to the outcome. During the playoffs, the game cannot end in a tie. Both the time requirement and the inning limitation are waived in the case of a tie. Should it become too dark to continue, the game will be continued at a time and place decided by the Softball Commissioner

## **12. PROTESTING GAMES**

A protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. The protest can only be made if the manager has a copy of the rules in hand and can show the umpire the rule that is being protested. If the manager does not have his rules in hand, no protest can be made. No protest shall be considered on a decision involving an umpire's judgment. Equipment that does not meet specifications must be removed from the game and shall not be the basis for protest. A Protest shall be made as follows:

- a) The protesting manager shall immediately, and before the next pitch is thrown, notify the umpire-in-chief that the game is being played under protest.

b) Following such notice, the umpire-in-chief shall consult with the field umpires, if any.

If the umpire-in-chief is convinced that the decision is in conflict with the rules, the umpire-in-chief shall reverse that decision. If, however, the umpire-in-chief is convinced that the decision is not in conflict with the rules, the umpire-in-chief shall announce that the game is being played under protest. Failure of the umpire-in-chief to make such announcement or to consult with the field umpires, if any, shall not affect the validity of the protest.

c) The manager must address a written description of his protest to the Softball Commissioner that clearly identifies the baseball/softball rule in question. This protest must be postmarked or hand delivered to the Softball Commissioner no later than the second business day following the day of the game. The protest must be signed by the organizations Softball Commissioner. A \$50.00 protest fee will be charged with each protest filed. The protest fee will be refunded to the organization only if the Commissioner's ruling is in the protesting team's favor.

### **13. PUBLISHED PLAYING SCHEDULE**

Once the League has promulgated the playing schedule, no modifications shall be made to the schedule except as authorized by the Softball Commissioner. As far as is deemed feasible by the Softball Commissioner, the League schedule is prepared taking into account religious observances, school activities and holidays. Accordingly, no individual games will be rescheduled after the schedule has been promulgated because the scheduling of a particular game is inconvenient for a particular team or because a team anticipates being unable or actually is unable to field sufficient players to avoid a forfeit.

### **14. PUTTING THE BALL INTO PLAY**

- A player, coach or manager may request time out. Only an umpire, in the umpire's discretion may grant time out. Time out begins when the umpire calls time out. Time out ends when an umpire calls play ball.

- Field substitutions can occur during an inning provided an umpire has granted time out.

- No manager, coach, or player, except fielders already in the field and any base runners are allowed to enter onto the playing field at any time without having been granted time out by an umpire.

### **15. REMOVAL OF AN UMPIRE FROM A GAME**

No umpire may be replaced during a game unless injured or ill

### **16. ROSTERS**

Players can only be assigned to one roster in the League. In rare circumstances, an organization may request that an individual be assigned to the roster of teams in two divisions. A waiver must be apply for in writing and approved must be given by the Softball Commissioner. Should the roster rule be violated, all games played with this player will be forfeited. A player can only play for the team to which she is registered. The rosters are closed as of April 15th. Prior to that date, players may be added to the rosters of all teams. However, a player is not eligible to play in a game until the Division Director notifies the manager. If the manager is not notified and the girl plays, the game is a forfeit.

In order to be eligible for the playoffs, a girl must have played (batted and either fielded or pitched) in one-half on her team's eligible games

## **17. ROLE OF UMPIRES**

- The Softball Commissioner shall appoint one or more umpires to officiate at each League game. The umpire shall be responsible for the conduct of the game in accordance with the rules and for maintaining discipline and order on the playing field during the game.

- Each umpire is the representative of the League and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or League official to do or refrain from doing anything that affects the administering of these rules and to enforce the prescribed penalties.

- If there is only one umpire that umpire shall have complete jurisdiction in administering the rules. If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires. Unless otherwise agreed by the umpires and announced to the managers before the game the umpire-in-chief is the home plate umpire. The umpire-in-chiefs duties shall be to take full charge of and be responsible for the proper conduct of the game and decide when a game should be forfeited.

- If different decisions are made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made

## **18. SCORE BOOK**

All teams must maintain and update their scorebooks throughout the entire game. Each Manager is to clarify the score after each 1/2 inning with the umpire. If a team does not keep an updated scorebook throughout the game they may not contest any rule, number of outs, scores, batting order infractions, etc.

## **19. SCORES**

Managers should report scores immediately after every game. They may be required to turn in a completed score sheet after every game - therefore they must keep their scorebooks until the end of the playoffs. A win counts as two points and a game ending in a tie counts as one point for each team. The score of a forfeited game shall be 1-0 unless the non-forfeiting team has scored more than one run prior to the forfeit being called in which event the non-forfeiting team will be credited with all runs already scored.

