

OFFICIAL RULES

SENIOR DIVISION

Grades 7 and 8

2008 Season

(rev 3/08)

1. *Game time is 6:00 pm unless otherwise noted on schedule. Each team must have 7 players to play an official game. A forfeit will be called if either team fails to have 7 players eligible to play by 6:15p.m. A team expecting to have fewer than 7 players may contact the opposing coach at least 24 hours before game time to reschedule the game. All rescheduled games must be made-up within two weeks unless agreed upon by both coaches ahead of time. Every effort must be made to avoid rescheduling. Each team will play up to 9 players in the field at a time, unless both coaches agree upon 10 players at game time.
2. Teams will be allowed a maximum of 5 practice sessions per week during the pre-season and 2 practices per week once the season has begun.
3. Each game is 6 innings long. To be official, 4 innings must be completed (or 3 1/2 innings in the event the home team is ahead). No innings will be started after 8:00 p.m.
4. A league representative should be consulted to confirm calling a rainout or rescheduling of a game. It is the home team's responsibility to reschedule a game no more than two weeks after the postponement. The away team coach must be notified at least 1-1_ hours prior to game time if a game is to be postponed due to weather conditions. The umpire will use his/her discretion in deciding if a game is to be postponed due to weather conditions at the beginning of or during the game. Games must be stopped immediately upon sighting of lightning. Umpires will advise coaches of decisions regarding termination of the game.
5. Any tied games (at the end of playable conditions) can be completed by a tiebreaker. This should be done at the coaches' discretion.
6. Each player must play 2 complete innings unless the coach has a valid reason for not playing her. Free substitution rules will be in effect. A pitcher may return to the mound during a game if she hasn't pitched her maximum innings yet and if she has played in the field each inning since last pitching.
7. All players will be included in a continuous batting order. The initial batting order reflects those players ready to play at game time. Late arrivals must be placed at the end of the batting order, not inserted in the middle of the line-up as they arrive.
8. *There will be no substitutions allowed using players from higher divisions. Registered players from the same town, but different teams, may be used to play a game only as a last effort to get enough players to prevent forfeiting a game. The added_ players must be placed at the end of the batting order and regular team players must get their first choice of field position. The "added" players will not be allowed to pitch. Coaches must use this rule with good sportsmanship in mind, not as a method to win a game.
9. The bases will be a maximum of 60 feet apart. The pitcher's rubber will be 40 feet from the front of the plate. Double safety base required at 1st base.
10. The home team score book shall govern the score of the game.
11. During a game, there will be a maximum of 3 coaches, 1 scorer and the members of the team seated on the bench. All other assistants and visitors must be seated elsewhere.
12. *Twelve-inch .47 core softballs will be used at this level.
13. Batting helmets with face masks and chin straps are mandatory for the batters and base runners.

Throat protectors, shin guards, chest protectors, and catcher's helmets with masks are required for catchers.

14. The pitcher can pitch a maximum of 4 innings a game and/or 7 innings in two consecutive games. The pitcher cannot pitch more than 11 innings over the course of seven days. One_ pitch constitutes an inning pitched.

Deleted: per week (a week is defined as Sunday to Saturday).

15. *The pitcher must start her wind-up with both feet on the pitching rubber and the first step with the non-pivot foot (right foot of a right handed pitcher) must be forward and toward the batter within the 24 inch length of the pitcher's plate. It is not a step if the pitcher slides the pivot foot (left foot of a right handed pitcher) across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the pivot foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
16. Any illegal pitch will be considered a ball. If a pitcher hits 3 batters in one inning she will be taken out for the rest of the inning. The pitcher can return to pitch during the game. However, if she hits 2 additional batters (or 5 total for the game) she must be taken out (from the pitcher's position) for the rest of the game.
17. When a pitcher has the ball within a 4-foot radius around the pitcher's rubber, the base runner is obligated to proceed in either direction to a base. If a player stands still or changes direction she will be called out UNLESS the pitcher makes a play for the runner.
18. Stealing and bunting are permitted. The only exception is if a team is ahead by 8 or more runs then stealing and bunting will not be allowed and base runners will not advance on a wild pitch/passed ball or bunt. Stealing will only be allowed after the release of the ball by the pitcher.
19. There is a 5 run per inning rule. Once a team has scored 5 runs the half inning will be terminated regardless of the number of outs. A team will be allowed to score the greater of 5 runs or the number of runs to get within 8 runs. This rule does not apply to the last inning of the game.
20. The game is over if one team is ahead by 15 or more runs and the losing team has batted at least 5 times. The home team does not have to bat for this rule to take effect.
21. A dropped 3rd strike by a catcher will not count as a strike and an out. (Dropped 3rd strike rule applies.)
22. The infield fly rule is in effect. In the event of an infield fly the batter is out and the runners may advance at their own risk. For the infield fly rule to be in effect, there must be runners on 1st and 2nd base, or runners at 1st, 2nd, and 3rd base with less than 2 outs and an infielder in position to make the catch.
23. For the safety of the players and the umpire, a batter that throws the bat will be given a warning (the umpire will inform the coaches and the player of the warning). The second time a batter throws the bat the player will be called out.
24. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remains on her feet and deliberately crashes into a defensive player. The defensive player could be holding the ball waiting to apply a tag or about to release a thrown ball. In order to prevent a deliberate crash ruling, the runner can slide feet first, jump over the top of the defender holding the ball, go around the defender (if outside the three foot line, the runner would be called out), or return to the previous base touched. If the defensive player blocks the base path without possession of the ball, the runner will be safe. A runner must slide into home plate if there is going to be a play at the plate. The runner can be called out at the umpire's discretion. Note: If the act is determined to be flagrant, the offender may be ejected. A runner may slide into the fielder, but not head first.

25. If rules are not specifically covered, the rules of the Amateur Softball Association of America shall govern play.