



# **HINGHAM GIRL'S SOFTBALL RULES**

## **DIVISION 4**

## **GRADES 7 & 8**

## **Spring 2010**

*These are the 2010 rules that supersede or compliment the otherwise mandates and guidelines contained within the ASA Softball Rulebook provided to you under separate cover. It is your individual responsibility to know and implement these rules and regulations in accordance with your other responsibilities as a designated Division 4 Coach.*

## Hingham Girl's Softball Rules

### Division 4

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1. Every Coach shall know and adhere to the CYBSA "Code of Conduct".
2. PROTESTS: All Managers must carry a copy of the ASA Rulebook, The Division 4 Local Rules and the Code of Conduct at all games and practices. If a situation should arise where an umpire has made an alleged incorrect 'call' on a rule interpretation, a manager must prove that the umpire has made the 'call' incorrectly by referring to the specific rule in 'black and white' within 5 minutes of the initial 'call'. If the Umpire is proven to be incorrect, he/she must reverse the 'call' to accurately reflect the published rule. If the rule cannot be found or is not specific enough, the Umpire must defer to his/her own judgment. Umpires have the right to rule on anything not specifically covered in the rulebook. Any team that cannot show an Umpire a rule because no rulebook is available CANNOT FILE A PROTEST. There may be no protests on judgment 'call' whatsoever. For a protest to be 'official' it must be filed by calling the Division 4 League Coordinator within 2 hours of the game completion only.
3. Each regular season game can be no more than six (6) innings, i.e. no extra innings, except for playoffs. All evening games should start promptly at 6:00 p.m. in order to complete as many innings as possible. No inning shall start after 7:30 p.m., except on or after the Friday evening of the Annual Memorial Day Holiday Weekend, when said time is extended to 8:00 p.m.
4. The last day of the regular season is reflected in the "official" schedule unless otherwise modified by the Division 4 League Coordinator with concurrence and acknowledgement from the CYBSA BOD.
5. Each 'Home Team' will supply two (2) 12 inch game balls per game. In the case of inclement weather conditions additional balls over the stated 3 shall be equally divided between each team.
6. Notwithstanding other provisions, the Home Team Head Coach will determine if play should begin because of potentially dangerous field conditions. Once the game officially begins all decisions on whether play should continue rests solely with the Umpire in charge. The safety of the players is paramount and must be the FIRST consideration of game officials and coaches. The discretion and decision of the umpire(s) is final and is not subject to any appeal or protest. NOTE: Both teams will assume responsibility for maintain safe playing conditions at the field at all times.
7. Each player must play at least one entire game without substitution at some point during the regular season. This rule should NOT be disclosed to any player.
8. Every player should play a minimum of two innings per game in the field and bat at least once. It is encouraged that no player sits out two consecutive innings. Free substitution is allowed at every position.
9. All equipment must be kept at all times in the 'on deck' cage, in the dugout or in a secure location away from the playing field.
10. All batters/base runners must wear helmets with cages.
11. No player or coach may visit the concession stand during the game. No food is allowed in the dugout at any time. Water, Gatorade, juice or equivalent is permitted in the dugout as needed. (Freedom Field).
12. A coach MUST bench any player on his/her team who throws equipment in anger for the remainder of the game or some degree in their next game if the 'incident' happens in the last inning.
13. In addition, the first time that any player throws the bat, after hitting the ball, back in the direction of the catcher or umpire, the player will be called back to the batters box, regardless if the ball is hit fair or foul, and a strike will be called on the batter, even if it is the third strike. The second time that this occurs during the same time at bat, the batter will be called out.