## **20. SUSPENSIONS**

Any manager, coach, or player who is ejected from a game will be automatically suspended for one game (their next game on the schedule). The Softball Commissioner, based on the nature of the infraction, will determine if a longer suspension is warranted. If a manager, coach, or player from an outside organization refuses or resists taking their suspension, the team that they represent will be expelled from the league. The Softball Commissioner will relieve any St. Anselm manager or coach who refuse a suspension of their duties. Any St. Anselm player who refuses or resists suspension will be dropped from the program. St. Anselm players, managers, coaches umpires and League officials are also subject to St. Anselm's Youth Activities and St Anselm's Parish rules and policies.

## **21. STARTING AND ENDING THE GAME**

- Players and coaching staff are required to be at the field one half hour before the scheduled same time.
  
- The umpire-in-chief for a game is responsible to see that a game starts at the time scheduled or as soon thereafter as is possible.
  
- Warm-up on the playing field before the game is available only if time allows and cannot delay a game from starting on time.
  
- If the beginning of a game is delayed due to the completion of a prior game, the next game shall be started as soon as possible and shall be played to its completion subject to the maximum game time set forth in rule
  
- Once an inning has begun, the entire inning will be played to completion (or  $V_2$  inning if the home team is winning after the completion of the top half of the inning) regardless of the length of time required to complete the inning and notwithstanding that the maximum game time may have been reached during the course of the inning.
  
- An inning ends and a new inning begins immediately upon the third out in the home half of the inning occurring.
  
- Extra innings can be played to break ties if the maximum game time has not been reached at the completion of the Regulation Innings. If the maximum game time has been reached, the game will be recorded as a tie. Pitching restrictions, if any, shall apply during extra innings.
  
- If a game ends before the regulation number of innings has been played because of weather, darkness or any other reason, the score will revert to the score at the end of the last full inning of play provided it is an official game. If it is not an official game, the game will be deemed postponed and shall be replayed in its entirety. There are no suspended games.
  
- Delay of game by a team will constitute unsportsmanlike conduct and will constitute a forfeiture. The umpire-in-chief has sole discretion in this matter.
  
- The umpire-in-chief shall be the sole judge as to whether and when play shall be stopped during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such stoppage; and as to whether and when a game shall be terminated after such stoppage. The umpire-in-chief shall not end the game until at least -fifteen minutes after play has been stopped. The umpire may continue the stoppage of a game as long as there is any chance to resume play.
  
- When a game is postponed the season will resume with the following game on the schedule. Unplayed games will be made up where possible.

## **22. UMPIRE FEES**

Prior to the beginning of each game, (except Popcorn and Explorers), each manager will pay the umpire assigned to the game - \$20.00 per team. In the event of a forfeit, the team that is forfeiting will be responsible for the ENTIRE FEE for the umpire. The umpire must then leave the field. In the event the umpire does not come, the home team is responsible for supplying an umpire. In the case of a forfeit, the umpire should be paid immediately – either by the forfeiting team (if present) or by the other team. St Anselm must be notified immediately if a reimbursement is due.

## **23 UMPIRES INTERPRETATION OF PLAYING RULES**

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager only may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the questioned decision. The appeal can only be made if the manager has a copy of the rules in hand and can show the umpire the rule in question. If the manager does not have his rules in hand, no appeal can be made. Discussion will be held at a place on the infield designated by the umpire. Only the umpires, the manager requesting the ruling and the opposing manager shall participate in the discussion. All other persons, except fielders in their usual positions and runners on base at the time, are prohibited from entering on the playing field, unless invited by the umpires. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it

## **24. UMPIRES' JUDGMENT CALLS**

An umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, substitute or parent shall object to any such judgment decisions. Any extended challenge or personal insults to the umpires will subject the offender to disqualification and suspension. While we cannot suspend parents, the incident will be report to the parish involved for actions and the parent will be request not to attend future games.

## **25. WEATHER POSTPONEMENTS PRIOR TO THE BEGINNING OF A GAME**

- The authority to postpone a game before it starts is reserved to the Commissioner. If the Commissioner is unavailable, the decision shall be made by the next available League official in the following order: Commissioner for Softball, as appropriate, Division Director for the division involved, and umpire-in chief for that game.

