

# Clarence Girls' Softball League

## JUNIOR DIVISION RULES

Clarence Girls' Softball League uses the Official Softball Playing Rules as adopted by the *Amateur Softball Association of America*; youth division **fast pitch** rules apply.

### I. GENERAL

- A) To be eligible for the Junior Division, a girl should be in the 7th or 8th grade. Exceptions to this will be made with the agreement of the Junior Division Coordinator and the Board of Directors. As an optimum, each team should consist of 12 - 14 girls.
- B) In every **seven** inning game, each girl on the team roster who is present must play at least a minimum of three defensive innings, provided she is not declared ineligible by the coach at the start of the game because she is physically unable to compete. Failure to comply with this rule will result in a forfeited game to the offending team.
- C) There are no limits on substitutions. Pitchers can only pitch a maximum of 2 innings or part of an inning. Catchers can catch only a maximum of 4 innings or part of an inning.
- D) The home team, designated on the schedule, shall have the following responsibilities:
1. Sit on the first base side of the infield.
  2. Supply pitcher's rubber; provide new game ball and good second ball
  3. Home team coach must call to reschedule rain outs with Junior Division Coordinator within 48 hours of original game time. Games cannot be rescheduled for reasons other than weather without approval of Division Coordinator. Teams are required to show regardless of weather unless by prior mutual agreement of the coaches or notification of unplayable conditions by the Parks Department. Umpires will then determine the fitness of the field for play. All games must be rescheduled and played.
  4. Teams short players must use "call-up" players from the Major Division.
  5. Division Coordinator will contact Umpire Coordinator for rescheduling of the umpire for postponed games at least 48 hours in advance.
- E) Any fan yelling or a deterrent of play from the spectators must be handled by the coach or coaches. If the spectator does not stop after two warnings, the umpire may forfeit the game to the opposing team. Spectators (not affiliated with a team) causing a disturbance will be approached by both coaches and the umpire to resolve the problem.
- F) Smoking and alcoholic beverages are not allowed at all players games.

## **II. PITCHING**

- A) The distance from the pitcher's rubber to the home plate is **40 feet** measured from the front of the pitching rubber to the back of home plate.
- B) No balks will be called against the pitcher.
- C) Pitching regulations will follow ASA rules for Fast Pitch.

## **III. BATTING**

- A) Teams will bat all girls present on the roster in continuous batting order.
- B) In the event that the offensive team scores seven runs during one inning, the inning shall be declared over the instant the Fifth run scores. This rule does not apply in the 7th inning.
- C) If the batter throws her bat in such a way that, in the umpire's opinion, it may be injurious to persons or property, the umpire will warn the batter. Should the same batter repeat this offense, she will be declared out and the play declared dead.
- D) A batter may steal first base on a dropped third strike when the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs.

## **IV. BASE RUNNING**

- A) Stealing is allowed on any base as per ASA rules with the following exception to home plate. Runners can only steal home plate only if the **catcher** makes a play on the runner at third base or on any other base runner.
- B) No metal spikes allowed.
- C) A runner may not lead off until the ball is released by the pitcher.
- D) If the catcher for the next inning is on base when the second out has just occurred, she will be replaced with a pinch runner in order to allow her to time to dress for the next defensive inning. The player that just made the second out is the pinch runner.

## **V. DEFENSIVE RULES**

- A) A normal defensive team will consist of ten players with at least four outfielders. The outfielders must be positioned at least twenty feet from the baseline. A minimum of eight fielders is required. Teams will wait a minimum of ten minutes after normal game starting time for players, and then the umpire will declare a forfeit.
- B) Coaches may call up players from the next lower division to fill their roster. The call up player cannot pitch and must be assigned to the last position on the batting order.
- C) Catcher must wear a helmet, face mask & throat guard, chest protector, and shin guards during games and practices. Safety is always put first.
- D) The infield fly rule applies. When an infield fly is hit, as declared by the umpire, with runners on first and second **or** on first, second and third with fewer than two outs, the batter is out.
- E) Players should be rotated equally between infield and outfield with no player playing the infield more than 4 innings per game.

## **VI. POST GAME**

- A) At the end of the game, players will exchange a handshake as a gesture of good sportsmanship.
- B) Each coach is responsible for the game report write-up and delivering it to the Publicity Coordinator after each game. Each report should mention 3-4 players, with all players mentioned at least once during the season.
- C) Each coach is responsible for the proper condition, cleaning, adjustments, safety concerns and accounting of league equipment. If you need replacement equipment contact the Equipment Manager. Each coach must return **all** league property at the end of the season.