

2008

SOUTHWEST INDEPENDENT GIRLS
SOFTBALL

RULES AND REGULATIONS

YOUTH LEAGUE

- a. The league shall consist of teams from the following communities: Castle Shannon, Dormont, Green Tree, Ingram Westwood, Elliott, Sheraden, Banksville and CIT. Other teams and organizations may be allowed to participate upon a majority vote of the Board.
- b. The Board shall consist of one representative from each of the above communities. A president shall be named at the first meeting and will be responsible for calling a meeting of the Board when needed throughout the year. In addition, the president shall be responsible for calling the first meeting for the following season. The Board will set schedules, assess league fees and establish tournament procedures, as well as rule on protests from any Manager or Community. All rulings by the Board will be final.

2. PLAYING FIELD:

- a. The pitching distance will be from the rubber or designated line to the back of home plate. 12-under forty (40) feet, 10-under thirty five (35) feet and instructional thirty (30) feet.
- b. The distance between bases will be sixty (60) feet.

3. UNIFORMS AND EQUIPMENT:

- a. The catcher must wear a catcher's mask and chest protector.
- b. Batting helmets are mandatory.
- c. Only official softball bats and balls are permitted. Bat specifications are Single Wall, 2 1/4" inch Barrel, 1.20 BPF. (Multi Wall Bats are strictly prohibited). The official ball is Dudley, cork center, 11" white stitch, SBC 11 ND, .44 COR, 375 lbs Max. Allowed Compression. The official ball for the instructional age is the Easton 11' incrediball. The home team Manager is responsible for supplying at least one new game ball and making sure that the field is properly lined and the bases properly tied.
- d. All regular players should wear a complete uniform-hats are optional. Call-ups (if used) should wear the uniform of their regular team. Instructional is required to wear jersey only.
- e. Earrings and Necklaces or any jewelry may not be worn during the game.

- f. Tennis shoes and/or rubber spikes are permitted. NO METAL SPIKES ARE PERMITTED.

4. PLAYERS:

- a. Eligibility shall be determined by the age obtained on January 1st of the playing season.
- b. Call-ups from a lower in-house age group may be used. Players from another team, of the same age group, may not be used for regular games.
- c. Continuous batting will be observed with every player dressed for the game placed in the batting order. All players will play a minimum of two innings in the field.
- d. Unlimited substitution is allowed. A player may be removed and returned to the game at any time.
- e. Rosters are mandatory and no player may be added to the team after the first game of the season without the commissioner's approval.
- f. Pull-ups may be placed in the batting order; however, she must be placed at the bottom of the order. Pull-ups not considered the 10th player may not have more than three (3) defensive innings in a given game for any reason other than an injury that renders a regular player unable to continue.

5. GAME REGULATIONS:

- a. A 12-under game will be seven innings in length and subject to a two (2) hour maximum time limit. A game will be considered complete after 4 1/2 innings if the home team is ahead. A 10-under game will be six innings in length and subject to a two (2) hour maximum time limit. A game will be considered complete after 3 1/2 innings if the home team is ahead. Instructional games will be a maximum of six (6) innings in length and subject to a two hours time limit.
- b. All scheduled games must be played. All rainouts or cancellations must be rescheduled at the earliest possible date by both Managers before the last scheduled game. If a date cannot be agreed upon by the Managers, the Commissioners will determine when the game will be played.
- e. Rainouts must be declared *at least one hour* before the scheduled game time. The home team Manager will notify the visiting Manager and the umpire to cancel a game due to rain or unplayable conditions.
- d. All efforts should be made to give both teams warm-up time before each game.

e. A 12-under game will be regulated by a “12 run rule” after five complete innings. In other words, if the difference in score is equal to or greater than 12 runs after five innings –the game will be stopped and the leader deemed the winning team. A 10-under game will be regulated by a maximum of 5 runs per lining with no continuation of runs except for the last inning. In other words, if a team has four runs in and bases are loaded and the batter hits a home run, only the fifth run counts, but continue the play to the end. Instructional bats through the order.

6. Playing Regulations:

ALL GAMES WILL BE PLAYED IN ACCORDANCE WITH THE CURRENT AMATEUR SOFTBALL ASSOCIATION (ASA) RULES AND REGULATIONS EXCEPT FOR THE FOLLOWING:

- a. Pitchers must have one foot in contact with the rubber or designated pitching line before starting the delivery of the ball. One foot must remain on the line at all times during the delivery. Pitching arc is six (6) to ten (10) feet. A instructional coach can be closer to pitch to players, but the child playing the pitcher must stay back at the 30 foot pitching rubber.
- b. No outfielder may play closer than ten (10) feet from any base line and no infielder may play closer than three (3) feet in front of any base.
- c. Bunting is prohibited.
- d. There will be no “infield fly rule” imposed.
- e. Sliding is both permitted and encouraged. No player shall attempt to purposely “run over” any fielder who is at or near any base.
- f. All ground rules should be discussed prior to the start of every game. This includes “dead ball” areas and any other situation unique to the playing field. All other rule interpretations will be at the discretion of the Umpire.

7. INSTRUCTIONAL PLAYING RULES

- a. A team’s coach will pitch to his own players. Adjusting pitching distance to accommodate smaller players is permitted.
- b. No more than seven (7) pitches should be given to any one batter per inning. If last pitch is fouled off the batter is to get another pitch. Strike outs or taking (7) pitches are not considered an out for the inning.

- c. The inning will end when a team bats through the order or three outs are made by the defensive team.
- d. The infield will consist of a maximum of seven (7) players. Pitcher, Catcher, First Base, Second Base, Rover, Short Stop, and Third Base. All other players should be put in the outfield.
- e. No outfielder may play closer than ten (10) feet from any base and no infielder may play closer than three (3) feet in front of any base.
- f. It is the league's intention to teach the players to make the right play.
- g. In the event the batter hits a fly ball over the infielders head into the outfield, the batter/runner is permitted to advance at their own risk to second base. All base runners should advance accordingly. All ground ball base hits are limited to one base.

8. ADDITIONAL REGULATIONS:

- a. Managers and Coaches shall maintain discipline on their team. Cheering is encouraged, but no team shall talk or scream about any batter or fielder on an opposing team.
- b. Only players and Coaches shall be on the bench. All spectators shall be kept away from this area and no one shall be positioned behind the backstop.
- c. Only the team manager may discuss a call or disputed ruling with an Umpire. Any protest shall be noted in the scorebook and the Manager should notify his/her representative for a final ruling by the Board. Continual arguing and /or harassing of any Umpire is strictly prohibited.
- d. All line-up changes shall be reported to the opposing team.
- e. The throwing of any equipment or willful destruction of any property may result in a Player or Coach being suspended for the remainder of the season. Any physical altercation between any coach and Spectator or Coach and Umpire, will be a call for automatic suspension from the league.
- f. If a instructional team shows up with drastically less players than a normal fielding team, the coach can do one of two things. They could give the lesser team players to even out the lineup, or they could even out the lineups by giving the team with lesser players more at bats to equal the other team.
- g. Consult S.W.I.G. league rules and bi-laws for things not covered by youth league rules.