- Usually the decision to postpone a game because of weather or field conditions is not made until game time because the League wants to play all games if it is at all possible. As soon as a decision to postpone a game is made everyone concerned will be notified as soon as possible.

- When a decision is made to postpone a game the Commissioner or the official that has made the decision will notify the managers of the teams involved. The managers will then notify their coaches and players. Regardless of weather all teams are at all times required to be at the field one-half hour before their scheduled game time unless officially notified that a game has been postponed.

**ST. ANSELM'S GIRLS SOFTBALL LEAGUE**  
**Varsity Division Specific League Rules**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. If there is a conflict between these rules and the General Softball rules, these rules apply. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the managers will be suspended for a minimum of 2 games and the game will be considered a forfeit for the teams involved.

**1. BALLS AND STRIKES:** Each batter will get (3) THREE STRIKES AND (4) FOUR BALLS with each at bat. There is no limit on the number of walks in an inning.

**2. BASES:** The pitching rubber will be set to 40 feet and the base length will be 60 feet

**3. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to the beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she will be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game for reasons other than illness or injury. Should a girl leave and then return to the game, she must be placed at the end of the batting order

**4. REMOVAL FROM GAME DUE TO ILLNESS OR INJURY:** If a girl is removed from the game due to illness or injury, and misses her next turn at bat, she is not permitted to return to the game in any capacity under any circumstances. Her team will not be charged with an out at her turn in the batting order.

**5. BATTING OUT OF TURN:**

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**6. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 3 non players (a manager and 2 coaches) in the dugout. Parents are not permitted to watch the game from the dugout and should not

be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at bat.

**7. BLOCKING THE BASELINE:** Under no circumstances may any player block the baselines. The fielder must wait for the ball off the base and away from the base lines. No fielder, including the catcher, may block home plate or any other base unless they are in possession of the ball. If a fielder blocks the base or the base lines, the umpire shall call the runner safe. Manager's need to ensure that their players are aware of this rule.

**8. BUNTING:** Bunting is allowed in this division.

- ASA rules state a strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. If no attempt is made to make contact with a ball outside the strike zone, it is a ball. An effort must be made to intentionally meet the ball with the bat. This is umpire judgment and cannot be argued.

- A batter is out when she hits a ball with one or both feet on the ground entirely outside the batter's box. If the batter will step over the plate to bunt a pitched ball and makes contact, she will be called "out".

- If the batter bunts a batted ball off her hand(s) that are on the bat, it will be called a dead ball no matter where the batted ball ends up – fair or foul.

**9. CATCHER BACKUP:** No individual is allowed to back up the catcher.

**10. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs

**11. COACHES/MANAGERS:** - The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach's boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension)

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**12. DOUBLE FIRST BASE:** A double base is a league requirement.

**13. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, one warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out.

- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**14. GRADES:** The following are the grades for this division - 7th and 8th Grades . All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved

**15. HIT BY THE PITCH:** A batter who is hit by a pitch is not awarded first base. This rule is suspended when there is a windmill pitcher on the mound. A player hit by a windmill pitch will be awarded first base, unless in the judgment of the umpire the player made no attempt to avoid the pitch. A manager cannot argue this call.

**16. INFIELD FLY:** The infield fly rule is NOT in effect.

**17. INNINGS:** A regulation game lasts 7 innings – a game is deemed official after 4 innings

**18. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**19. LEADING AND STEALING:** No player is permitted to take a lead. As a general rule, no stealing is permitted, unless a team is up by less than 5 runs in which event a player on first base may attempt to steal second base if it is unoccupied. If stealing is permitted, the player on first base is not permitted to leave the base until after the ball has passed home plate. Any player leaving the base early shall be called out. If the fielding team attempts to throw out the player stealing second base, a player occupying third base may attempt to score at her own risk after the throw to second base has passed the pitchers mound. (Missed throws back to the pitcher shall not be deemed an attempt to throw out the stealing runner) The runner stealing second may not further advance unless a play is made on a runner attempting to score. With the exception of a permitted steal from first to second base no other runner may advance or steal on a wild pitch or passed ball. With the exception of a permitted steal no player is allowed to leave the base they occupy until the ball has been put into play or has passed home plate

**20. MERCY RULE:** The mercy rule is invoked after a team is ahead by (12) twelve runs. Once a team reaches the 12 run difference, their at bat is over – the girls must leave the field. After a team reaches the (12) twelve run threshold, they can only score ONE additional run starting in their next at bat, or as many

runs as necessary to again reach the (12) twelve run

**21. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME:** A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team

**22. MOUND VISITS:** Managers may have only one mound conference with a given pitcher in any inning. A second mound conference in an inning will cause the pitcher to be removed. More than three mound conferences in a game for the same pitcher will cause that pitcher to be removed

**23. OFFICIAL BALL:** The DEBEERS F-12 CLINCHER (white) is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**24. PASSED BALL:** Runners may steal 2<sup>nd</sup> on the passed ball if 2<sup>nd</sup> is unoccupied and their team is not ahead by more than 5 runs.

