

**MURRAY COUNTY YOUTH  
FASTPITCH SOFTBALL LEAGUE  
2010**

**I. PURPOSE**

The Murray County Youth Softball Program are organized to provide recreational activity for girls ages 9-12 group. The program is designed for the following purposes:

1. To aid in the physical development through fun and exercise.
2. To teach the basic fundamental skills of the game of softball.
3. To aid in the social development through good sportsmanship and moral character with adult guidance.
4. To teach good attitudes and discipline to the participants.

**II. ORGANIZATIONAL STRUCTURE**

A. Governing Rules

1. The Murray County Youth Softball League will be governed by the current rules and regulations of the Amateur Softball Association (ASA) with the exception of the local league rules, which supersede any rules in the ASA Rules.
2. The Local League Rules will be developed by the Executive Committee and the Murray County Recreation Department.

B. Coaching Requirements

1. A person of high moral character who is a respected member of the community.

2. A coach should have a basic knowledge and understanding of the fundamentals of softball.
3. A coach should never use profanity, drink alcoholic beverages, or use tobacco in any form during activity with the players.
4. A coach must never incite players or parents by criticizing an umpire.
5. A coach should never be overly concerned with winning, but more concerned that each child participating has fun and learns the fundamentals of softball.
6. A coach should put the program first, and not focus on situations that could cause harm to the program and participants involved.
7. A coach is expected to be present at all practice sessions, games, and meetings or have an approved coach present.
8. A coach should try to the best of his ability to keep each player (especially the weaker players) interested and participating through out the season.
9. It is the responsibility of each coach to be knowledgeable of all rules governing the Murray County Youth Softball League.
10. Each coach must attend the National Youth Sports Coaches Association (NYSCA) Clinic online @ [www.nays.org](http://www.nays.org). All All-Star Coaches must be NYSCA Certified to participate in GRPA Tournaments.

### **III. LEAGUE RULES AND REGULATIONS**

#### **A. The Game**

1. Official Amateur Softball Association (ASA) Rules currently in use will be the basic set of rules for this program, except where changed by local league rules.
2. The type of play, age divisions, base path and pitching distances, and time limit are as follows:
  - a. Mite 9 and 10 Pitching Machine: 11” softball, 60’ bases.
  - b. Midget 11 and 12 Fast Pitch: 12” softball, 60’ bases, 40’ pitching distance and 1 hour and 20 minute time limit.
  - c. Junior 13 and 14 Fast Pitch: 12” softball, 60’ bases, 40’ pitching distance and 1 hour and 20 minute time limit.

- d. The cut off date is prior to January 1<sup>st</sup> for girls.
3. The Recreation Department will determine the number of players on a team.
4. The Recreation Department will furnish the game balls.
5. The recommended uniform shall be matching t-shirts in color and style with numbers.
6. Shoes should be rubber cleats or tennis shoes. No metal cleats will be allowed.
7. Only players, managers, coaches, and one bat boy-girl will be allowed in the dugout or on the field. The coaching staff shall be made up of one (1) manager and not more than two (2) assistants.
8. All Mite and Midget Division games will consist of six innings, Junior and Senior Division games will consist of seven innings; or the designated time limit whichever occurs first. If the game is tied and the home team has batted, and the time limit is up, the game will be considered a tie for league standings.
9. The Fast Pitch leagues will be limited to five runs per inning.
10. The Mite and Midget Fast Pitch leagues will play with ten players on defense, four of these ten players must play in the outfield grass.
11. A team must list and bat all players in the batting order. If players become ill or injured those players will be skipped in the batting order, after announcing to the umpire, with no penalty until the legal number of players requirement is met. All ejections during this rule will be an out. The Mite and Midget divisions must play at least six outs defensively.
12. If a player is injured while running bases, that player will leave the game and will not be allowed to re-enter the game. The team will replace the base runner with a courtesy runner, refer to courtesy runner rule to see who is legal to run.
13. The game will be stopped when a team is mathematically eliminated, because of the five run per inning rule.

