

North Glen 2009 Fall Ball Rules

The purpose of the North Glen Fall Ball program is to provide an opportunity for girls to play in the age group that they will be playing in the 2010 season. It is an instructional league and there will be no standings kept, no trophies awarded, and no forfeited games as long as there is some chance to play the game. It also provides the opportunity for managers to try players in different fielding positions, to try out new pitchers, and give batting instructions, etc. The goal is to learn and have FUN!!!!!!!!!!!!!!

League Age

1. League Age is decided by the player's age as of December 31, 2009.
2. Age brackets are 8U, 10U, 12U, 14U and 19U aka High School Eligible (HSE)

Softball Specifications

1. 8U: 11" Soft Touch Optic Yellow / "Incrediball"
 2. 10U: 11" Optic Yellow with leather covers
 3. 12U, 14U & HSE: 12" Optic Yellow with leather covers.
- ***Balls shall not exceed a core of .47 or a compression rating of 375#.
- ***Any ball that exceeds either the core or compression regulation is illegal.
- ***Any ball that does not bear the core and compression rating stamp is illegal.
- *** Any ball with a synthetic cover is illegal (except "Incrediball").

Uniform/Dress code

1. There is no official dress code but it is recommended that each organization provide team shirts for their players. Team players should wear shirts of the same color.
2. Approved safety equipment must be worn at all times while on the field.
3. Catchers must wear protective gear, full helmet with double earflaps, mask, shin guards and throat protector.
4. Batter, base runners, on-deck batters, and player coaches must wear batting helmets with a full face mask while on the field.

Number of Players: Defensive Team

1. All age groups play a maximum of 10 players in the field.
2. There are no minimal players needed to start a game. Players from opposing teams can be used to fill in fielding positions, however only girls registered to play are allowed on the field. Do not use non-registered players due to insurance problems. (Suggest that last girls to bat in an inning go out and field for the other team)

Substitution

1. There is free substitution throughout the game except for pitchers. *All pitchers may re-enter as a pitcher once per game.*

Pitching

1. All divisions are Fast Pitch/Sling Pitch. One foot on the rubber, one forward step once the hands have been brought together (presentation of the ball). Pitchers may use any wind-up providing no motion to pitch is made without immediately delivering the ball.
2. 8U is "coach pitch" only.
3. 10U is kid pitch/coach assist. Girls pitch a maximum of three innings per game
4. 12U, 14U and HSE a pitcher can pitch an entire game. This is optionally, but not

recommended if the team has multiply pitchers. Give all capable girls a chance.

5. All pitchers may re-enter as a pitcher once a game.
6. There is no rule concerning the number of hit batters that pitchers are allowed, however the umpire and coaches should use their best judgment for the safety of the batters.

Batting Order - All age groups will bat their entire roster.

Base Running

1. 8U: No stealing, Runners must stay in contact with the base. If runner has reached the halfway mark before the pitcher gets the ball, the runner gets that base.
2. 10U: Runners must stay in contact with the base until the ball has reached home plate. Stealing is permitted with the exception of Home Base. Runners at third base can't advance to home plate unless they are forced in by walks or hit in by another player. If an attempt to throw a girl out stealing second base, the ball is then live and a runner may advance to third at risk but cannot go home. The umpire should call time when in his/her judgment all play has stopped and the runners have stopped or returned to a base and the ball is in possession of the pitcher and within the pitching circle.
3. 12U, 14U and HSE: Runners may steal once the ball has left the pitchers hand. Stealing is permitted, including home base. Players may advance on a base-on-balls if they do not hesitate at first base but turn and continue to run to second at their own risk. If the player hesitates at first she must return to first base. Once the pitcher has the ball within an 8 foot radius of the pitchers plate, base runners on the running path must either immediately advance at their own risk to the next base or return to the previous base. No standing off base, runner may be called out.

Side Retired

1. All age groups: 3 outs or 5 runs maximum per inning, which ever comes first.
2. 8U and 10U divisions play 6 innings, all other divisions play 7 innings. The last inning (inning six for 8U & 10U and inning seven for the rest) is an open run inning.
3. There is no mandatory slaughter rule. If one team leads another team by **15** runs after 4 innings for 10 & under or 5 innings for all other groups the option should be given to the losing team to call it for a day.
4. No inning starts after 2 hours (1 hour 50min. if there is a game to follow). Open innings are not to be moved up. Games can end in a tie.

BASE & PITCHING DISTANCE	Bases	Pitching Rubber	
8U	50''	35'	
10U	60'	35'	
All other ages	60'	40' (or 43' pending)	
BUNTING AND FIELDING RULES	Bunting	Infield Fly Rule	Drop 3 rd Strike
8U & 10U	NO	NO	NO
All other ages	YES	YES	YES
INNINGS PER GAME			
8U & 10U	6		
All other ages	7		

Umpires

It is the responsibility of the home team to provide a qualified umpire. Each home team will pay for the umpire, the usual rate is \$40 per game. No game will be forfeited at the field for lack of players. You play with what you have. ***If team refuses to play, they are responsible for paying the umpire fee.***

Inclement Weather: rainouts

If there is a possibility of make up a rain out attempts will be made to make up games. However, it is not guaranteed that rain-outs will be made up. Any other questions on rules should first be referred to the Pony League Rules.

10 & UNDER PITCHING RULES

Due to the inconsistency of the 10 & under pitchers we will be doing a combination of kid/coach pitch. The purpose of this is to keep the game interesting, to promote batting and fielding and to also give the pitchers a chance to develop skills.

One of the problems with 10U pitching is that girls tend to walk a large number of players, the game sometimes turns into a game where everyone is walked, and no one gets a chance to hit or field because of the number of walks. Batters tend to stand there in hopes of getting a walk and do not swing the bat.

The way it works is as follows:

Basically no one walks. If a pitcher throws 4 balls, the batter is not awarded first. Instead the coach of the team batting will come out and continues to pitch to the batter until the batter either hit's the ball or strikes out.

Example: A batter has a 3 ball & 1 strike count and the next pitch is a ball. Instead of the batter walking, the coach comes in, keeping the 1 strike count and pitches to the batter. Each pitch the coach throws is judged as a ball and or strike by the umpire. Once the batter has had two more strikes, the batter is out, or hopefully the batter will get a hit off of the coach. *One additional rule is that the coach will only be able to pitch a maximum of 5 pitches to one batter. If the batter does not hit one of the 5 pitches, the batter is out (even if the last pitch is a foul ball).*

This way the batters can still learn what is a ball and what is a strike, we are not asking them to swing at bad pitches either from the player or the coach. They will learn that if they swing and miss the ball three times they will be out. They will also learn the strike zone.

We found with this play, teams that do not have a good pitcher are not completely at a loss. It creates more fielding-outs, it still leaves a team with a good pitcher able to let the pitcher have control of the game. Once the manager enters the game, the runners are not allowed to steal for the rest of the at bat.

(Optional)

If one or both teams have a pitcher who can consistently throw strikes, you may wish to have your pitcher be independent, then a coach assist will not be used and she will be allowed to walk players. Both managers must agree on this before the game and alert the empire.

Since this is an instructional league, we hope to give all players a chance to improve their abilities and have FUN!