

Bayville-Glen Cove-Grenville/Baker-Oyster Bay-Sea Cliff

2017 Girls Softball - Majors (5th & 6th Graders) Supplement

Diamond:

- 1) The pitching distance from home plate to the pitching rubber is 40 feet.
- 2) The base paths are 60 feet between each base

Pitching:

7th GRADERS MAY NOT PITCH

- 1) The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- 2) The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground.
- 3) In the act of delivering the ball, the pitcher must take one step simultaneously with the release of the ball.
- 4) Windmill optional. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.
- 5) The pitcher shall hold the ball in both hands for not less than one second and not more than ten (10) seconds before releasing it.
- 6) Pitchers will be allowed five (5) pitches at the beginning of each half inning, or when a pitcher relieves another.
- 7) No pitcher may pitch more than four (4) innings in a game. One pitch shall count as an inning.
- 8) Re-entry of a pitcher. A pitcher removed from the pitching position may return to pitch. All rules apply for maximum innings in a game and in a week.
- 9) If an individual pitcher hits three (3) batters in one (1) inning or five (5) batters in a game, the pitcher must immediately be removed from the pitching position. A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception: If no attempt is made to avoid being hit, the umpire call either a ball or a strike (umpire's discretion).

- 10) The manager or coach is allowed one visit to the pitcher's mound to talk to the pitcher in an inning. The second visit in an inning requires the removal of the pitcher unless the 2nd visit to the mound is necessary due to a possible injury to the pitcher.

Batting and Baserunning

A. Fly Balls

- 1) The infield fly rule is in effect.
- 2) Tagging up is in effect - A player may tag up and advance to the next base as soon as a fielder catches the fly ball with the liability of being put out.

B. Stealing

- 1) Runners can steal but there will be NO stealing of home. Runners must remain on the occupied base until the ball crosses home plate. A single warning will be issued per team if a runner leaves the bases too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!
- 2) A runner on 1st can steal 2nd base. We want to encourage catchers to throw down to 2nd. The runner cannot advance regardless of where the throw goes.
- 3) A runner on 2nd can steal 3rd base. We want to encourage catchers to throw to 3rd. The runner cannot advance regardless of where the throw goes.
- 4) A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot advance on an errant throw.

Special note: If a runner is on base and a pitched ball is **batted** into play, the ball is live. Runners can attempt to advance and can be awarded bases on errant throws - this is softball. Example: Runner on first, batter lines single into right field, runner attempts to go to third, right fielder throws to infield cutoff who turns and throws to 3rd, but doesn't come close, ball goes into the stands. The runner is awarded 3rd plus 1 additional base since errant throw made from the infield. What base the batter is awarded depend on her progress after achieving 1st base.

C. Batting

- 1) A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception: If no attempt is made to avoid being hit, the umpire calls either a ball or strike. (umpire's discretion)

- 2) Bunting is permitted. If the player is capable, slash bunts and slap hits are also permitted.

3) Five Runs an Inning Limit

Each half inning will have a maximum of five runs count in the score. Thus, if a team has three runs in an inning and a girl hits a grand slam, only the first two runs will count. There is no limit on runs in the seventh inning. If prior to the seventh inning, the umpire declares, at the top of the inning, that the following inning will be the last due to darkness, no limit on runs will apply to that inning.

- 4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field. **(Universal batting) for REGULAR SEASON.**
- 5) Speed - up rule (optional) with two outs, last batted out runs for catcher.
- 6) No headfirst slides into a base, it may occur when going back to a base.
- 7) Helmet facemasks & heart guards requirements as per individual league rules.
- 8) Drop third strike rule is not in effect in this league.

Look Back Rule

When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, and the pitcher has the ball within an 8 foot radius of the pitcher's plate, she must immediately return to the base left or advance to the next base or be declared out.

