

# SJYBA Major League

## 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> Grade Softball Rules, 2006

SJYBA 6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> Grade division teams of girls fast pitch softball will abide by the following rules:

1. Teams will bat their entire roster and be allowed free defensive substitutions.
2. An offensive team will be allowed to score a maximum of five (5) runs per inning.
3. Games shall be limited to six (6) innings or 90 minutes. No new inning shall start within 10 minutes of the 90-minute time limit.
4. Nine (9) defensive players are allowed on the field at one time. Each team is allowed one (1) pitcher, one (1) catcher, and four (4) infielders.
5. Player pitching will be used for this age group, with the regular ball and strike counts. Each pitcher is limited to pitch two (2) innings per game.
6. A team must have at least eight (8) players to start the game. If a guest player is used, she must play in the outfield, bat last, and wear the uniform of her own team.
7. The official ball shall be the 12" fast-pitch softball with a .47 core.
8. Bases will be 60' apart and the official pitching rubber will be 40' from home plate.
9. Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case, each runner will automatically receive one base (from the time of the throw). Overthrows remaining in play will be considered live, and runners may continue to advance at their own risk of being put out.
10. The umpire will declare the play over when a defensive player has retrieved the ball and all runners have ceased advancing to the next base.
11. Judgment calls made by the umpires are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player, or parent **one (1) time**. After that **the umpire has the authority to remove said person(s) from the park**. Umpires have been instructed to notify the MMGPL Softball Director in the affected community in the event that any coach is ejected.
12. Catchers are required to wear full protective headgear, mask, chest protector, and leg guards.
13. Coaches cannot touch a base runner during live play. Penalty: 1 warning, the 2<sup>nd</sup> time is an out.
14. Base runners are allowed to leave the base only after the pitcher has released the ball.
15. Dropped third strike rule is in effect. Per ASA Rule 8, Section 1: "The batter becomes a batter-runner when the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first is unoccupied at the time of the pitch, or anytime there are two outs."
16. A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify appropriate SJYBA administrative personnel in the event of any ejection.
17. All batters, base runners, and on-deck players must wear batting helmets at all times. **DO NOT** take your batting helmet off for any reason while on the field of play. This is for the safety and protection of the players.
18. No player shall remain on the bench for more than two consecutive defensive innings.
19. Other rules and regulations covered by **MHSAA high school softball rules**.

# Goals

Learn to hit the 12” softball off player pitching.

Learn as many of the 10 positions of girls’ softball as possible.

Continue to learn about the women’s softball fast pitch, pitching motion. We will try and develop young arms, but very slowly and very carefully, as not to cause injury.

Continue to show good sportsmanship and teamwork traits that make us all true winners. Have fun and learn the game of softball.

## Please Keep in Mind:

- Each MMGPL coach should remember that we are here for the enjoyment of the children. This is a recreational league, not a competitive league. Please communicate with the players in a positive and supportive manner.
- Discipline problems should be handled by removing the child from the activity or drill for an appropriate amount of time.
- If a child is injured during a game and the umpire believes the injury serious enough to stop play, he/she will do so. Coaches should attend to their players immediately. A First Aid kit will be available for minor injuries. If the nature of the injury is serious enough, then local emergency services must be called. Contact the Softball Director in your community immediately and document the injury.
- All players should be rotated through several positions in the field during the season. Coaches should not change players’ defensive positions each inning, as this only slows the game. Rather, consider changing the defensive assignments after two (2) to three (3) innings.
- If you need league assistance with a matter, please contact the Softball Director in your community.
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