

SJYBA Minor League

3rd, 4th & 5th Grade Softball Rules, 2009

SJYBA 3rd, 4th, & 5th 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. The home team will be allowed to bat and finish the inning, if and only if, they are tied or losing and within five (5) runs of the visitors. Games that end in a tie will not go into extra innings.
4. Ten (10) defensive players are allowed on the field at one time. Each team is allowed one (1) pitcher, one (1) catcher, and four (4) infielders and (4) outfielders. Outfielders must play deep enough so that they are not on the edge of the infield.
5. 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.
6. The official ball shall be the 11" fast-pitch softball with a .47 core.
7. Bases will be 60' apart and the official pitching rubber will be 35' from home plate.
8. A child-pitcher is allowed to pitch no more than (3) innings per game.
9. A child-pitcher may pitch a maximum of three balls (non-strikes) during a single at bat. After the third called ball, an offensive coach will pitch a maximum of four (4) flat pitches. After the fourth pitch the batter is out unless she fouls off the fourth pitch. In this case, the batter will get only one more pitch – no exceptions. There are no walks allowed. The coach is to try to be as "invisible" as possible after contact with the ball is made.
10. The child pitcher must stay in close proximity of the coach that is pitching to field a true pitching position. This will avoid having the child pitcher float to position that is disadvantageous to the batter.
11. The coach is considered part of the field. If he or she is hit with the ball, play continues unless the umpire feels it was intentional. If ruled intentional, the batter is out and the base runners return to the original bases.
12. 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. Coaches and umpires will help monitor this so we don't have issues with people taking advantage of taking extra bases.**
13. 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.
14. 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 SYJYAA Softball Director in the affected community in the event that any coach is ejected.
15. Catchers are required to wear full protective headgear, mask, chest protector, and leg guards.
16. Coaches cannot touch a base runner during live play. Penalty: 1 warning, the 2nd time is an out.

17. Base runners are allowed to leave the base only after the pitcher has released the ball. Base runners are not allowed to steal in the Minor League.
18. There is no dropped third strike provision; the batter is out upon a third strike.
19. 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.
20. No player shall remain on the bench for more than two consecutive defensive innings.
21. Coaches, over the course of the season, should rotate all of their players through all of the defensive positions.
22. Other rules and regulations, not included in this document, are covered by **MHSAA High School Softball Rules**.

Goals

Learn to hit the 11” softball, off player pitching or coaches pitching.

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

Begin 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 coach should remember that we are here for the benefit and 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.
- If you need league assistance with a matter, please contact the SJYAA Softball Director.

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