

## Havasu Girls Softball Game Rules

Our league is an instructional league with players from all levels of skill and development. It is our job as coaches and a league to assist each player to develop into well rounded softball players.

1. All players in **EVERY** division must play each game they attend regardless of skill or ability. Coaches need to rotate players each inning and all players will be on your batting line up. Be sure to give all players the chance to experience different positions.
2. If you have a concern as a coach or if a parent brings one to your attention, please send all concerns to the league in writing to [president@havasugirlssoftball.com](mailto:president@havasugirlssoftball.com) or message us through our Facebook page. Once the board receives your concern in writing, we will do everything possible to rectify the situation.
3. We expect all coaches to be a positive role model, display good sportsmanship and exhibit a positive attitude with all players, parents, coaches & umpires. We will not tolerate any foul language on the field during games, practices, and Havasu Girls Softball events.
4. Havasu Girls Softball respects and supports our umpires and officials and will not tolerate coaches being disrespectful to each other, umpires, or players. Many umpires are learning their own skill like the players on the field. Please remember that even though you may not like or agree with the call, the Head Umpire has the final say.
  - a. **Only** the Head Coach can approach or question an umpire's call.

### Equipment/Safety

1. Each Team **MUST** have a "Team Mom" in the dugout at all times.
2. All adults and players must wear closed toed shoes while in the dugout and while on the field.
3. No children under the age of 13 are to be on the field during a scheduled Havasu Girls Softball game, unless the child is rostered on the team and playing a position.
4. In addition to using a regulation softball (11-inch for Tball-10U) & (12-inch for 12U-14/18U), each batter must step up to the plate with helmet and face guard attached. Players are encouraged to wear chin straps on their helmets, although are no longer required.
  - a. In addition to players who are up to bat, the on-deck batter and base runners must wear helmets during the game.
5. Catchers must be fully equipped.
6. Defensive players are allowed safety masks. While **NOT** mandatory, the use of this safety device is strongly encouraged for all players.
7. Safety Base will be in effect at first base. The runner shall go to the outer bag in foul territory when leaving the batters' box. The defensive player will play to the bag in fair territory.
8. All spectators must sit off the field and/or behind the fence line. Spectators in the grass must be off the field/outfield. As a coach for Havasu Girls Softball, your support is needed in instructing the parents and spectators of this.

### All Teams

Home/Visitor is predetermined by the game schedule. The first listed team is the **HOME TEAM**.

- a. Home: 3<sup>rd</sup> Base dugout. Visitors: 1<sup>st</sup> Base Dugout

### Time Limit

T-Ball: 1 hour

Coach Pitch:	1 hour
11U:	1 hour and 10 minutes
13U:	1 hour and 15 minutes
15/18U:	1 hour and 20 minutes

Note:

- 11U, 13U & 15/18U: Official game time will be kept by the umpire.
- If time has expired the inning will be completed and the game will end.
- No new inning will begin if the official clock has less than 5 minutes remaining.

### **Run Limit**

#### **Lower Division**

T-Ball: No score kept

Coach Pitch: No score kept

#### **Upper Division**

11U: All innings: 4 runs

13U: All innings: 5 runs

15/18U: All innings: 6 runs

- If a game is tied at the end of the regulation, the game will result in a tie.
- All players present must be listed on the team's batting order and will bat.
- A team must have at least eight (8) players in order to avoid a forfeit.
  - A team is not permitted to borrow a player from another team to have enough players to play.
- The home team will be the official scorekeeper and must be available to the umpire for questions throughout the game.

### **T-Ball**

All players must be playing in an appropriate position. If needed you may play 4 players in the outfield. Players should be rotated into different infield and outfield positions each inning.

- All players that are present must be listed on the batting line up.
- Each player will receive a max of 7 swings using the tee.
- No batters or baserunners will be considered out.
- Each batter may advance 1 base per hit.
  - Last batter will run home and clear the bases. The opposing team must stay on the field until the last runner has reached home plate.
- No stealing is allowed

### **Coach Pitch**

Players should be rotated into different infield and outfield positions each inning. All players must be playing in an appropriate position.

- Outfield players must be on the grass line of the Outfield
  - If needed, you may play 4 players in the outfield.
- Coaches must be pitching to the players from the pitching circle. You do not have to be on the rubber but must be inside the chalk line.
- Catchers must return the ball to the pitcher (Coach) after each pitch.
  - If the ball passes the catcher a coach can instruct the player to leave the ball and use a new ball as long as it does not pose a danger to the players.

- Coaches must keep a bucket of balls in the pitcher circle with you while pitching.
- Although this may be time consuming, this is in place to help us teach the proper skills a catcher will need as they develop and prepare for the next division.

### **Week 1 through 3**

- Each player will receive a max of 7 pitches from the coach. If unable to put the ball into play, the player will be allowed 3 swings using a tee.
- Batter can advance 1 base per hit
- No stealing is allowed
- If a runner is tagged out, the runner will remain on the base and continue to advance to the next base until the final player bats.
- Even if 3 outs are reached, the team will continue batting their full line up.
  - Last batter will run home and clear the bases. The opposing team must stay on the field until the runner has reached home plate.