**25. PITCHING:** There will be two styles of pitching allowed -- underhand and windmill.

UNDERHAND - Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing

WINDMILL - The pitcher starts with two feet on the rubber. The pitcher is allowed to take one step back prior to delivering the pitch and arms may be raised above the head as this is a basic windmill motion

When any pitcher first takes the mound, her manager will inform the umpire of her pitching style. She may not change her style of pitching under any circumstances in that game. Windmill pitching is only allowed in the first two innings of a game. A windmill pitcher can pitch a maximum of two innings. Underhand pitchers may pitch an unlimited number of innings. When an underhand pitcher is removed from the mound either during an inning or between innings, she may only return to the mound one more time. When a pitcher is removed from the mound for any reason, she may continue to play in the game at any other position. If a pitcher delivers the ball in any style other than her original declared style, that pitch will be ruled a "no pitch" by the umpire and she and her manager will receive a warning. A second violation will result in the pitcher being ineligible to continue pitching in that game.

If a pitcher is not adhering to the "Pitching Style" rule, an opposing MANAGER only, can approach the umpire with RULES IN HAND, and point out the infraction and ask that the umpire watch for the infraction and issue a warning when observed. The pitcher will only be given one warning. If the umpire observes the infraction a second time, the manager must remove her from pitching. She may remain in the game in another position, but will not be allowed to return as a pitcher. The mound visit(s) due to the infraction will not be counted as "mound visits" as outlined in the rules (#20) for removing a pitcher.

**26. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 20 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 15 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**27. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. During the playoffs, a violation of the above rule will result in the game being forfeited

**28. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**29. PITCHER:** A pitcher may be removed from her position and return to the mound **one additional time in the** course of the game - (Windmill pitchers can only pitch in the first 2 innings). However, if a pitcher is removed from the game after a second mound conference in the same inning, she cannot return to the line-up as a pitcher. In all cases, a girl that has pitched can return to the game as a fielder. Except in the case of injury (as determined by the umpire), a pitcher must get 2 outs or face 3 batters before she can be removed from the game. There is no limit as to the number of innings a girl can pitch in a week.

**30. SLIDE AND SURRENDER:** The Defensive player cannot block the base/home plate unless she has possession of the ball. If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If the runner fails to slide or surrender, she will be called out automatically. Except for 1<sup>st</sup> base, the slide and surrender rule is in effect for all bases.

**31. SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field.

**32. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk

**34. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game at the umpire's discretion

**35. UNIFORMS:** - All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or

yellow cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**36. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

**37. WILD PITCH:** Runners may steal 2<sup>nd</sup> on the wild pitch if 2<sup>nd</sup> is unoccupied and their team is not ahead by more than 5 runs.

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## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE JV DIVISION SPECIFIC LEAGUE RULE**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. If there is a conflict between these rules and the General Softball rules, these rules apply. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the managers will be suspended for a minimum of 2 games, and the game will be considered a forfeit for the team involved.

**1. BALLS AND STRIKES:** Each batter will get (3) THREE STRIKES AND (4) FOUR BALLS with each at bat. There is no limit on the number of walks in an inning.

**2. BASES:** The pitching rubber will be set to 35 feet and the base length will be 55 feet

**3. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to the beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she will be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game. Should a girl leave or be injured, and then return to the game, she must be placed at the end of the batting order.

### **4. BATTING OUT OF TURN:**

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**5. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 3 non players in the dugout – a manager and 2 coaches. Parents are not permitted to watch the game from the dugout and should not be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at bat.

**6. BLOCKING THE BASELINE:** Under no circumstances may any player block the baselines. The fielder must wait for the ball off the base and away from the base lines. No fielder, including the catcher, may block home plate or any other base unless they are in possession of the ball. If a fielder blocks the base or the base lines, the umpire shall call the runner safe. Manager's need to ensure that their players are aware of this rule.

**7. BUNTING:** There is no bunting in this division

**8. CATCHER BACKUP:** No individual is allowed to back up the catcher.

**9. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs

**10. COACHES/MANAGERS:** - The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach's boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension).

