

JUNIOR SOFTBALL LEAGUE RULES

The following rules have been adopted by the executive Board of the Ramsey Baseball Association. All rules of the various national baseball and softball organizations with which the RBA is associated will be official except where superseded by Ramsey Local Rules as published. Local rules for in-town play only.

GENERAL PROCEDURE GOVERNING CHANGES IN LOCAL RULES:

Changes in rules will normally originate within the individual leagues. The League President and managers meet and recommend changes to the rules. These recommendations are passed on to the Rules Committee in writing prior to February 1st in order to be acted on for the current season. The League President meets with the Rules Committee for the discussion of the recommendations. The Rules Committee shall present its opinion and the original recommendations to the Executive Committee for finalization.

The Rules Committee must submit any recommendations they initiate to the individual league before forwarding to the Executive Committee.

The various leagues should meet at the end of the season to discuss rules and recommend changes if needed.

This document is intended as an aid to the coaches and players participating in the RBSA Softball Program. The normal playing rules by which all games are played are in the current Official Softball Playing Rules. The exceptions used in the Senior League are intended to improve the play in the league to allow greater participation and development of the individual players.

PLAYING FIELD:

The diamond dimensions include a base line distance of 60 feet and a pitching distance of 40 feet. Play stops when the pitcher has the ball inside the lined circle - the runner(s) may not advance to the next unoccupied base. If the circle is not lined, the discretion of the Umpire rules. If a base runner is more than halfway down the base line, the umpire may award the runner with the next base. If the pitcher has control of the ball and elects to make a play at a base, it is considered a new play. The ball is live.

The home team is responsible for preparing the field before the start of each game. This includes, but is not limited to, base and pitching rubber installation, and lining of the field (first base should be a "double-base"). Lining includes base paths and the 8-foot radius of the pitcher's circle. The "Visiting" team is responsible for the "breakdown" of the field after the game. This includes, but is not limited to, base and pitching rubber removal, base-plug replacement, and

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raking around all bases and pitching circle. Mutual cooperation from both teams is encouraged, especially when the fields are in need of work due to inclement conditions and also during playoffs.

EQUIPMENT:

Sneakers or multi-purpose cleats made of molded rubber or plastic are the only type shoes to be worn at practices and games.

Each player is provided with a full uniform (visor, shirt, socks & pants) and is expected to be worn at each game. It is the responsibility of the team Manager to enforce this standard. Long hair shall be kept away from the face. No jewelry permitted. Kneepads and/or sliders suggested.

Any player functioning as a catcher must wear a mask, chest protector, shin guards and catcher's helmet.

Chinstraps - batters, base runners, and player-coaches must wear helmets with chinstraps attached.

12 inch softball will be used.

PLAYERS & SUBSTITUTES:

A team shall consist of 10 fielders. The 10th player (rover) must be positioned on the outfield grass (or a distance not less than ten feet behind second base) until the ball is pitched. A team shall not play or continue to play if it has fewer than 8 fielders.

Each player shall take a position in the field for at least 3 innings. There is free substitution - players may be removed and reinserted in the game in defensive positions.

If, during a regular game, a player must leave before the end of that game and the opposing coach has been notified before her turn at bat, the team will not be charged with an out. If a batter bats out of turn, the opposing coach may, at that time only, notify the umpire and the "missing batter" will be called out. This must be done before the next pitch is thrown.

GAME

Evening games are generally scheduled to commence at 5:30, until sufficient daylight permits a 6 PM start. Coaches should make every effort to move the game along allowing only enough time between innings for the pitcher to have

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4-5 warm-up throws and the catcher to put on the equipment. The umpire shall determine if the game should be called for rain or darkness. No inning to start after 8:00, daylight permitting.

An official regulation game shall consist of 3.5 innings (losing team has to bat 4 times). Extra innings, if needed, are allowed until completion. Playoff and Championship games must play entire game. A game shall be replayed in its entirety, if less than 4 at bats are not played, **no** statistics will count and game will be rescheduled (i.e. Pitching, score, innings, etc.).

