

Girls Softball

Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

The following rules apply for all Merillon Softball Divisions, except for those highlighted for specific divisions.

Number of Innings:

1.1 FARMS, MINORS & MAJORS DIVISIONS: Games will consist of 6 innings.

1.2 SENIORS DIVISION: Games will consist of 7 innings.

2 Softballs:

2.1 FARMS, MINORS & MAJORS DIVISIONS: 11 inch Dudley balls (safety balls farms only) will be used to ensure coverage from LL insurance.

2.2 SENIOR DIVISION: 12 inch Dudley balls will be used.

3 Bases will be set at sixty feet

4 A game will be official after 3.5 innings have been played if the home team is winning, 4.0 innings must be played if the Home team is losing.

5 On game days, when there are consecutive games to be played on the same field there will be a two hour limit per game. The game must end on a complete inning (top half of the inning if the Home team is ahead or bottom half of the inning if the home team is losing) even if the inning exceed the allotted time limit. If there is no game following the game in question, the game should be completed in its entirety.

6 Duration and Waiting Time for game to start:

6.1 FARMS DIVISION: There are no standings so the waiting time is discretionary.

6.2 MINORS, MAJORS, & SENIORS DIVISIONS: The waiting time is 10 minutes and managers cannot mutually agree to start with less 8 players.

6.3 MINORS, MAJORS & SENIORS DIVISION: The duration of the games will be 1 1/2 hrs. from the time the game is scheduled to start. No inning shall start past this time, but you will be able to complete any inning that was started before the time limit. This will be in effect during the weekdays and on the weekends with games that follow. Remember, if the games are running late for whatever reason the game start time will be determined by the two coaches and the umpire. If there are no games to follow your scheduled game on a weekend the time limit will be 2hrs from the start.

7 Number of Players on the field:

7.1 FARMS DIVISION: 11 players are allowed to play the field unless the managers agree otherwise. No more than 8 players (including 1 catcher, 2 pitchers, 1st, 2nd, short, third, 2nd base) are permitted on the infield. Any additional players must play on the outfield grass.

7.2 MINORS, MAJORS, & SENIORS DIVISIONS: 10 players are allowed to play the field. No more than 6 players (including 1 catcher, 1 pitcher, 1st, 2nd, short, third,) are permitted on the infield. 4 additional players must play on the outfield grass.

8 Player Time

8.1 FARMS DIVISIONS: All players must play a minimum of three innings in the field per game. No player can play the same position for more than 3 innings per game.

8.2 MINORS, MAJORS & SENIORS DIVISION: All players must play a minimum of three innings in the field per game.

Girls Softball

Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

9 A team must start a game with a minimum of 8 players. A team that does not have 8 players or more at 10 minutes after the scheduled start time will forfeit the game.

9.1 FARMS DIVISION: A scrimmage should be played if the coaches agree.

9.2 MINORS, MAJORS, & SENIORS DIVISIONS: This rule is not at the discretion of the manager because of the impact it could have on divisional standings and playoff positioning. A scrimmage should be played if the coaches agree.

10 Player's batting time. All players on a team will bat regardless of the number of players on the team. A Universal batting order will be used, (meaning that every player bats in the prearranged order established at the beginning of the game).

11 Batting out of order

A player batting out of order will be out provided that:

11.1 The player batting out of order has completed their at bat by reaching base

11.2 The Opposing manager must appeal after the at bat is complete

11.3 FARMS DIVISION Only: Managers should use good judgment when the at bat does not impact the game.

12 A team's at bat

12.1 FARMS DIVISION: Coaches should agree prior to the game if the runner will advance on a "Base to Base" approach. I would suggest this unless a ball is hit to the outfield. For all innings, a team's at bat will be concluded when the team has made three outs or has scored 6 runs whichever comes first.

12.2 FARMS DIVISION: There should be one coach at each base to direct the players.

12.3 MINORS, MAJORS, & SENIORS DIVISIONS: There should be one coach at first and third base to direct the players.

12.4 MINORS & MAJORS DIVISIONS: For THE FIRST 5 innings, a team's at bat will be concluded when the team has made three outs or has scored 6 runs whichever comes first. In the sixth or last inning, without regard to the score, each team will continue to bat until three outs are made. No run limit

12.5 SENIORS DIVISION: For all innings, a team's at bat will be concluded when the team has made three outs. There is no run limit.

13 Leading

There is no leading. The pitch must pass the plate prior to the base runner leaving the base. No Warning - Umpires will call the runner out if they leave early. Understand this will be difficult for one umpires to manage during the game but if they make the call, it must stand.

14 Walks

14.1 FARMS DIVISION: Because coaches pitch to the players, there will be no walks.

14.2 MINORS, MAJORS, & SENIORS DIVISION: There are no intentional walks permitted.

15 Stealing

15.1 FARMS DIVISION: There is no stealing.

15.2 MINORS DIVISION: There is one steal permitted per inning and it can only be third base. The player must slide or they will be sent back to second base if the ball is not thrown.