14. Only three (3) coaches are allowed per team. Only two (2) coaches may be outside the dugout for the 'at bat' team. All three(3) 'in-the-field' coaches must remain in the dugout.
15. Games with a 12 run differential will be stopped after 5 innings. No team can score more than five (5) runs in a half (1/2) inning even if 3 outs have not occurred by the time the 5<sup>th</sup> run has scored. When the 5<sup>th</sup> run has scored, the half inning is concluded and the next half inning commences, except for the 6<sup>th</sup> inning (or beyond during the playoffs), when no run limit will apply for either team.
16. Runner(s) will be permitted to advance at their own risk on an overthrow to any base or to the pitcher, that remains in play, other than attempted steals per local rule #23. **Exception: throws from catcher to pitcher between pitches will be considered dead with no advancement by runner(s).**
17. All play stops, except those plays that have not been completed, and the ball is dead once the pitcher has the ball in the eight (8) foot radius circle. The runner advancing to the next base does so at their own risk. Note: If the pitcher has possession of the ball within the eight (8) foot radius circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases, who left the base while the ball was in play and have stopped, must immediately return to their base or they can be called out. PENALTY: a runner can be considered out, at the discretion of the umpire(s), for any violation of this rule. The discretion and decision of the umpire(s) is final and not subject to any appeal or protest.
18. All players, regardless of age, are eligible to pitch. There is no limitation on the number of innings a player can pitch. For the sake of the child's arm and physical well being, coaches should always use caution to insure no one pitcher throws too many pitches in any one inning or game. Pitcher can be re-entered at anytime during the game unless removed because of hit batter local rule # 19.
19. Any pitcher who hits three (3) batters in any one inning or four (4) in a game MUST be removed from that position and not allowed to re-enter to pitch. When removing a pitcher always discuss in appropriate language why she is being changed. Do not simply reassign her to another position.
20. The pitching distance for the Major League is 40 ft.
21. All players should be given the opportunity/option to pitch during the regular season.
22. Bat the entire roster in each game. Players must bat in the sequential order for the entire game regardless of whether they played in the field the preceding inning. (10 batter rule will be implemented for the last week of season and for playoffs.)
23. Stealing on the release of the pitch will be allowed, including continuous base running.
24. The dropped third strike rule is in effect.
25. Bunting is allowed.
26. "Show Bunt, Then Swing" is prohibited. 1<sup>st</sup> offense batter is out, 2<sup>nd</sup> offense same batter, she is ejected.
27. Four (4) balls for a walk. Three (3) strikes for a strikeout throughout the season.
28. Only the 'at bat' player may swing/have a bat. No on-deck swinging. (Exception: Freedom field cage).
29. Forfeited Games: Any weather postponement must be immediately reported to the League Director for rescheduling.
  - A) Both teams MUST have at least eight (8) players at the field NO LATER THAN 15 MINUTES after the scheduled 'start time'. If one or both teams do not fulfill this minimum manning requirement by the deadline, the game will be deemed 'FORFEITED'. Notwithstanding the forfeit, coaches are encouraged to use the scheduled time to scrimmage or practice.
  - B) Games for which at least one team will not have at least eight (8) players due to a known, published and scheduled conflict with another Hingham/Cohasset/Scituate youth sport, postponement is allowable. This is provided that the two managers and the League Schedule Coordinator agree upon a new date and time for least four (4) days prior to the date of the original game in conflict.

30. The two-hour game rule:

- A) All games played on a multi-game day MUST BE COMPLETED WITHIN 120 MINUTES (2 hours) of the published "START TIME". NO EXCEPTIONS. This rule applies even if the situation involves different league levels or different youth sport programs. The last completed inning score within 2 hours will determine the official score.
- B) All games MUST start no later than 10 minutes after the scheduled start time unless one or both teams do not have eight (8) players at the time in which case the game must start no later than 15 minutes after the 'start time'.
- C) Coaches must make every effort to move the game along as quickly as possible, i.e., be sure catcher has her equipment on when your team is done hitting, be sure players run on and off the field at the end of every ½ inning, limit pitchers to FIVE (5) warm-up pitches or one (1) minutes, at the start of each ½ inning.
- D) Umpires will be instructed to end a game at the exact time that the next game is scheduled to start (the deadline). It is up to the coaches to manage their allotted time accordingly.
- E) Softball is not usually a game that is governed by the clock. The local rule (#27) is implemented because of the lack of fields within Cohasset. Please Note: Any coach or player who attempts to take advantage of this problem by purposefully delaying play through any means, will be sanctioned by the CYBSA Board of Directors.

All other situations, unless specifically addressed here within or by some other/future Division 4 League memo, are governed by the ASA Softball 2010 Rulebook. Your team has been provided with a copy of this required handbook and it is your personal responsibility to be familiar with its contents and provisions.

**GENERAL RULES:**

**ALL DIVISIONS**

**The Golden Rule:** (The Coaches/Parents Handbook): All parents, coaches, and players are expected to be familiar with, and to abide by, the Hingham Girl's Softball Handbook. No unacceptable behavior will be tolerated and the League will follow a policy of strict enforcement of all rules of conduct. Please remember all players, coaches, and spectators are to treat each other and the umpires with the utmost respect.

THE USE OF TOBACCO, ALCOHOL OR FOUL LANGUAGE AT GAMES IS EXPRESSLY PROHIBITED.

**Field Size:**

Division 1	25ft pitcher's mound and 40ft base paths
Division 2	35ft pitcher's mound and 60ft base paths
Division 3	40ft pitcher's mound and 60ft base paths
Division 4	40ft pitcher's mound and 60ft base paths

**Game Time:**

- All teams should arrive at 5:45 p.m. in order to start games -No later than 6:10 p.m.
- A game is forfeited if one team does not have a minimum of 8 players by 6:20

**Strike Zone:**

- A pitch will be called a strike if any portion of the ball crosses any portion of the plate between the batter's armpits and the top of the knees. Balls landing on the plate are automatically balls