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**11. DOUBLE FIRST BASE:** A double base is a league requirement.

**12. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, two warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out.

- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**13. GRADES:** The following are the grades for this division - 5<sup>th</sup> and 6th Grades. All exceptions to be

grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved.

**14. HIT BY THE PITCH:** A batter who is hit by a pitch is not awarded first base.

**15. INFIELD FLY:** The infield fly rule is NOT in effect.

**16. INNINGS:** A regulation game lasts 7 innings – a game is deemed official after 4 innings

**17. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**18. LEADS:** Leads are not permitted. Runners may not leave the base until the pitch crosses home plate or is hit by the batter. Runners who leave too soon will be called out. There is no leading from any base. The runner's foot must be on the base until the ball is put into play

**19. MERCY RULE:** The mercy rule is invoked after a team is ahead by (12) twelve runs. Once a team reaches the 12 run difference, their at bat is over – the girls must leave the field. After a team reaches the (12) twelve run threshold, they can only score ONE additional run starting in their next at bat, or as many runs as necessary to again reach the (12) twelve run differential.

**20. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME:** A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team

**21. MOUND VISITS:** Managers may have only one mound conference with a given pitcher in any inning. A second mound conference in an inning will cause the pitcher to be removed. More than three mound conferences in a game for the same pitcher will cause that pitcher to be removed.

**22. OFFICIAL BALL:** The DEBEERS F-12 CLINCHER (white) is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**23. PITCHING STYLE:** Only UNDERHAND pitching is allowed in this division. Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and

then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing. If a pitcher delivers the ball in an incorrect style, that pitch will be ruled a "no pitch" by the umpire and she and her manager will receive a warning. The third (3) violation will result in the pitcher being ineligible to continue pitching in that game.

If a pitcher is not adhering to the "Pitching Style" rule, an opposing MANAGER only, can approach the umpire with RULES IN HAND, and point out the infraction and ask that the umpire watch for the infraction and issue a warning when observed. The pitcher will only be given one warning. If the umpire observes the infraction a second time, the manager must remove her from pitching. She may remain in the game in another position, but will not be allowed to return as a pitcher. The mound visit(s) due to the infraction will not be counted as "mound visits" as outlined in the rules (#20) for removing a pitcher.

**24. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 20 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 15 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**25. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. During the playoffs, a violation of the above rule will result in the game being forfeited

**26. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**27. PITCHERS:** A girl can pitch a maximum of 4 innings a game and these inning must be consecutive. Except in the case of injury (as determined by the umpire), a pitcher must get 2 outs or face 3 batters before she can be removed from the game. There is no limit to the number of innings she can pitch within a week. If and when she is removed as a pitcher, she can play in the field but cannot return as a pitcher.

**28. SLIDE AND SURRENDER:** **The Defensive player cannot block the base/home plate unless she has possession of the ball. If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If the runner fails to slide or surrender, she will be called out automatically. Except for 1<sup>st</sup> base, the slide and surrender rule is in effect for all bases.**

**29. SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field

**30. STEALING:** There is no stealing. Runners MAY NOT advance on a wild pitch or passed ball.

**31. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk

**32. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**33. UNIFORM:** All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or yellow cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**34. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

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## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE MINOR DIVISION SPECIFIC LEAGUE RULES**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. If there is a conflict between these rules and the General Softball rules, these rules apply. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the managers will be suspended for a minimum of 2 games, and the game will be considered a forfeit for the team involved.

**1. BASES:** The pitching rubber will be set to 30 feet and the base length will be 50 feet

**2. BATTING ORDER AND LINEUPS:** Lineups should be exchanged prior to the beginning of the game. All girls that are present must be in the batter order. A girl cannot be placed in the lineup unless she is physically present in the dugout – both for the home team and the visiting team. If a girl arrives after the lineups have been exchanged, she must be placed at the end of the current batting order. There is no penalty for a girl leaving in the middle of the game. Should a girl leave or be injured, and then return to the game, she must be placed at the end of the batting order.

### **3. BATTING OUT OF TURN:**

1) If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. Bases advanced while the incorrect batter was at bat shall be allowed. During the at bat, the offensive team may correct a wrong batter at the plate with no penalty.

2) If the error is discovered after the incorrect batter has completed her turn at bat, the defensive team can appeal before a pitch has been thrown to the next batter. The penalty is that the player that should have batted is OUT. Any advance or score made as a result of the incorrect batter shall be nullified. Any out made prior to discovering the infraction, remains an out.

