

Southtowns Girls Softball League

10-12 Rules of Play

Age as of 1/1/2021

Revised 5/3/2022

*****NSA RULES ARE IN EFFECT WITH THE ADDITION OF THE FOLLOWING*****

GAME REGULATIONS:

Players must register with a participating association. Teams should be assembled with parity in mind.

- Games will be played twice a week on weeknights and will start at 6:15pm SHARP. Coaches are responsible for having their team ready to **begin** @ 6:15pm
- A regulation game will consist of 6 innings. If score is tied at the end of six innings, extra innings may be played provided no inning starts after 8:15pm, regardless of start time. If the game is tied after the 8:15pm curfew, the game will go in the books as a tie.
- A legal game consists of 4 innings. If the home team is ahead, 3 ½ innings shall constitute a game. If rain forces the curtailment of a game after 4 innings have been played the score reverts to the last completed inning. Games will be called by the umpire at the first sign of thunder or lightning.
- Every girl who arrives by the start of the second inning must play at least three defensive innings and must bat at least once in a six-inning game.

EQUIPMENT:

- Host association will provide bases and game balls. The balls will be 12-inch regulation softballs.
- DIAMOND DIMENSIONS: Pitching distance shall be 40 feet and base paths 60 feet.
- BATTING HELMETS: All batters and base runners must wear helmets w/ facemasks.
- FACEMASKS: Pitchers are required to wear a facemask during the game. All other infield players are strongly urged to wear them, however it is not mandatory.
- UMPIRES: Host association must provide and pay for the umpires. Associations are also responsible for training their umpires as well.

RULES OF PLAY:

- Fast pitch with 10 defensive players. A team must start a game at 6:15pm sharp with 8 or more players. A 10 minute grace period will be granted for teams with less than 8 players. If after the grace period, the team still cannot field 8 players, they forfeit the game.
- All players shall be in the batting order at all times.
- Defense may not station more than 6 players in the infield (including pitcher & catcher.)
- Free substitution at all defensive positions.
- Bunting *is* allowed.
- No infield fly rule.
- No balks will be called.
- Walks are allowed. Hit batsmen also shall be awarded first base.
- Dropped third strike is **not** in effect
- MAX # OF BATTERS PER INNING/AT BAT**: The offensive team can bat no more than 12 players in an inning. When the twelfth player completes her at bat, the inning is over.
- Lead offs are allowed after the ball leaves the pitcher's hand. **Stealing second and third base is allowed.** A runner cannot steal home or advance home on an overthrow of a steal attempt. A runner may only score on a batted ball, a walk, or a hit by pitch.
- Umpires will automatically call base runners out for missed bases. No appeal plays.
- Non-collision rule is in effect ... base runners must avoid a collision at all costs. This does not mean a runner must slide. A runner will be called out if the umpire deemed that the collision was avoidable. Sliding is allowed but feet first only.
- Catcher speed-up rule in effect ... when the catcher (who is catching the next defensive inning) is on base or reaches base with two outs; she may be pinch run by the last girl on that team that made an out. This is not mandatory, but it is allowed if the offensive team chooses to implement this rule.

MERCY RULE:

- If a team is leading by 12 runs or more at the end of 4 innings of play (or 3½ if they are the home team), the game will end; OR 10 or more runs at the end of 5 innings (or 4 ½ if the leading team is the home team).

DEAD BALL RULE:

- Runners shall advance only on a hit ball, by being forced by a base on balls or when a play is made on her.
- The ball is dead and no runners are allowed to advance when the pitcher has possession of the ball in the PITCHER'S CIRCLE.

PITCHING RULES:

- Pitchers may pitch no more than 4 innings per game. One pitch or more in an inning counts as an inning pitched.
- Pitchers will get 5 warm-up pitches before their first inning of work and 3 warm-up pitches every inning after that.

-NEW Hit By Pitch rule...

- If a pitcher hits 3 batters in one inning, she must be removed as a pitcher for the remainder of THAT INNING.**
- If a pitcher hits 6 total batters in a game, she must be removed for the remainder of that game.**

COACHES/UMPIRES:

- Benches and all playing areas will be kept in good order and clear of all persons except players, coaches, scorers and on bat person.
- Good sportsmanship should be displayed at all times. Only the head coach may speak with the umpire during the game.

CALL UP PLAYER RULE:

If a coach secures a player or players to be called up for a game, the following requirements should be followed:

- Coaches should use the roster given to them at Uniform Distribution, and they are permitted to contact families of **9 year olds** from their organization.
- Call up players must play defense in the outfield ONLY!
- Call up players must bat in the last spot(s) in the batting order.

-If a call up player unexpectedly gives a team more than the minimum amount of players needed, DO NOT send the player home. In this case, the called up player will play less innings in the field than all roster players, and follow the rules above.

Rainouts / rescheduling games:

The home team's coach of a rained out game must ...

- Find a date that works for both teams.
- Confirm diamond availability w/ his or her league director.
- Reschedule within 14 days of cancellation.
- Inform Jacie Gavin once the game is officially rescheduled.

THUNDER & LIGHTNING POLICY:

*HJBSL follows the NYSPHSAA policy on thunder and lightning... Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning.

*When thunder is heard and/or when lightning is seen, the following procedures should be adhered to by the Field Supervisor OR the Head Umpire (in the absence of a Field Supervisor).

- Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car).
- Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems.
- After thunder and/or lightning have left the area, and wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition.

Disciplinary Action:

As the agency which administers this league, The Village of Hamburg Recreation Dept. reserves the right to conduct investigations and hand out disciplinary actions if it sees fit. The League administrator is Jacie Gavin (649-6170)

REPORTING SCORES:

In order to keep the standings up to date, ALL COACHES need to report their scores. Simply send Jacie Gavin and email at jgavin@villagehamburg.com with the score of EVERY GAME that your team plays. Please report scores whether you win or lose by the end of each week!