

## 7/8 GIRLS RULES 2014

1. \*All MHSAA rules apply unless specified below\*
2. Bases will be 60' and pitching distance at 35'. There will be a pitching circle measuring 16' diameter. There will be hash marks half way between first and second, second and third, and third and home. An 11" in ball will be used. A pitching machine will be used for all games. Pitching machine speeds will be as follows: Weeks:

Weeks 1-6 37 MPH

Weeks 7 + 40 MPH

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If you have an RPM machine this will need to be converted.

3. Regulation game will consist of 5 innings.
4. Pitcher must wear a helmet with a protective face guard. All batters must have a face guard.
5. \* If a batted ball hits the pitching machine it will be ruled a dead ball situation. The batter will be awarded first base, and any other runners will advance only one (1) base. Only girls softball bats are legal for play.
6. If 2 games are scheduled that evening the first game will begin at 5:45, and no new inning will begin after 7:15. The second game will begin no later than 7:30.

If teams are both out of school for Summer break then no new innings may start after 8:00.

7. The umpire or field supervisor may stop a game at anytime he/she believes conditions are unsafe for play. Coaches and parents need to have teams ready to start the game at the scheduled time!
8. The defensive team may play with up to 10 players on the field with 6 players in the infield and the balance located in the designated outfield area (i.e. the grass or chalked line). If not playing on a regulation size softball field, an arc measuring 20' from the back corner of all bases (except home plate) will must be drawn. All outfielders must be behind this arc at the time of the pitch, and can move forward after the release of the ball. Teams may play with more players if agreed upon before the game by both coaches.
9. Every player is included in the batting order. The batting order will remain continuous throughout the game. There will be a maximum of 10 batters per team per inning with the exception of the 5th inning in which there are unlimited number of batters. Tenth batters must strike out or hit the ball in fair territory. If the tenth batter hits the ball in fair territory, play is stopped when a third out is made or the pitcher has control of the ball within the pitching circle. Any runner not past the half way mark between third base and home shall not be

counted as a scored run. \* There is a five (5) run rule per inning except for the 5th inning of play.

10. Teams may start a game with a minimum of 8 players. If a player arrives late for the game she should be entered last in the batting order.

11. If a player leaves or is injured during the game and is unable to bat, her position in the batting order will be skipped with no out recorded.

12. Unlimited substitution of defensive players is allowed, but the original batting order must be followed.

13. A batter will be allowed three (3) swinging strikes or five (5) hittable pitches. Any swing is considered a hittable pitch, or any pitch called a strike by the umpire is a hittable pitch. A hittable pitch is a pitch which is thrown in the zone from knee to shoulder. The batter is not out if the 5th hittable pitch is a foul ball. (Note: there are no walks).

14. Infield fly rules will not be enforced.

15. If a player throws her bat the ball will be dead immediately. A strike will be called, and all runners must return to their base before the pitch. If this is the 3rd swinging strike or 5th hittable pitch the batter is out (otherwise it is a strike) The first occurrence of throwing a bat will also serve as a team warning. If any other player on that team throws her bat she will be called out immediately--- one warning per team. This is an umpire judgment call.

16. If a runner has not advanced past the designated half way mark on the base path and the pitcher has control of the ball in the pitcher's circle, the runner must return to her last occupied base. The machine is in play. If a batted ball hits the machine play is stopped immediately and the batter is given a single. Any runners on base at the time of the hit advance only one base.

17. Stealing is not allowed. The runner must remain on the base until the ball is hit. If the runners leave early, they will be sent back. A second offense by the same team shall result in that runner being called out.

18. There will be no advancement of bases on a catchers dropped ball or an errant throw back to the pitcher.

19. If a ball is overthrown trying to make a play on a runner or a batter/runner all runners may advance (at their own risk) to all bases. This does not include a miss-thrown ball from the catcher to the pitcher when returning the ball to the umpire. This is based on location of runner at the time of the overthrow.

20. If a fielder has the ball and is in position to make a play on a runner, the runner must avoid an intentional collision. If the runner, in the umpires opinion, intentionally and maliciously collides with the fielder she will be called out.

21. A courtesy runner is required for the catcher which will be the last out recorded.

22. No dropped third strike rule. A batter cannot advance to first base if the catcher fails to hold onto the third strike.
23. You may have one coach on the field when your team is in the field.
24. No tee-ball bats are permitted. Only bats with the ASA symbol are legal bats for play.
25. Each player shall play a minimum of three (3) innings per five (5) inning game.
26. No jewelry is to be worn during games. Starter earrings must be taped.
27. All team uniforms issued by their organization must be worn. No sandals or metal cleats.
28. All equipment and team members must remain in dugouts, except when acting as base coaches or as the on deck batter. Player on base coaches must wear a helmet in the coaches box.
29. Home team scorebook is official score.
30. Managers only - not coaches – may question only an umpires rule book interpretation – NOT JUDGEMENT CALLS. The manager must question the rule before the next pitch.
31. No harassment by coaches, spectators, or players will be permitted. Managers will be responsible for the conduct of coaches, spectators, and players. Unruly spectators may be asked to leave or cause the forfeiture of the game.

#### RULES AND GUIDELINES FOR COACHES

1. Be organized. Have your line-up ready and your players prepared to play when it is time for the game to begin. Have your catcher ready each inning when it is time for your team to take the field. Require your players to hustle on and off the field between innings. Time that you waste only deprives kids of playing time.
2. Coaches should not smoke on the field or in proximity to the field during games and practice. Smoking is not allowed on the GBSRD premises.
3. Coaches are responsible for the conduct of themselves, their players, their team parents, and fans. If there is a problem with a parent or fan you should warn them and/or get assistance from the field supervisor.

Set the tone. Make the game fun for everyone involved. Applaud good plays and good effort by your own players and opponents. Encourage girls who are discouraged. Have fun!

\*\*\*\* Only coaches and scorekeepers are allowed in the dugout during the game. Coaches must attempt to maintain an orderly and safe dugout environment at all times.

\*\*\*Please make sure dugout is cleaned up after each game. Also, encourage your fans to pick up after themselves at all times.