14. Only the first game of the day will have a 10-minute grace period. Umpires should consider extenuating circumstances before forfeiting a game.
15. If a team has only 8 players present at game time, the game must start and the team must begin with only 8 players. If the 9<sup>th</sup> player arrives before the game is completed, that player must be placed in the line-up immediately in the 9<sup>th</sup> batters slot. A team does not have the option of playing with 8 players if the team has 9 players present. There will be no penalty while playing with eight players.
16. The umpire will declare any player sliding headfirst out. A dive back to a base on a pick-off attempt is not considered a head first slide.
17. Each team is required to turn in their line-up 5 minutes before game time.
18. All bats will be checked before the beginning of the game by the umpires. Illegal bats will be removed prior to the start of the game. Bats with official logo missing due to wear will not be considered illegal.
19. In Fast Pitch the designated player rule cannot be used in league play.
20. A coach making a substitution must announce the change to the scorekeeper, before the inning starts.
21. A courtesy runner may be used for the catcher or pitcher in Midget division. The courtesy runner must be the player farthest away from the person in the batting order that's not on base.
22. A coach may hold a player out of a game for disciplinary reasons if he announces to the opposing coach before the game.
23. In Fast Pitch catchers are required to wear a face mask with throat protector, approved helmet with ear flaps, shin guards which the knee caps and a chest protector.
24. The batters helmet must be made of Ultra High Impact plastic or High Impact Shell with a heavy rubber padding or similar product. If a snap is provided on the helmet for a chinstrap then the strap must be worn. No other hat or cap may be worn underneath the helmet. A facemask is required on all batting helmets.

25. A defensive team or coach may intentionally walk a batter by requesting it through the umpire. (No pitches need to be thrown)
26. All league play will take priority over any other play, tournament, etc.
27. Tie games will be counted as a tie for the purpose of league standings. Each team will receive a half win and a half loss when figuring a tied game for standings.
28. Medallions will be awarded for first and second place teams in each division for regular season play. Individual trophies and coaches plaques will be awarded for first and second place teams in the end of season tournament.

**B. Base Stealing Rules**

1. A Midget, Junior, or Senior base runner may leave when the ball leaves the pitchers hand. At this point the runner is permitted to advance at her own risk of being thrown out.
2. If a runner leaves the base early, play will be stopped and the runner will be called out. All other runners will return to the base held at the time of pitch.
3. All base runners will be required to keep their helmets on while in the live ball area. Each team will receive one warning per team and all subsequent removals will result in that player being called out. If that runner has already been ruled out the succeeding runner will be called out.
4. Slinging Bat Rule: One warning per team, then all subsequent actions will be ruled an out

**C. Activities**

1. There will be three activities allowed per week, including games and practices, plus one activity on the weekend. Practice sessions should be limited to 90 minutes and finished by 10:00 pm.
2. There will be no practice on Wednesdays after 5:00 pm and no games will be scheduled on Wednesdays except during post season tournaments.

**IV. ELIGIBILITY**

- A. The age divisions are Mite leagues, ages 9-10; Midget league, ages 11-12; Junior league, ages 13-14; and Senior league, ages 15-17. The cut off date is prior to January 1<sup>st</sup>.
- B. Participants must attend school in the Murray County System or live in Murray County. Participant's parents may own property in Murray County to be eligible.
- C. A birth certificate must be on file at the Recreation Department before any participant is eligible to compete in regular season games.
- D. Each participants must have insurance, whether private or through the Recreation Department.

**V. GAME POSTPONEMENT**

- A. Postponement for Inclement Weather
  - 1. Rained out games will be rescheduled by the Recreation Department.
  - 2. Any game not played the required number of innings (four in Mite and Midget, five in Junior and Senior) to become official will be played from the point of suspension until the game is finished.
- B. Postponement for Other Purposes
  - 1. Any schedule conflict should be brought to the attention of the Athletic Coordinator before season schedules are complete.
  - 2. Games will not be rescheduled after the official schedule has been published.

**VI. PROTESTS**

- A. The only protest acceptable will be concerning rules misinterpretations.
- B. Any protest on rule misinterpretations must be settled before the next pitch. The night supervisor will rule on any rule interpretation.

