

Girls Fast-pitch Softball Rules

Lamar Parks & Recreation

CUT OFF DATE: January 1 of current year

DIVISIONS

THE LAMAR GIRLS FAST PITCH PROGRAM WILL BE DIVIDED INTO THE FOLLOWING DIVISIONS:

- a. Entering 2nd or 3rd Grade in Fall Junior Softball
- b. Entering 4th or 5th Grade in Fall Minor Softball
- c. Entering 6th, 7th or 8th Grade in Fall Major Softball

PLAYING FIELD

Division	Pitching	Base Path
Junior 34 Ft.	60 Ft.	11"
Minor 34 Ft.	60 Ft.	11"
Major 37 Ft.	60 Ft.	12"

- A. A diamond (or in-field) shall be a 60-foot square. The out-field is the area between two foul lines formed by extending two sides of the diamond. All lines on the playing field shall be marked with a material that is not injurious to the eyes or skin.
- B. The batters box shall be 7 feet long. The front of the batters box shall be 4 feet forward from the center of home plate and 3 feet wide starting 6 inch from the plate.
- C. Three foot running lane is a line drawn 3 feet from and parallel to the first base foul line starting halfway between home and first base and extending to first base.

CONDUCT

1. The parent/guardian of every child signs a code of conduct on the registration form that says:

The league may release any child from playing and/or refuse any adult, whether coach, parent or spectator the privilege of attending any practice,

game or event for violent or abusive behavior or inappropriate language toward any player, official or other spectator.

2. All players and coaches should demonstrate the highest degree of sportsmanship at all times. Cursing, fighting and/or throwing equipment, abusive, threatening, or intimidating language, or any intentional physical injury to players, coaches or umpires is grounds for asking the offending player, coach or spectator to leave the game. A repeat incident is grounds for the offender to be removed from the game, the league, or from the spectators stands for the rest of the season. Any further incidents may result in the player coach or spectator being permanently barred from any further league games that season and also from any future Recreation Department event. Bad sportsmanship, or violence, will not be tolerated.

3. Prior to each game, the umpire will hold a brief meeting at home plate to discuss field rules. Coaches are required to participate in this meeting. The coach for each team shall give the official scorekeeper a roster of players, in batting order.

4. Alcoholic beverages and tobacco in any form are prohibited on the field or in the dugout.

5. Bat boys or bat girls are not allowed.

6. Players shall be in league uniform to play. Jewelry should be removed.

7. All players shall be on the bench or in the bullpen while their team is at bat.

8. Batters shall wear batting helmets while warming up in the batter's box or designated batting circle. If no batter's circle is marked, it should be beside of the entrance to the dugout.

9. When team is on defense, all reserve players shall be in the dugout or bull pen.

10. A manager or coach shall not enter the playing field except with permission of the umpire to:

A: to confer with a player

B: confer with an umpire

C: coach at a base

A manager or coach may stand outside of, but within 3 feet of the gate to the dugout. Dugout gates should remain closed.

EQUIPMENT

1. In the youth program, approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat & ball shaggers and any offensive player in live ball territory, even if the ball is dead.
2. Shoes are required equipment. Shoe sole or heel protectors other than the standard shoe plate are prohibited. Metal cleats and metal toe plates are prohibited.
3. Players in the game are prohibited from **wearing jewelry**. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. If jewelry is not removed, that player will not be able to play until the jewelry is removed. (Lamar modification: An allowance is made for stud earrings; dangling earrings are prohibited.)
4. HELMETS - When an umpire observes anyone required to wear a batting helmet deliberately removing the batting helmet while the ball is alive, and that person is in live ball territory, the umpire shall issue a warning to the coach of the involved person's team. All subsequent violations of the rule shall result in an out.
5. THE OFFICIAL BAT shall be round or three sided and measure not more than 34 inches long, and not more than 2 1/4 inches in diameter at its largest part and its weight shall not exceed 38 ounces. The bat shall have a safety grip of tape, cork, or some other composition material, to facilitate holding the bat, during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end or handle end of the bat.
6. The official ball to be used must meet all standards established by USSSA.