3) If the error is discovered after the incorrect batter has completed their turn at bat, and after a pitch has been thrown to the next batter, there can be no appeal by the defensive team. The players who missed their turn at bat forfeit that turn at bat and the next batter is the batter after the illegal girl who hit out of order.

**4. BENCH OR DUGOUT:** This is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. There can be a maximum of 3 non-players in the dugout, a manager and 2 coaches. Parents are not permitted to watch the game from the dugout and should not be allowed into the dugout. One warning will be given. Should it happen again, the team will lose an out at their next at bat.

**5. BLOCKING THE BASELINE:** Under no circumstances may any player block the baselines. The fielder must wait for the ball off the base and away from the base lines. No fielder, catcher or pitcher may block home plate or any other base (1<sup>st</sup> or 2<sup>nd</sup> or 3<sup>rd</sup>) unless they are in possession of the ball. If a fielder blocks the base or the base lines, the umpire shall call the runner safe. Manager's need to ensure

that their players are aware of this rule.

**6. BUNTING:** There is no bunting in THIS division

**7. CATCHER SUBSTITUTION:** The last player out will run for a catcher who is on base with two outs

**8. COACHES/MANAGERS:** The team at bat may station two coaches on the field during its time at bat, one near first base and one near third base. A coach may be removed at the discretion of the umpire.

Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach's boxes at all times.
3. Talk to members of their own team only.

- Managers and coaches of the team at bat may not go onto the field to talk to their runners.

- No manager may run up and down the third or first base lines. If he/she chooses to remain outside the dugout, they must stand in the middle of the dugout area, as close as possible to the fence. The manager will be given only one warning, and then will be ejected from the game (with the possibility of suspension).

- Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires

**9. DOUBLE FIRST BASE:** A double base is a league requirement.

**10. EQUIPMENT THROWING:** It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

- In the case of unintentional throwing, two warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out.

- In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

- If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; she may be ejected from the game.

**11. FIRST INNING:** A team may NOT score more than five runs in the first inning

**12. GRADES:** The following are the grades for this division - 3<sup>rd</sup> and 4<sup>th</sup> Grades. All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the forfeit of the game or games involved.

**13. HIT BY THE PITCH:** A batter who is hit by a pitch is not awarded first base.

**14. INFIELD FLY:** The infield fly rule is NOT in effect.

**15. INNINGS:** A regulation game lasts 6 innings – a game is deemed official after 3 innings

**16. INTENTIONAL WALKS:** There are NO intentional walks allowed. If in the judgment of the umpire, a pitcher is trying to intentionally walk a player, she will receive one (1) warning. On the second occurrence, she will be ejected from the game.

**17. LEADS:** Leads are not permitted. Runners may not leave the base until the pitch crosses home plate or is hit by the batter. Runners who leave too soon will be called out. There is no leading from any base. The runner's foot must be on the base until the ball is put into play

**18. MERCY RULE:** The mercy rule is invoked after a team is ahead by (12) twelve runs. Once a team reaches the 12 run difference, their at bat is over – the girls must leave the field. After a team reaches the (12) twelve run threshold, they can only score ONE additional run starting in their next at bat, or as many runs as necessary to again reach the (12) twelve run differential.

### **19. MINIMUM NUMBER OF PLAYERS REQUIRED FOR A GAME**

A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team

**20. MOUND VISITS:** Managers may have only two mound conference with a given pitcher in any inning. A third mound conference in an inning will cause the pitcher to be removed. More than four mound conferences in a game for the same pitcher will cause that pitcher to be removed

**21. OFFICIAL BALL:** The DEBEERS F-12 White CLINCHER is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**22. PITCHING STYLE:** Only UNDERHAND pitching is allowed in this division. Underhand pitching involves the pitcher starting with two feet touching the rubber with her hips and shoulders parallel to home plate. The pitcher would then take one step forward bringing the ball straight back past her hip and then forward releasing it as her second foot leaves the rubber. The pitcher is not allowed to raise her hands above her head prior to delivering the pitch, mimicking a windmill style pitch. The ball will be delivered anywhere from a modified arc to a straight line. The pitcher must start her delivery with both feet on the pitching rubber. There is no restriction on the length or extension of the back swing

If a pitcher is not adhering to the "Pitching Style" rule, an opposing MANAGER only, can approach the umpire with RULES IN HAND, and point out the infraction and ask that the umpire watch for the infraction and issue a warning when observed. The pitcher will only be given one warning. If the umpire observes the infraction a second time, the manager must remove her from pitching. She may remain in the game in another position, but will not be allowed to return as a pitcher. The mound visit(s) due to the infraction will not be counted as "mound visits" as outlined in the rules (#20) for removing a pitcher.