## **VII. CONDUCT**

The penalty for fighting, or flagrant conduct such as profanity is ejection from the present game and the following two games. On the second offense the coach will be suspended from the program. Coaches suspended will not be allowed to attend games in any capacity (Parent or Spectator). Players that are ejected will be suspended from the rest of that game and the following game.

- A. There shall be no smoking or use of tobacco or alcoholic beverages permitted.
- B. All coaches or managers will be held responsible for fan and team conduct.

## **VIII. LEAGUE AND COUNTY CHAMPIONSHIPS**

- A. Division Champions will be determined by division wins and losses only.
- B. Ties for division champion and runner-up will be resolved as follows:
  - 1. Head to head wins and losses
  - 2. Common opponents wins and losses
  - 3. One game play-off at time set by the athletic coordinator
- C. The county championship will be determined by a double elimination series.
- D. Awards night for the league will be the first night of the county championship series. Medallions will be given for regular season champions and runner-ups.
- E. The County Champions and Runner-Ups will receive coach's plaques and individual trophies.

## **IX. ALL-STAR SELECTION**

### **A. All-Star Coaches**

1. The Recreation Department staff will choose the All-star coaches for each age group.
2. The All-Star coaches will pick the participants with help from the Recreation Department and all other coaches. Each coach will submit a list to the Recreation Department of who they consider to be the top 10 players in the league.
3. The All-Star coach will be required to pick a percentage of the players that receive the most votes.
4. No more than 5 players can be picked off a regular season team for any one All-Star team.

## **FLEA (7 & 8) AND 10 AND UNDER PITCHING MACHINE SOFTBALL RULES**

All rules governing 10 and under and flea (7 & 8 year olds) in GRPA athletics will be in effect with exceptions of the following:

1. All pitching will be done by an electrically powered pitching machine using an underhanded delivery from forty (40) feet at 35 mph except Flea, which will be forty (40) feet at 32 mph.
2. If a Jugs Jr. machine is used, ball should be placed in machine from the top.
3. Qualified officials will be stationed behind home plate. Offensive coaches will feed the machine. Coaches feeding the machine will be responsible for any adjustments and for presenting the ball to each batter prior to feeding the machine.
4. When a batted ball hits a pitching machine or the extension cord off the ground, it is considered a "DEAD BALL SINGLE" and batter/runner will be awarded first base with all runners moving forward if forced.

5. When a thrown ball hits the pitching machine or the extension cord off the ground, it is considered a “DEAD BALL” and played as if thrown out of bounds.
6. Players in pitchers position must be within six (6) feet of the pitching plate. An 8’ deep by 12’ wide rectangle box centered on the pitching plate in which the player in the pitching position must remain until the pitch is delivered.
7. No base on ball allowed. Count remains 3 and 2 until ball is hit or a strikeout occurs. No player can be intentionally walked more than once per game. No intentional walking in flea division.
8. Players will be eligible for only one 10 and under and flea softball division.
9. Ten (10) defensive players shall be used in accordance with the following positions: one (1) each for catcher, pitcher, first base, third base, and short stop; and four (4) outfielders.
10. Bunting is allowed. A line shall be drawn in the infield at the same distance as the pitching distance. No infielder is allowed in front of the restrictive line until after the ball is delivered through the machine, outfielders remain in outfield grass area, and the pitcher must remain in the half circle. **Bunting is not allowed in the Flea division.**
11. Stealing is allowed with the following limitations:
  - a. A player cannot steal home.
  - b. A baserunner can steal only if the ball passes the catcher, and then only one base advance is allowed. A mark five (5) feet behind the batter’s box shall designate what is considered a passed ball.
    - (i) If a throw becomes an overthrow, the one-base restriction still applies(ball is dead, no advance.)
    - (ii) If the machine throws a ball that is uncatchable (too wide or too high) it will be called no pitch and runners cannot advance.
  - c. Runners must maintain contact with the base until the ball crosses the plate. The penalty is an out.
  - d. If a thrown ball hits the machine, each runner is awarded one base.
  - e. A half circle shall be drawn at the pitching machine for the pitcher to start prior to a pitch.

**f. Stealing is not allowed in the Flea Division.**

12. Infield fly rule is in effect. Except Flea Division.

13. A courtesy runner may be used for catcher only.