



Softball Bulletin: 2021

DIVISION CRITERIA & AGE DIVISIONS

League	Ages	Day	Game Time	Field
7U	5 - 7	Tuesdays	5:30 or 6:45pm	Sanburnol
12U	8 - 12	Thursdays	5:30 or 6:45pm, possible 8:00	Able
17U	13 - 17	Mondays	5:30 or 6:45pm, possible 8:00	Terrace

****Child must turn required age by May 1st, 2021****

CALENDAR OF EVENTS (please mark your calendar)

- Coaches Clinic Thursday, April 22 at 6pm at City Hall
- Practices begin Week of April 26
- Team/Player Photos Tuesday, May 5 & Wednesday, May 6 (City Hall rain or shine)
- Regular Season Games May 10 - July 22
- No Games May 31, June 10, & July 5 - 8
- Tournament Weekend Thur night July 29, Fri night July 30 & Sat July 31
(Sunday, Aug 1 weather back up day)

Objectives

1. Teach teamwork and fundamentals of softball.
2. Promote good sportsmanship by coaches, players and spectators.
3. Provide FUN AND EQUAL PARTICIPATION FOR ALL PLAYERS.

ABSOLUTELY NO SWEARING, DEROGATORY OR INSULTING REMARKS shall be made by players, coaches, spectators, or officials; or commit other acts that could be considered **UNSPORTSMANLIKE CONDUCT.**

EFFECT: A warning may be given **IF** the umpire deems necessary, otherwise prompt removal from the game and grounds. Any player, coach, or spectator removed from a game will also be suspended from the teams next game, and/or additional games as deemed necessary by the head umpire.

Coaches will be responsible for the conduct of their spectators.

**Coaches will be responsible for distributing and collecting the Parents Code of Conduct and being sure that each is signed by the parents / guardians of their players.*

Tobacco use is PROHIBITED on all park property, including playing field or in the bench area.

EFFECT: Immediate removal from the game and field.

There will be ABSOLUTELY NO PROTESTS.



ADMINISTRATIVE RULES

Game Specifications

Divisions	Regulation Game	Run Rules	Pitching Distance	Pitcher	Base Line
7U	6 Innings	6 Runs/Inning	15 - 25 Feet	Adult	50 Feet
12U	6 Innings	6 Runs/Inning OR 15 after 4 complete	40 Feet	Adult/Player	60 Feet
17U	7 Innings	15 after 4 complete OR 10 after 5 complete	46 Feet	Player	65 Feet

Game Time Limits

- Game time limits for 7U – 12U Leagues are 1 hour 15 minutes from the time the home team takes the field.

(EXAMPLE)	<u>GAME TIMES</u>	<u>NO NEW INNING AFTER</u>
	5:30pm	1 HR & 5 MIN FROM THE
	6:45pm	START OF THE GAME
	8:00pm	

- 17U League game time limits are 1 hour, with a 5-home run limit, no new inning after 55min.
- All game time limits are in effect during tournament play, with the exception of championship & third place games

Game Cancellation Policy

- The fitness of the playing field for a game shall be decided by the two head coaches and the umpire.
- A game called by the umpire shall be regulation if three or more complete innings have been played. The umpire is empowered to call a game at **any time** because of darkness, rain, lighting (20 min wait of "game time"-umpires discretion), or other causes which puts the players in peril.
- Rainouts** should be made up (if desired) as soon as possible. Check with the opposing coach and the Recreation department by **3:30pm of game day** for a ruling on a rainout. If after 3:30pm the decision for a rainout will be made by the coaches and umpire on the field. Notification to the Recreation Department of a rainout decision is required immediately. At least 48 hours' notice to reschedule rain out games (to schedule an umpire and a field) is required. Contact the League Coordinator: Wesley Goldberg 763-792-7201.
- Games will **not** be rescheduled due to non-weather-related conflicts.

Infectious Disease Control Rule

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment has been administered.