**23. PLAYERS:** A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Infielders must play near the base path. Outfielders must play at least 15 feet from the base path. If you choose to use your 4th outfielder as a short centerfielder, she must play at least 12 feet beyond second base. It is the manager's responsibility to position their outfielders correctly. After two warnings, the offending teams will lose an out in their next at bat

**24. PLAYER SUBSTITUTIONS:** Fielders can be substituted freely during the course of the game.

**25. PITCHERS:** A girl can pitch a maximum of 4 innings a game and these inning must be consecutive. Except in the case of injury (as determined by the umpire), a pitcher must get 2 outs or face 3 batters before she can be removed from the game. There is no limit to the number of innings she can pitch within a week. If and when she is removed as a pitcher, she can play in the field but cannot return to pitch again

**26. PLAYING TIME:** All players must play a minimum of (3) three innings in the field. All players must get a minimum of (2) two at bats a game. If this is not accomplished, those players must start the next game. During the playoffs, a violation of the above rule will result in the game being forfeited

**27. SLIDE AND SURRENDER:** **The Defensive player cannot block the base/home plate unless she has possession of the ball. If the defensive player impedes the runner from reaching the base without possession of the ball, the runner will be called safe. If the defensive player has possession of the ball she can block the base and the runner must either slide or surrender. If the runner fails to slide or surrender, she will be called out automatically. Except for 1<sup>st</sup> base, the slide and surrender rule is in effect for all bases.**

**28. SMOKING:** No smoking is allowed in the dugouts, near the benches or near the playing field

**29. STEALING:** There is no stealing. Runners MAY NOT advance on a wild pitch or passed ball.

**30. STRIKE ZONE:** Should a pitcher be experiencing problems in throwing strikes or hittable balls, she should be given adequate time to adjust. However, if in the opinion of the umpire and the opposing manager, the pitching is not improving, the umpire will ask the manager to change pitchers. If the situation repeats itself, the manager must pitch. Under no circumstance should the umpire alter the strike zone to make it easier for the pitchers to get called

**31. TAGGING UP:** Runners may tag up on a fly ball and advance one base at their own risk

**32. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**33. UNIFORMS:** All players are expected to wear the full uniform of their organization. Either shorts or long pant may be worn. If a pitcher chooses to wear a shirt under her uniform shirt, white or yellow cannot be worn – the shirt must be a dark color. Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League’s uniform policy. However, failure of a player to wear one or more pieces of their team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game.

- Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**34. WALKS:** After two (2) consecutive walks, the next batter cannot walk – she must hit. There is a maximum of 4 walks per inning. However, if at the discretion of the umpire:

- if the pitcher is unable to throw hittable balls, the 2 consecutive walk rule can be waived and the batter can be awarded 1st base.

- if the pitcher is unable to throw hittable balls, the maximum of 4 walks per inning can be waived and the batter can be awarded 1st base.

- . if a pitcher is consistency unable to throw hittable balls, in the opinion of the umpire, the pitcher can be removed.

- a warning can be given to the manager if the girls are not being obviously aggressive at the plate. After the second warning, all batters who, in the opinion of the umpire are not attempting to hit will be called out.

**35. WARMING UP:** Prior to the start of the game, a pitcher may warm up until the umpire starts the game. However between innings, warm-up pitches are limited to “5” throws. A new pitchers entering the game can take “10” throws.

## **ST. ANSELM'S GIRLS SOFTBALL LEAGUE EXPLORER DIVISION SPECIFIC LEAGUE RULES**

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. If there is a conflict between these rules and the General Softball rules, these rules apply. No manager may alter or change any League rules. Should the league become aware that rules have been altered or changed, the managers will be suspended for a minimum for 2 weeks

**DIVISION PHILOSOPHY:** This division is a non-competitive division. There are no winners and no losers. No scores should be kept. There are no standing. The players are supposed to be having fun as we prepare them for the upper Divisions.

**1. BASES:** The bases will be set at 45 feet apart.

**2. BASE RUNNING:** After hitting the ball, runners should be kept to a maximum of two bases, unless it is very obvious that a triple or home run is deserved.

**3. BATTING ORDER:** All players must be in the batting order for the entire game. Batters will bat in turn and the order will remain the same throughout the game. Late arriving players can be added to the end of the team's official batting order. Each team is to bat one full batting order each inning.