D. Fielding Position

We are allowing up to ten (10) defensive players on the field. This is allowed to provide more playing time. Do not exceed 6 infielders - pitcher, catcher, 1st base, 2nd base, 3rd base, and short stop. All other players must be in the outfield...and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. An outfielder cannot make an unassisted play at 2nd base.

E. Time Outs

When the pitcher has the ball within the 8 ft. radius, the time will be called by the umpire. A runner who committed to the next base may take that base at her own risk.

GAME

Regular Season Games

Games will be 6 innings long

Time limits: **No new inning may be started after 2 hours.**

Time is determined by scheduled game time unless a late start is caused by an umpire arriving late to the field.

A game will be declared official after 4 innings, 3 $\frac{1}{2}$ if the home team is ahead. If a game is called in the middle of the inning, the score will revert to the last full inning, unless the home team is winning or the score is tied, (this rule applies only to regular season games). If the game is called prior to 3 $\frac{1}{2}$ innings, the game will be declared a suspended game and be rescheduled.

Pete Rose Rule

When the fielder has the ball and is waiting for the base runner, and the base runner remains on her feet and crashes into the fielder, the runner shall be declared out. If the act is considered flagrant, the base runner may be ejected from the game for unsportsmanlike conduct.

Run Ahead Rule (Mercy Rule)

There will be a twelve (12) run mercy rule. Complete innings must be played unless the home team scores the run ahead limit while at bat. Whenever a run ahead limit is used and the visiting team reaches the limit in the 4th, 5th, or 6th inning, the home team must have the opportunity to bat in the bottom of the inning.

Player Leaving Game Early

If a player leaves the game before the conclusion of the game- no out is awarded, the batting order is closed and the game continues. An injured player falls under this rule.

Forfeited Game

A minimum of 7 players is required to play. If a team has 7 players, the opposing team can still use 10. Forfeit time is 15 minutes after the scheduled start time.

POINT SYSTEM

All regular season games are computed on a point system. Standings in each league are determined by the number of points awarded.

Win - 5 points

Tie - 3 point

Loss - 1 point

Winning team must email scores to Goldcoastlittleleague@cityofglencoveny.org ASAP

Playoff Participation

- 1) The playoff participation positions are determined by the number of points awarded to each team. **EVERYONE MAKES PLAYOFFS**
- 2) In the event of a tie, playoff position will be determined by the following "tiebreaker" procedures, in the order listed:
 - A. The team with the most wins head to head between the tied teams
 - B. The team with the least runs allowed between the tied teams
 - C. The team with the most runs scored between the tied teams.
 - D. The team with the most runs scored against like opponents.
- 3) Home team advantage will go to the team placing highest in regular season standings
- 4) **ALL PLAYOFF GAMES ARE SINGLE ELIMINATION**

PLAYOFF AND WORLD SERIES GAMES

Playoff and world series games will have no time limit. All games must be played to completion. (Final out). **Mercy rule is in effect in both playoffs and world series.**

If the game is called any inning prior to completion, it will be considered a suspended game and will be resumed the next day if permissible. All particulars from the point of suspension (batter, count, base, etc.) must be noted on the official score sheets, verified, and signed by the umpire. Home team book is the official book.

World Series

The championship will be declared in **ONE GAME**, trophies will be awarded to participants of the World Series only. A first place finish in the regular season does not guarantee an award.

PLEASE NOTE THAT GAME LOCATIONS FOR THE PLAYOFF AND CHAMPIONSHIP GAMES ARE PRE-DETERMINED BY LEAGUE OFFICIALS AND ARE NOT NEGOTIABLE. GAMES WILL NOT BE MOVED AND FIELDS WILL NOT BE RE-ASSIGNED.

Team Equipment

Equipment requirements including helmet face guards & heart guards is determined by each individual league. All types of bats are permissible.

Field Etiquette

All dugouts must be cleaned up before team leaves game. This includes sunflower seeds.

When playing at Grenville Baker, all participants and spectators must enter the fields through the front of the building. The grounds are a secure area. No children of any age will be allowed on the playground during the games.