Appropriate treatment is:

- Bleeding has stopped



2. Injury area is completely covered
3. Uniform changed (color difference will be allowed) or disinfected with acceptable disinfectant.
4. Competition area/equipment disinfected with acceptable disinfectant.
5. If treatment can be administered within three minutes, the individual will not have to leave the game. Otherwise, substitution of the individual must take place. A player may re-enter the game after treatment.

Acceptable Disinfectants are:

1. A solution of 1/4 cup of sodium hypochlorite and one gallon of water.
2. A solution of 1/4 cup of 70% isopropyl alcohol and one gallon of water.
3. A commercially produced infectious disease spray.

Equipment

Divisions	Ball Size	Maximum Bat Length
7U	Soft 11" Sponge Balls	30 inches
12U	11" & 12"	34 inches
17U	12"	34 inches

1. The soles of shoes may be either smooth or with rubber cleats. METAL SPIKES ARE NOT PERMITTED (including rubber spikes with metal tips).
2. Mask and chest protector must be worn by all catchers. Shin guards are optional.
3. Any type of glove may be worn for any fielding position.
4. All bats supplied by the Recreation Department, whether stamped "Tee Ball" or "Official Softball" are considered legal bats. All other bats must be stamped "Official Softball".
 - a. Must be stamped 1.20 BPF to be considered legal. All TITANIUM ALLOY, DOUBLE WALL, and TRIPLE WALL bats are illegal. In all leagues, umpires may check personal bats (not distributed by P & R) to assure compliance.
5. **No jewelry or objects judged dangerous or inappropriate by the umpire may be worn**, and no combs may be in the possession of the players during the game. Studs that cannot come out must be covered by a band-aid or tape. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
6. Defacing of uniforms in ANY WAY is PROHIBITED.
7. Hats must be worn brim forward and in appropriate softball taste.



League Rules

The Playing Field

1. The safety base should be positioned so that the white portion is where first base would be normally (in fair territory) and the colored (red or orange) should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the colored -portion should be foul. On the initial throw to first base from the infield or outfield the batter/runner **MUST** touch the colored portion of the base. If legally appealed by the defense during a live ball situation, the runner will be called out.
2. The defensive player **MUST** always touch the white portion. This rule is in effect only on the initial play at first base which does not include:
 - a. Returning to the base after over-running.
 - b. Running on a base hit to the outfield (runner may touch either).
 - c. Retag to advance on a fly ball.
3. Foul lines will be marked on each field. Out of play line will be explained to each coach by the umpire before the game starts.
4. The infield fly rule will be used for 17U DIVISION. A fairly batted fly ball (not judged a line drive) which can be caught in flight by an infielder with ordinary effort with less than two outs and runners either occupying first and second or first, second, and third.

EFFECT: The batter is called out and the base runners play the ball as a regular fly ball and may advance at their own risk but must retag if the fly ball is caught.

Players

1. **Player** - Every individual participating in this league may compete as a member of the gender that they identify with, regardless of their gender at birth. The identity to which a player sincerely holds will be the gender recognized for the purpose of gender minimums and limits on the playing field.
2. **Roster** - Max number of **14 players per team**. Each team must provide at least eight players to constitute a legal game (# of female's TBD by the makeup of the league). If a player is benched for a good reason, their name and number must be submitted to the opposing coach and the umpire before the game starts.
3. **Batting Order** - All coaches must submit a batting order to the opposing coach, and receive approval from the umpire. Males and females must be evenly distributed in the batting order, regardless of the number of each you have on your team [for that night]. Example: Team consists of 7 boys and 4 girls – girls will bat in positions 1,4,7,10 – boys will bat in positions 2,3,5,6,8,9,11.
 - a. Players arriving late can be added to the end of the batting order, up until the end of the game.
4. **Positions** - A team shall consist of eight or more players to begin a game. Positions shall be eight (or all) of the following: pitcher, catcher, first base, second base, shortstop, third base, left fielder, center fielder, right fielder and short fielder.
 - a. 7U & 12U league – outfielders must be on the grass until the ball is hit.
 - b. 17U – outfielders must be behind the [white] commit line until the ball is hit.
 - c. Violation will result in a “no pitch, dead ball” ruling.12U & 17U leagues not allowed to use a five player infield. Once inning starts, there will be no changing positions except for the pitcher.
5. **Field Positioning** - 7U and 12U DIVISIONS at all times must have a minimum of two females and one male in the following positions: pitcher, first base, second base, shortstop, or third base.