15.3 MAJORS DIVISION Four steals are permitted per inning but no double steals. (1 steal on an overthrow by the catcher; Overthrow is considered a steal). Runner must slide or they will be sent back to the previous base. Steals of Home are permitted.

Girls Softball
Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

15.4 SENIORS DIVISION: Unlimited steals are permitted (included double steals, etc). Advancement on overthrows from the catcher is permitted. A runner must either advance or go back to 1st or 2nd base but not hinder the pace of the game by continuing to “delay steal”. One warning will be given. Steals of Home (including delayed steals) are permitted.

16 Bunting

16.1 FARMS DIVISION: There is no bunting.

16.2 MINORS DIVISION: There will be only one bunt allowed per inning

16.3 MAJORS DIVISION: There will be only two bunts allowed per inning.

16.4 SENIORS DIVISION: Unlimited bunts are permitted.

17 Tagging Up

17.1 FARMS DIVISION: No tagging up

17.2 MINORS DIVISION: No tagging up (except for Rule # 22.4)

17.3 MAJORS, & SENIORS DIVISION Tagging up is permitted; the base runner must remain on the base until the ball is caught and then advance. Appeals require the pitcher to step off the rubber and throw to the appropriate base. The umpire must signal either safe or out. No Advancing on appeals.

18 Infield Fly's

18.1 FARMS & MINORS DIVISION: No infield flies

18.2 MAJORS, & SENIORS DIVISION: The infield fly rule will be in effect.

19 Overthrows

19.1 FARMS DIVISION: The managers must agree before the game starts as to whether players should advance on an overthrow. It is recommended that there be no advancement therefore leaving forces at other bases on the following plays. This will allow more plays to be made in the field. If managers can't agree, rules for the upper divisions will stand (see below).

19.2 FARMS DIVISION: A ball will be considered “DEAD” once that catcher begins to throw back to the pitcher or a fielder throws to the pitcher at the end of a play. On a play on the field, the ball is dead once it makes it to the infield.

19.3 MINORS, MAJORS, & SENIORS DIVISIONS Overthrows that pass the line of the dugout will be ruled a dead ball and the runner may advance only one base. Overthrows that remain on the field of play are live balls and base runners must advance at their own risk.

19.4 MINORS & MAJORS DIVISIONS: Overthrows from the catcher to the pitcher will be ruled a dead ball and no advancement will be permitted.

19.5 SENIORS DIVISIONS: Overthrows on a steal that remain in the field of play will be ruled as a live ball and the base runners may advance at their own risk.

20 Each batter will get three strikes. (even Farms Division)

21 Any batter will be automatically out after throwing the bat after one warning

Girls Softball
Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

- 22 Play will be stopped
- 22.1 FARMS, MINORS DIVISIONS: Play will be stopped when the team in the field has successfully thrown the ball to the infielder and the infielder controls the ball on the infield. (exception noted in #22.4) see 19.11 and 19.2
 - 22.2 FARMS, MINORS, MAJORS DIVISION: Runners that are more than half way will proceed to the next base and less than half way will return to the previous base.
 - 22.3 FARMS DIVISION: Should the pitcher attempt to make a play on the runner mentioned above, the player can be “doubled off”. No advancement is possible.
 - 22.4 MINORS & MAJORS DIVISION: Should the fielder catch a ball and then try to double off a runner, the play is live and the runner must return to the base but can then advance in the event of an overthrow. This will not be considered a steal.
 - 22.5 FARMS, MINORS, MAJORS DIVISION: Should the pitcher immediately (within 2 seconds) attempt to make a play or no longer have possession of the ball on either of the runners mentioned above, the ball is again LIVE.
 - 22.6 SENIORS DIVISION: Play will be stopped when the team in the field has successfully thrown the ball to a position that will force the runners to remain safely at a base. Time may be called and the play will be ended. Or when the pitcher controls the ball within 10 feet of the pitching rubber. At that point, runners must either advance or return to the base.
- 23 Home teams are responsible to notify opposing teams of cancellations as early as possible.
- 24 Teams that fail to show up at field listed on schedule will forfeit game.
- 25 Coaches must maintain control over the crowd/parents. The extent that a fan is Out of Control, the umpire will require the manager of that team to get the fan to leave the field of play. If this is not adhered to by the manager and the fan; the game will be considered a forfeit by that team. To the extent that a situation is getting out of control, a coach should pull his/her team of the field.
- 26 Managers should always promote good sportsmanship and the players should always shake hands at the end of each game.
- 27 Players must always slide feet first at 2nd, 3rd, and home. Players intentionally knocking over a fielder to try and score should automatically be called out. Players sliding into first (not returning to the bag) will also be called out.
- 28 Catcher’s Interference
- 28.1 FARMS & MINORS DIVISION: There will be no catcher’s interference at this level.
 - 28.2 MAJORS & SENIORS DIVISION: Catcher’s interference will be called.
- 29 Defensive players cannot block the base path if there is no play on the base runner at that base. This will be considered obstruction and the player will be given an additional base.