**4. GRADE:** The following is the grade for this division - 2nd Grade. All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game. Violations will result in the team being expelled from the league

**5. LEADS:** Leads are not permitted.

**6. OFFICIAL BALL:** The DEBEERS F-12 White CLINCHER is the authorized ball. Each team is required to put a new ball in play at the start of the game. Starting with the home team, each team will alternately put in a new ball, (or an acceptable used ball) if needed during the course of the game

**7. OFFICIAL GAME TIME:** "Official game time is 1 hr. and 50 minutes from the actual start of the game. No inning shall start after the maximum game time has been reached. The managers should agree on the start and end time prior to commencement of the game. However, in keeping with the "instructional" nature of this division, if the managers agree that the players cannot complete 1 hr. and 50 minutes for whatever reason (weather, attention span of the players) it is acceptable to end a game early than the 1 hr. and 50 minutes since there are no winners, losers or standings in this division. The aim is simply to teach and have fun .

**8. PITCHING:** Each Manager/Coach pitches to their own team. The girls do not pitch in this division. The pitching distance will be set at (27) twenty-seven feet for the first half of the season and then moved to (30) feet.

**8. PLAYERS:** There can be no more than five (5) infielders. Infielders must play near the base path. Outfielders must play at least 10 feet from the base path. The manager may play all their remaining players in the outfield

**9. SMOKING:** No smoking is allowed in the dugouts, near the benches or near the playing field

**10. STEALING:** There is no stealing

**11. TAUNTING:** Taunting and offensive language will not be tolerated. Violators will get one warning after which they can be ejected from the game.

**12. UMPIRES:** Strikeouts, groundouts, fouls call are decided by the managers of each team. Balls/ strikes are also decided by the managers of each team.

**13. UNIFORMS:** All players are expected to wear the full uniform of their organization. Shirts are to be tucked in. No jewelry is to be worn. Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

**14. WALKS:** There are a maximum of two (2) consecutive walks or a total of four (4) walks in one inning. Two swinging strikes must be called before any ball may be called. Walks should be discouraged – the girls should be encouraged to swing.

## ST. ANSELM'S GIRLS SOFTBALL LEAGUE POPCORN DIVISION SPECIFIC LEAGUE RULES

**GENERAL ORDER OF RULES:** The rules that are specific to this division are delineated below. If there is a conflict between these rules and the General Softball rules, these rules apply. **IN ALL CASES, REMEMBER THE AGE OF THE GIRLS AND APPLY COMMON SENSE.**

1. **DIVISION** is designed as “introductory/instructional” to teach our players the fundamental and skills of softball.
2. **“FIELDING” OBJECTIVE:** Managers are required to rotate their players through each fielding position, if not within the game at least each week. In the course of the season, all players should get the opportunity to play equally in the infield.
3. **“INSTRUCTIONAL” OBJECTIVE”** is to teach the fielding positions -- 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, and 3<sup>rd</sup> base - along with the responsibility for covering the bases for throws. Additional players will be positioned behind the infield. At the discretion of the manager, parents are allowed in the outfield to back up the players.
4. **BASE PATHS:** Bases are set at a distance of (45) forty-five feet.
5. **BASE RUNNING:** Base runners must stay in contact with the base until the ball is hit into play. There are no leads and there is no stealing. Only (1) one base can be advanced on any hit.
6. **BATTING ORDER:** Each player present bats in turn. The batting order should be rotated each week. The inning ends when all players present have gotten up to bat. Last batter gets a home run no matter what they really hit.
7. **BATTING TEE:** A Batting tee can be used at the discretion of the Managers. However, the girls should be given every opportunity to hit the ball on their own.
8. **GAME DURATION:** Sessions are scheduled for six innings or 1 ½ hours.
9. **GRADES:** The following are the grades for this division: Kindergarten and 1st Grade All exceptions to be grade rule must be requested in writing and approved by the Softball Commissioner prior to the girl playing in a game.
10. **OFFICIAL BALL:** The VS -11 is the authorized ball.
11. **PITCHING:** A manager or coach will throw underhand to the batter until the manager or coach feels the batter has had ample chances to hit the ball. The “pitcher” can stand as close to the plate as necessary. The minimum number of pitches should be six. If the batter can not hit the ball after

ample chances, she runs to first base. No batter is called out. They all get to base.

12. **SCORES:** Runs scored will not be totaled. Standings will not be kept.
13. **SMOKING:** No smoking is allowed in the dugouts, near the benches and playing field
14. **UNIFORMS:** Girls are required to wear their organization's shirt and hat. Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

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