PLAYERS AND SUBSTITUTES

A team shall consist of at least nine players, whose positions shall be designated as;

(1) Pitcher, (2) Catcher, (3) First Baseman, (4) Second Baseman, (5) Third Baseman, (6) Short Stop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder, and/ or an additional player if both teams use an additional player ;determined before the game starts, and not changed after the game starts. The additional player may play the short-fielder position.

“Short” rule: A team must field 9 players. If the team fields 8 there is **no penalty**. If the team can field 7 there is a one-out penalty every time the 8th player

would come to bat. If the team cannot field 7 – the team forfeits. At this point ANY registered rec player may play for a 'fun' game. The score of the 'fun' game is irrelevant to the team standings

SLIDING

1. Sec.37. A legal slide is feet first ONLY. At least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either a hand or a foot when the slide is completed.
2. A fall-back or lunge from a standing still position is not a slide. A slide is defined by its forward motion.
3. Sec.38. A slide is illegal if:
 - the runner uses a rolling, cross-body or pop-up slide into the fielder;
 - the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position;
 - the runner goes beyond the base and makes contact with or alters the play of the fielder;
 - the runner slashes or kicks the fielder with either leg; or the runner tries to injure the fielder.
 - the runner slides headfirst.

Slide Rule

The slide rule is in effect for every league game. If a fielder has opportunity to field the batted or thrown ball, and is in process of making a play, the runner cannot intentionally run into the fielder. The runner must slide to avoid a collision if possible. If the runner fails to do so, runner is out. Calls are the discretion of the umpire.

THE GAME

1. No new inning will start with less than ten minutes on time remaining.

Per Sec.39. "Time" is the command of the umpire to suspend play. The ball becomes dead when it is given.

An inning side is three outs, 7 runs, or (for Junior & Minor Divisions- through the batting line-up once, not the whole roster –just whomever is played defense that inning)- which ever comes first.

Junior & Minor League: If the **last batter** on the lineup for that inning is up to bat, the offensive team must notify the umpire and the defense. If it will be the 3rd out, the out may be made anywhere. If not the 3rd out, play is over when the catcher has possession of the ball and touches home plate.

2. The run rule awards a win to a team that has a 12 run lead after 3 completed innings or an 8 run lead after 4 innings.

3. A game ends when the team behind in score has completed its turn at bat in the seventh inning, **or** time limit has expired, **or** the run rule is satisfied. If the home team scores a go ahead run in the bottom of the seventh inning, or after time limit has expired the game is terminated at that point.

4. If a game ends because of weather condition it is a regulation game provided:

- A. three full innings have been played, or
- B. play has gone beyond three full innings and is called when the teams have not had an equal number of completed turns at bats. The score shall be the same as it was at the end of the last completed inning; unless the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceed the opponent's score, in which case, the final score shall be as recorded when the game is called.

5. A game shall be forfeited to the offended team when a team:

- A. is late in appearing or in beginning play after the umpire calls "Play Ball."
- B. refuses to continue play after the game has started;
- C. delays more than one minute in resuming play after the umpire call "Play ball" or in obeying the umpire's order to remove a player for violation of the rules;
- D. persists in tactics designed to delay or shorten the game;
- E. willfully and persistently violates any one of the rules after being warned by the umpire.

Sec.7. Score of a forfeited game is 7 to 0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0.

PITCHING

(Lamar Modification For **Junior** Division Girls)

1. Girls will pitch until the batter is struck out, or there are 4 balls in the count.
2. At this point coaches will pitch; each ball thrown will be an automatic strike, giving the batter the opportunity to get a hit.
3. Coach will pitch a maximum of three pitches.
4. Girls will pitch from within the pitchers circle. This will give them a small area for distance adjustment. League pitching coach or team coach will determine if the girl has skill enough to be required to pitch from the rubber.