If one team has scored 13 more runs than its' opponent after 4 innings (3.5 if home team), that team shall be the winner. This is an official game and score, although play may be continued for practice.

In the event of a tie, the game can be played until conclusion if weather and daylight permits. All statistics revert back to start of game. Any player not in the original lineup must be placed at the end of the batting order. Games can end in a tie.

SCOREBOOK & SCORE REPORTING:

The **home team** is responsible for posting the game result on the website www.ramseysports.com/baseball/coaches within 24 hours of the end of the game.

Playoff seeding is determined by record. Subsequent tiebreakers are 1) head-to-head results, 2) least amount of runs allowed, than 3) coin toss. All teams make the playoffs.

PROTEST:

All protests must be reported to the Umpire at the time and in writing within 24 hours to the League President.

MISCELLANEOUS

If a team fails to appear on the field within 15 minutes of the scheduled starting time, a forfeited game shall be declared by the Umpire in favor of the team not at fault.

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The two managers should consult each other as to whether a game should be cancelled due to weather or poor field conditions. **The home team manager must cancel the umpire by calling Jim Cosgrove at 201-444-0430.** Please call as soon as you know that the game will not be played.

The League President shall reschedule rainouts, conclusions of ties, and conclusion of suspended games.

The manager and coaches are responsible for the conduct of his or her players, staff and spectators. At the discretion of the Umpire, a team may forfeit for failing to cooperate and conduct themselves according to the general rules of good sportsmanship.

Please have both managers and Umpire go over ground rules and rules before the game.

PITCHING

Any legal softball delivery is permissible.

No pitcher may pitch more than (3) innings per game. Only the starting pitcher may re-enter the game once. One pitch equals one inning. In the event of extra innings, it will be treated as a new game and all pitchers will be eligible to pitch (3) additional innings.

Hit batter will be awarded first base, unless umpire deems that the batter made no attempt to avoid. A batter hit by a bounced ball by a **windmill pitch, the batter** will be awarded first base and count as a hit batter. If a bounced ball hits the batter delivered by a lob pitcher, then the batter will be awarded first base but will not count as a hit batter. If the batter cannot run after being hit by the pitch a courtesy runner, last batted out will take her place. If a pitcher hits 2 batters in the same inning she shall be removed from pitching for the inning. Upon return, if the same pitcher hits another batter in any of her remaining innings (a 3rd batter) she shall be removed from pitching for the rest of the game.

BATTING

All players in attendance shall be placed into the batting order and shall bat in that order (Cinderella) throughout the game, whether or not they are in the field at the time of their at-bat.

Bunting is permitted, although there is a limit of (2) Fair – in play bunts per inning. Two fair ball bunts regardless if they are out or safe.

The dropped third strike rule does not apply.

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"Infield Fly Rule" does not apply.

Unlimited walks are permitted per inning.

The highest number of players between the two teams will determine the maximum batters that will be allowed to bat per inning before 3 outs are recorded, except for the last inning.

BASE RUNNING:

Base runners may not leave base until pitch crosses home plate. The play on a player leading off any base and attempting to return, (e.g. throw down by catcher) is a force out, no tag needed. The runner may not advance to the next base on a errant pickoff attempt. All other plays on a steal attempt must have a tag.

Sliding is encouraged.

On a play at home plate, the base runner must either slide or make an attempt to avoid contact. If contact occurs, without sliding, the base runner can be declared out by the umpire and the ball is ruled 'dead'. All other base runners must return to the last base occupied before the contact occurred. The Umpire's decision is final.

In an effort to maintain the flow of the game, a courtesy runner for the catcher is permitted with two outs. The courtesy runner must be the last "batted" out.

STEALING:

You can only steal 3rd Base. Stolen bases are limited to two (2) successful per inning. If a girl is thrown out trying to steal it does not count as a stolen base and the team still has 2 steals for the inning. One warning for leaving early shall be granted to each team, if the umpire calls the runner for leaving early a second time she will be called out. Should the runner attempt to advance on an errant throw on a steal, the advance will constitute a stolen base. Runners can advance on errant throws on a steal except for home. No stealing home.