### **Week 4 through End of the Season**

- Each player will receive a max of 7 pitches from the coach. **No tee will be used.** If unable to put the ball into the batter is out.
- Batter can advance 1 base per hit. If a hit reaches the outfield, the batter-runner can advance 2 bases.
- Base Runner can only "steal" 1 base on a overthrow.
- Base Runner can **ONLY** steal 1st through 3rd (**No stealing Home**)
- If a runner is tagged out, the runner will be considered out and will return to their appropriate dugout.
- Even if 3 outs are reached, the team will continue batting their full line up.

## **11U**

### **Stealing**

1. **A base runner must remain on base until the pitch leaves the pitcher's hand.**
2. Stealing is allowed for all bases, including home.
3. When a team is batting, a coach is allowed only at first base and third base.

### **Look Back Rule**

1. The look back rule applies to all base runners, including the batter runner, and requires all runners either be on base or attempting to return to base when the ball is returned to the pitcher and the pitcher is within the pitcher's circle. A player between bases is allowed to immediately return to the previous base without the risk of being out, or may try to advance to the next base, under risk of being thrown out by the pitcher. Any player on a base after the pitcher is within the pitcher's circle that then leaves her base before the ball is pitched is out.

### **Pitching**

1. The pitching rubber will be thirty-five (35) feet from home plate.
2. The "windmill" delivery shall be utilized.
3. 10U pitchers must start with both feet on the pitching rubber and with their hands separated. At the start of the pitcher's motion, she must bring her hands together for one to 10 seconds. She may drop one arm to the side before starting the windmill motion. Pitchers are required to drag the back foot along the ground, avoiding an illegal crow hop or leap.

4. When the pitcher has control of the ball in the pitcher's circle, the play is over. At that point, any runner more than halfway to the next base may continue on to that base or return to their previous base, but the lookback rule will apply. The umpire's judgment on this is final and will not be questioned.
5. Hit by Pitch Rule
  - a. After 5 direct hits (Hand to Body) by the pitcher, the pitcher will not be allowed to continue to pitch in a game. The player may reenter the game in a different position.
  - b. A batter, who is hit by a pitch from the pitcher and not considered a strike, shall be awarded first base.
  - c. Exception: If no attempt is made to avoid being hit, the batter will not be awarded first base.
6. Walks will be allowed after 4 balls.
7. There will be **No** Dropped Third Strike Rule in this division for the **first 3 weeks**. On a 3<sup>rd</sup> strike even if the catcher drops the ball the batter is called out for these 3 weeks. On the 4th week of play, the Dropped Third Strike Rule will apply. If a catcher drops the called third strike or it bounces but is swung at etc, the rule will be in effect.

In addition to the above rules these will also apply during

### **Week 1 through 3**

- 35 feet from home plate
- If a beginner pitcher is unable to reach the plate they can move up to the chalk line per umpire discretion.
  - **The umpire's judgment on whether a pitcher needs to make the pitching adjustment is final and will not be questioned.**
- There will be **No** Dropped Third Strike Rule in this division for the **first 3 weeks**. On a 3<sup>rd</sup> strike even if the catcher drops the ball the batter is called out for these 3 weeks.
- **Pinch Runner:** If a batter/baserunner becomes injured on the field or while at bat a pinch runner is permitted. The batter must touch 1<sup>st</sup> base before the pinch runner can be replaced. The pinch runner must be your last out.

### **Week 4 through the End of the Season**

- 35 feet from home plate
- No pitching adjustment is allowed.
- No limitation on pitcher rotation
- On the 4th week of play, the Dropped Third Strike Rule will apply. If a catcher drops the called third strike or it bounces but is swung at etc, the rule will be in effect.
- **Pinch Runner:** If a batter/baserunner becomes injured on the field or while at bat a pinch runner is permitted. The batter must touch 1<sup>st</sup> base before the pinch runner can be replaced. The pinch runner must be your last out.

### **13U**

- 40 feet from home plate
- Hit by Pitch Rule
  - After 4 direct hits (Hand to Body) by the pitcher, the pitcher will not be allowed to continue to pitch in a game. The player may reenter the game in a different position.

- o A batter, who is hit by a pitch from the pitcher and not considered a strike, shall be awarded first base.
- o Exception: If no attempt is made to avoid being hit, the batter will not be awarded first base.
- **Pinch Runner:** If a batter/baserunner becomes injured on the field or while at bat a pinch runner is permitted. The batter must touch 1<sup>st</sup> base before the pinch runner can be replaced. The pinch runner must be your last out.

### 15/18U

- 43 feet from home plate
- Hit by Pitch Rule
  - o After 3 direct hits (Hand to Body) by the pitcher, the pitcher will not be allowed to continue to pitch in a game. The player may reenter the game in a different position.
  - o A batter, who is hit by a pitch from the pitcher and not considered a strike, shall be awarded first base.
  - o Exception: If no attempt is made to avoid being hit, the batter will not be awarded first base.
- **Pinch Runner:** If a batter/baserunner becomes injured on the field or while at bat a pinch runner is permitted. The batter must touch 1<sup>st</sup> base before the pinch runner can be replaced. The pinch runner must be your last out.