BATTING

1. All players bat. There is no designated hitter, or extra hitters. Batter shall take her position within the batter's box (on either side of home base), in the order in which her name appears on the lineup card as delivered to the umpire and the opposing team prior to the game. The order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order.
2. After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed her time at bat in the preceding inning.
 - A. **PENALTY:** For batting out of order, a batter shall be called out on appeal when she fails to bat in her proper turn and another batter completes a time at bat in her place. **NOTE:** Only the defensive team may appeal out of order after the batter has completed her time at bat.
 - B. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before the next pitch (legal or illegal), or before the infielders leave the diamond if a half-inning is ending, the umpire shall declare the proper batter out and return all runners to the base occupied at the time of the pitch.
 - C. **Exception:** Any outs made on the play stand. An out for batting out of order supersedes an out by the improper batter on a play. **NOTE:** If a runner advances because of a stolen base, wild pitch or

passed ball while the improper batter is at bat, such advance is legal.

- D. If an improper batter becomes a runner or is put out and a legal or illegal pitch has been delivered to the succeeding batter, or all infielders have left the diamond if a half-inning has ended and, in all cases, before an appeal is made, the improper batter becomes the proper batter and the results of her time at bat become legal.
- E. When the proper batter is called out because she has failed to bat in turn, the next batter shall be the batter whose name follows that of her proper batter who was called out.
- F. When an improper batter becomes a proper batter because no appeal is properly made as above, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batter order picks up with the name following that of the legalized improper batter. NOTE: When several players bat out of order before discovery so that a player's time at bat occurs while she is a runner, such player remains on base, but she is NOT out as a batter.

3. A batter shall not intentionally permit a pitched ball to touch her.

- PENALTY: The batter remains at bat (pitch is a ball or strike), unless pitch was a third strike, for an out.
- (Lamar modification) if the batter attempts to evade the pitched ball, and fails, she is awarded a base.

4. A batter shall not interfere with the catcher's fielding or throwing by leaning over home plate. by stepping out of the batter's box, by making any other movement which hinders action at home or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate congested area when there is a throw to home and there is time for the batter to move away.

- PENALTY: When there are two outs, the batter is out. When there are not twos and a runner is advancing to home, the runner is out and the ball is dead unless the runner is tagged out, in which case the ball remains alive and interference is ignored. When an attempt to put out a runner at any other base is unsuccessful, the batter is out and all runners must return to the base occupied at time of pitch.

BASE RUNNING

1. Stealing of bases is permitted, one base per pitch. (Lamar modification: **Stealing home is NOT allowed** in Junior or Minor Softball) If the runner is not in contact with the base at the time when a pitched ball crosses the plate, the ball is dead, is re-thrown, and the runner returns to the previous base.
2. Once the pitcher has the ball within the 16-foot circle, the runner is obligated to move directly towards the next base or the last base touched. The runner, off base may not stand motionless. However, if the pitcher makes an attempt on the runner then this rule does not apply Effect: Ball is dead and runner is out.
 - A. The team at bat may use a courtesy runner for the pitcher and/or catcher as soon as they reach base, the same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances
 - B. Players who have participated in the game in any other capacity are ineligible to serve as a courtesy runner.
3. If a batted ball (fair or foul other than a foul tip) is caught, the initial contact of the ball by a fielder releases the runner(s) from the base(s) occupied at the time of the pitch.
- 4 Home plate, and if either such runner desires to return to such base, the runner shall return immediately.
 - A. PENALTY: For failure to touch base (advancing or returning), or failure to tag up after a fly ball, the runner is out. This is a delayed penalty if not played upon by the defense during same playing action (live ball). During playing action, the runner is out if, before returning to each untouched base, the runner is touched by the ball in the hand of a fielder, or the ball is held by a fielder on that missed base (including home plate). In this instance, the out would be called immediately before time is called. When a runner is legally returning after a long fly ball has been caught, she can be put out by being tagged or by the defense merely touching the base occupied at the time of the pitch. If a base running infraction is the third out, runs scored by the following runner(s) would not count or when a runner crosses home plate after a preceding runner is declared the third out for a base running infraction. With two outs, if the base missed was the first to which the batter or runner was forced to advance, no runs would score.