- a. 7U DIVISION will follow the normal fielding positions with these exceptions.
 - i. The infielders must be within 5 feet of the base lines until the ball is hit (straight lines between 1st and 2nd and 2nd & 3rd).
 - ii. The player/pitcher will remain in the pitcher's box until the ball is hit. (3' x 10' and 35' from home plate).
 - iii. One defensive coach will be allowed in the outfield on the grass.
 - b. 17U Must play a minimum of 4 girls in the field depending on the makeup of the league.
6. **Playing Time**
- a. 7U & 12U DIVISION
 - i. In the first three innings, players must complete one inning infield, one inning outfield, and one inning on the bench (in no particular order).
 - b. 17U DIVISIONS:
 - i. Players cannot sit for more than 1 consecutive inning.

Coaches

1. Each team is allowed a first and third base coach while at bat. Coaches and players must stay on the bench or out of play, and all other spectators / parents, etc. must stay in the out of play area.
2. Coaches cannot physically touch or assist any base-runner while the ball is in play.

EFFECT: Base-runner will be called out at the end of the play and the positions of the other runners shall be determined by the umpire.

The Game

1. No extra innings during regular season games.
2. No digging / removing dirt in the batters' boxes.

EFFECT: An automatic called strike.
3. **Appeal plays** - Illegal Bats and/or
 - a. Batting out of order: if is discovered while the incorrect batter is at bat the correct batter takes their place and assumes the count. If discovered after the batter has batted and before the next legal pitch, the incorrect batter is out, the correct batter loses their turn and the next correct batter continues the game.
 - b. Defensive situations: when an Umpire cannot make a ruling until requested by the offensive or defensive team. This appeal must be made before the next legal pitch, illegal pitcher action, or before all fielders have left the field.
4. **Bunting** - Bunting is not allowed; a bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly.
5. **Throwing the bat** - No flagrant throwing of bats (umpires judgment). Player will be automatically ejected.
6. Base runners may not leave the base until the pitch reaches home plate.

EFFECT: The ball is dead and the runner is called out. (Umpires discretion)
7. A conference is a meeting that takes place anytime a team representative delays the game or requests a suspension of play for any reason and delivers a message (**by any means**) to any player. A second conference per inning requires a pitching change.



8. Overthrows are when a ball is thrown out of play. The runners are awarded the base they are going to plus one more and the position of the runner is judged at the time of the throw. If the ball does not go out of play, the runners may advance at their own risk.
9. If a fair ball strikes a base runner after having passed an infielder, other than the pitcher, or touching an infielder, including the pitcher, the base runner is not out and the ball is live. If the ball does not touch or pass an infielder, the runner is out, unless they are in contact with a base.
10. A base runner cannot interfere, make contact or purposely distract, a fielder attempting to field a batted ball.

EFFECT: The base runner is out. THIS IS A JUDGEMENT CALL BY THE UMPIRE.

11. A run shall not be scored if the third out of an inning is result of:
 - a. The batter was forced out at first.
 - b. The base runner being forced out.
 - c. A base runner leaving early (THE GAME #6)
 - d. A batter or base runner being tagged out before the runner crosses home plate.
12. A batter/base runner overrunning first base cannot be put out unless an ATTEMPT to advance is made.
13. Stepping out of the box is when the batter's entire foot is outside the batter's box when hitting a fair [or foul] ball or stepping on home plate when making contact with the ball.

