

2014 SEASON RULES GIRLS FASTPITCH SOFTBALL

5th & 6th Grade

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of softball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. Stacking refers to placing mostly 5th graders on one team and 6th graders on another or selecting the most talented to play on one team and the less talented on another. Rosters should be balanced by age and talent. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.

Awards: The league will not supply any trophies.

Rosters: By June 1st all teams through their community commissioner must submit a team roster via electronic media – Microsoft Word or Excel – to Randy Wojtasiak, randyw@ci.hartford.wi.us. The following player information: Name, Phone # and Grade. Rosters must also include the team coach with the following information: Name, Phone # and email address. May 1st is the deadline for submitting the coaches list via e-mail. Players may be added to the roster until June 15 by submitting a new roster.

GENERAL RULES:

1. Players will have just completed 5th or 6th grade to play. For Home Schooled children, players must not turn 13 before September 1 of the current season. Exceptions can only be made by arrangement of the League Committee.
2. Each team must submit a roster by May 15. Players may be added to the roster until June 15 by contacting the League Commissioner.
3. The home team will keep the official scorebook for both teams. If the score is disputed, the umpire will be the tiebreaker if there is a paid umpire. Otherwise, the two coaches must resolve the dispute. The home team is responsible for entering the game score on the following website www.monchesreclub.org. More information will be given at a later date. Failure to report your score within the 2-day period will result in a forfeit for the home team.
4. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
5. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
6. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed. Arguing umpire calls will be considered unsportsmanlike conduct and after one warning, may result in ejection. Continued incidents will result in a game forfeit.
7. All players present at the game must play at least two innings in the field, with the following exceptions:
 - a. Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
 - b. Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
8. Each team will have 8 rostered players in the game at all times.
9. The home team coach will decide when a game shall be suspended/discontinued due to bad weather. In no case shall a game be allowed to start or continue when there is lightning in the area.
10. Ten girls play the field (4 outfielders). All 4 of the outfielders will play the Outfield or the equivalent of.

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11. A supplemental player from a lower level team can fill in.
12. If a rule is not specified within, WIAA rules would take precedent.
13. Each player must have either a number or name on their uniform.

FIELD PREPARATION:

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down.
3. Bases are 60 feet apart. The pitcher's mound is 40 feet.
4. A Double Base will be used at 1st base.

GAME RULES:

1. The Home Team will supply two 12 inch raised seam high visibility softball for each game.
2. The Home team will provide the home plate umpire or both umpires if both are paid. The visiting team will provide one base umpire unless the home team provides paid umpires.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates must be rescheduled within 3 days and played by July 30 whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice to insure availability. If the coaches cannot agree on a time, date or place, the League Commissioner will determine same and notify both teams within 3 days of game day. Both teams that fail to reschedule an unplayed game within the above time constraints will be given a forfeit.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game, however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. No new inning may start after 8:00 pm. In case of a tie, the Umpires will determine if the game can be safely completed.
7. Games shall consist of 7 innings. Four and one-half (4 ½) innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. Score reverts back to the last completed inning for game called in the middle of an inning.
8. A half inning consists of 3 outs or 5 runs scored. The 5 run rule is not in effect in the last inning of the game.
9. A team will bat all players present that game with batting order staying the same. If a batter bats out of order, she is out. The batters are out if it is found out in the current inning.
10. *Only the pitcher can call time out when in control of the ball. Play is live until the umpire calls time.*
11. The infield fly rule is in effect. An infield fly is fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The batter is out, the runner(s) have the choice to advance to the next base or remain at the base they are on. The fielders can play defense with the live ball.
12. The count is 3 strikes and 4 balls.

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13. If the batter is hit by the pitch, the batter is given first base. Attempt should be made to avoid being hit. Umpire's discretion will be used.
14. A game can be considered over if the winning team has a ten (10) run lead at the end of five (5) innings or anytime thereafter.

PITCHING:

1. The strike zone is from the knees to the armpits.
2. No minimum arc is required. Max Arc 6 foot.
3. The pitching style is determined by each individual pitcher.
4. The pitcher must start her windup with both feet in contact with the pitching rubber.
5. Maximum of four innings per pitcher per game. There is no consecutive inning rule. A pitcher may reenter the game as a pitcher as long as she has not exceeded the 4 inning limit and any part of an inning should count as a full inning.
6. Pivot foot must be in contact with the rubber or the ground (drag foot). (No step taken off mound).
7. If the pitch bounces before the plate and hits the batter **it is a ball in the count**, the base is not given. The ball is live **thus runners can advance**.
8. No runner may be forced in via a walk. When the bases are loaded and a batter reaches ball 4, a coach will then come out to "soft toss" to the batter in an attempt to put the ball in play. The batter will get as many swings as she had strikes left in the count prior to ball 4.

BASE RUNNING:

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
 - a. Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
 - b. Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base,
3. If a play is made at home plate, the runner must slide or attempt to avoid contact. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
4. Two (2) stolen bases are allowed per inning per team. Runners can attempt to steal a base after the ball crosses home plate. (No lead off: One warning given per team) Runner may not steal home plate on a wild pitch/passed ball. A runner can advance to any other base as per the rules, but cannot take home on the pitched ball. The purpose is to create a situation where only a ball put into play can score the runner/s. (Even when there is 2 outs.)
5. If a play is made on a runner by throwing the ball ~~or on an error throw back to the pitcher~~, the runner may advance to the next base, including home plate, or return to the original base.
6. If the catcher drops the third strike, the batter is out.

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7. A batter reaching first base safely and overrunning the base may immediately return without liability of being tagged out, providing she does not attempt to advance to second base. If an attempt to advance to second base is made, she may be tagged out.
8. Fielder if fielding a hit ball has priority. If a runner interferes with fielding, runner is out. Fielder cannot be in baseline unless going after hit ball, or runner is awarded next base. (3 feet)
9. If two outs, supply a courtesy runner for the catcher. The courtesy runner is the player who made the last out.
10. When time is called: if the runner is half way to the next base, she advances to the next base.

BATTING:

1. No designated hitter.
2. Batters must wear a helmet. (it is also recommended that helmets have a protective face guard)
3. Bunting is allowed.
4. All players present at the game must bat in common numerical order.

UNIFORM/EQUIPMENT:

1. Metal spikes are not allowed.
2. Catchers must wear protective helmet, face mask, shin guards and chest protectors.
3. No jewelry or metal hair clips allowed.