- B. A batter-runner who reaches first base safely and then overruns or over slides may immediately return without liability of being put out, provided she does not feint or attempt to advance to second.
- C. When a runner is **obstructed** while advancing or returning to a base, by a fielder who neither has the ball nor is attempting to field a batted ball, the umpire shall award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, in the umpire's judgment, had there been no obstruction. If the obstructed runner advances beyond the base the runner would have reached, in the umpire's judgment, the runner advances with liability to be put out. If a runner maliciously runs into a fielder, there shall be no award for obstruction. If any preceding runner is forced to advance by the awarding of a base or bases to an obstructed runner, the umpire shall award this preceding runner the necessary base or bases. The penalty for faking a tag is obstruction.
- D. NOTE: When obstruction occurs, the umpire gives the delayed dead-ball signal and calls out "obstruction." If an award is to be made, the ball becomes dead when time is taken to make the award. Each runner including the batter-runner is awarded:
1. Three bases: If a fair batted ball (other than in item a) is touched by an illegal glove/mitt or by detached player equipment which is thrown, tossed, held or kicked by a fielder.
 2. Two bases:
 1. If a fair batted ball becomes dead because of bouncing over or, when passing through a fence, becomes blocked.
 2. If a live thrown ball (not by a pitcher from the pitcher's plate as in item d) goes into a stand for spectators, or a players' bench, or over or through or lodges in a fence. **NOTE:** When two runners are between the same bases on an overthrow into dead-ball territory, the lead runner receives two bases and the following runner is awarded one base, since both runners cannot share the same awarded base
EXCEPTION: Runners between second and third would score, because the award does not result in both runners occupying the same base.
 3. One base:
 1. If a pitch by the pitcher from the pitching position on the pitcher's plate goes into a dead-ball area, becomes blocked, lodges in an umpire's or catcher's equipment.
 2. If there is an illegal pitch which is not ignored

2. Any runner is out when:
 - A. Running more than three feet away from a direct line between bases to avoid being tagged, or to hinder a fielder while the runner is advancing or returning to a base. EXCEPTION: This is not an infraction if a fielder, attempting to field a batted ball, is in the runner's proper path and if the runner runs behind the fielder to avoid interfering.
 - B. NOTE: When a play is being made on a runner or batter-runner, the runner establishes her base line as directly between the runner's position and the base toward which the runner is moving.
 - C. She does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play on her.
 1. PENALTY: The runner is out and the ball is dead immediately and interference is called.
 2. NOTE: Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.
 - D. She does not legally attempt to avoid a fielder in the immediate act of making a play on her.
 1. PENALTY: The runner is out and the ball remains alive unless interference is called.
 2. NOTE: Jumping, hurdling, and leaping are all legal attempts to avoid a fielder only if the fielder is lying on the ground.
 - E. Malicious contact occurs (always supersedes obstruction).
 - F. A fair-batted ball contacts her before it touches an infielder, or after it passes any infielder, except the pitcher, and the umpire judges that another infielder has a play
 1. EXCEPTION: If a runner is touching a base when hit by a batted fair ball, the runner is not out unless she intentionally interferes with the ball or an infielder making a play. The ball is dead and the batter is awarded first base. All base runners return to the base occupied at the time of the infraction, unless forced.
 2. NOTE: When the infield-fly rule is in effect, if a runner is hit by an infield fly when not touching a base, both the runner and the batter are out.

APPEALS

1. Live ball appeal (before umpire calls time): Any fielder can appeal a runner once. Ball is live and all runners may advance with liability of being put out.
2. Dead ball appeal: Umpire signals "Play Ball", pitcher announces which runner and base he is appealing. The ball is now live only for making an appeal.
 - A. Defensive team can have only one attempted appeal per runner.

- B. No runner may advance on a dead ball appeal.
 - C. No runner is out if he steps off base during an appeal.
3. An appeal play is a situation where the umpire ignores a batting out of order infraction. A form of appeal may be made by the defensive team tagging a runner or the base she occupied at the time of the pitch, after the batted ball is caught or after a missed base, before the runner has retouched, while the ball is live.

PROTESTS

Umpires will work to settle all problems on the field. Protest will be allowed for age and rule interpretations only. Rule Protest must be declared to the plate umpire before the next pitch following the dispute. Protest following the game must be made in writing, addressed to the Lamar Parks & Recreation Director 1104 Broadway, Lamar 64759