Girls Softball
Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

30 To the extent that a team is short players, they must call up players from a lower division with no forfeiture penalty. Players can only be brought up bringing the anticipated number of players to
30.1 If additional players show up, then the “called-up” must not play. To the extent that a team cannot get a player from a lower division, the manager must identify the situation prior to the game and the other manager has the option to take the forfeit or play the game. If teams bring “ringers” then this second idea will not be an option in the future. Any player brought must play a minimum of 3 innings.

31 15 Run Rule

MINORS, MAJORS & SENIORS DIVISION: When the difference between two teams has reached 15 runs (after 3 1/2 innings) the game is over. The managers may mutually agree to continue the game.

32 MINORS, MAJORS & SENIORS DIVISION: A base runner leaving too soon (tagging up) will be called out upon an appeal (proper appeal process is required see rule # 17.3).

33 PITCHING

33.1 A pitcher who starts pitching windmill to a batter must complete the batter Windmilling.

33.2 A windmill pitcher, who hits two batters in an inning, must be removed or change to slingshot. Same change after pitcher hits three batters in a game. (slingshot or windmill) The pitcher must be removed from the mound.

33.3 If during the game the player is removed from pitching, she may not return to pitch for the remainder of the game unless previously agreed by both managers.

33.4 The pitcher must start with two feet on the rubber and maintain one foot on the rubber at all times. The first step of a pitcher must be TO THE PLATE.

33.45 Coaches pitching to players must pitch from a distance of 25 feet from home plate.

33.5 MINORS DIVISION:

33.5.1 The pitching mound shall be set at a distance of 35 feet from home plate (managers discretion for non-windmillers. Pitchers can pitch from two distance if the managers agree)

33.5.2 Windmilling will be allowed for 3 innings from 35 feet only.

33.5.3 A batter will receive 4 balls in order to walk.

33.5.4 A pitcher may not pitch more than 6 innings in any 7 day period and no more than 3 innings in any given game.

33.6 MAJORS DIVISION:

33.6.1 The pitching mound shall be set at a distance of 40 feet from home plate.

33.6.2 Windmilling is permitted for all six innings of a game.

33.6.3 A pitcher may not pitch more than 6 innings in any seven day period . This should be encouraged because Williamsport will not allow pitchers to pitch in back to back games

33.7 SENIORS DIVISION:

33.7.1 The pitching mound shall be set at a distance of 40 feet from home plate.

33.7.2 Windmilling is permitted

33.7.3 A pitcher may not pitch more than 10 innings in any 7 day and can pitch all seven in one game.

33.7.4 A dropped third strike is a live ball

Girls Softball
Farms, Minors, Majors & Seniors Division Rules

Rev. 1/24/06

34 HIT BY A PITCH

34.1 SENIORS AND MAJORS DIVISION: Player will advance to first base after being hit by a pitch (even on a bounce) unless the pitch is a strike or the umpire rules that the player made no attempt to get out of the way.

34.2 MINORS AND FARMS DIVISIONS: Pitch will be counted as a ball. Farms have no walks so this has no meaning.

35 Game Summaries - For all Merillon Managers please refer to website for additional information on how to submit game summaries.

36 CATCHERS COURTESY

36.1 MINORS, MAJORS AND SENIORS DIVISIONS: When there is two outs and the catcher of your team is on base she must be removed to get ready for the next inning. The last batter out in the inning will be the replacement runner.

37. PLAYER ELIGIBILITY

MINORS, MAJORS AND SENIORS DIVISIONS: All players must play 50% of games played for their team to be eligible to play in the playoffs. Extenuating circumstances may be permitted if accepted by all leagues in advance.

38. UMPIRE COURTESY

MINORS, MAJORS AND SENIORS DIVISIONS: All coaches will respect the umpires in charge of there game. Any coach being ejected from a game or a negative complaint of a coach is made they will be subject to disciplinary actions from there league.

Merillon Athletic Association
Ejection Policy

ANY MANAGER, COACH OR PARENT EJECTED FROM A GAME WILL FACE THE FOLLOWING REVIEW PROCEDURE

- 1) FIRST TIME: The Individual that was ejected from the game will face automatic review by a committee consisting of the President, Vice President, Division Director and Umpire in Chief. The committee will decide if any further action is deemed necessary, including but not limited to a one game suspension. This review shall take place within 48 hours from time of ejection.**
- 2) SECOND TIME: If an individual is ejected from a game for a second time, they will face an automatic suspension of at least one game.**

***The second time an individual is suspended by this committee, it will result in mandatory suspension for the remainder of the season, and possible banishment from managing or coaching in Merillon again.**

***It is the responsibility of the Manager of the team to report to the President of any person from their team being ejected. FAILURE TO DO SO BY THE MANAGER WILL RESULT IN A ONE GAME SUSPENSION FOR THAT MANAGER!**

Any player ejected from a game will face a minimum one game suspension, and review by the committee. A second ejection will result in suspension for the remainder of the season. It is also the Managers responsibility to report to the President any player being ejected. Failure to do so will result in an automatic one game suspension for that Manager.