EFFECT: Dead ball, batter is out.
14. In order to prevent injury and protect players, the runner will be called out if they deliberately make contact with a defensive player making a play on the ball or with the ball. If the act is determined intentional or flagrant (umpires' discretion), the offender is ejected and suspended for a time to be determined by the Head Umpire. Any runner involved in a potential putout, must either slide or concede (by avoiding contact).
15. **HOME RUN RULE** - A home run is an untouched fair ball hit over the fence. A fly ball that is touched by a defensive player and goes over the fence in fair territory is a 4-base hit, but does not count as a homerun. Homeruns hit after a team's limit are outs. **17U only.** Limit 5 Home Runs.
16. **INJURY RULE** - Injured players unable to continue play will be removed from the game and will result in a collapse in the lineup without a penalty (no out will be counted in the player's position in the batting order). Using their best judgement, the umpire will have the final say for whether or not the injured player will be allowed to re-enter the game.
17. **EJECTION RULE** - With an ejection the player's position in the batting order will be registered as an out for the remainder of the game.

Pitching Rules

1. 7U DIVISION

- a. THE ADULT PITCHER
 - i. Must pitch slow in the favor of the batter.
 - ii. Should wear a glove.
 - iii. Should make every effort to avoid stopping the ball.

EFFECT: Dead ball and the pitch does not count.
 - iv. Must be any individual capable of delivering a favorable pitch.
 - v. Must not be a player of the batting team.
- b. THE PLAYER / BATTER
 - i. May receive as many as 6 pitches to hit a fair ball.



1. If the sixth pitch is missed or not swung at, they are out.
2. If the sixth pitch is hit foul, it will be counted as a courtesy pitch and one more pitch will be thrown.

2. 12U DIVISION

a. THE ADULT PITCHER

i. Pitching Speed/Distance

1. 8 - 10 year olds

- a. Must pitch slow in the favor of the batter.

2. 11 - 12 year olds

- a. Must pitch from the Pitching Plate or from the Pitching Area, an area the width of the Plate and up to six (6) feet behind the Pitcher's Plate.

ii. Should wear a glove.

iii. Should make every effort to avoid stopping the ball.

EFFECT: Dead ball and the pitch does not count.

iv. Must be any individual capable of delivering a favorable pitch.

v. Must not be a player of the batting team.

b. THE PLAYER / BATTER

i. May receive as many as 6 pitches to hit a fair ball.

1. If the sixth pitch is missed or not swung at, they are out.

2. If the sixth pitch is hit foul, it will be counted as a courtesy pitch and one more pitch will be thrown.

3. 17U DIVISION

a. The pitcher may pitch from the Pitching Plate or from the Pitching Area, an area the width of the Plate and up to six (6) feet behind the Pitcher's Plate.

b. Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the Pitching Plate or Pitching Area. The pivot foot must be in contact with the Pitcher's Plate or Pitching Area when the pitched ball is released.

c. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's Plate or Pitching Area. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of his/her choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.

d. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he/she may assume as a Defensive Player.

e. After assuming the pitching position on the Pitcher's Plate or in the Pitching Area, the Pitcher must present the ball in FRONT OF HIS/HER BODY (for at least one second) in either one or both hands before starting the delivery motion.

- i. Note: All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, ect, shall remain the same.

f. 3 / 2 Pitch Count: a strike out occurs when:

i. Two called strikes

ii. Foul ball, called strike

iii. Foul ball, foul ball, foul ball



- iv. Strike, foul ball, foul ball.
and the ball is then dead.
- g. A walk occurs with three called balls.
- 4. Each player's name entered on the score card as pitcher who takes the pitcher's position on the pitcher's plate must pitch until one batter has completed their at bat.
- 5. If a pitcher is removed from pitching but not from the game, they cannot return to pitching until the replacement pitcher has pitched to at least one batter.
- 6. INTENTIONAL WALKS AND DELIBERATE ATTEMPTS TO WALK A BATTER ARE ILLEGAL. A "no pitch" will be called for any pitch judged as a deliberate attempt to walk a batter by the umpire.

Rule Interpretations During Tournament Play - if there is a *rule interpretation* that is in question that could significantly change the outcome of the game, coaches and the umpire are advised to call Time and contact the Head Umpire immediately for a ruling.

RULES & UMPIRES

If for some reason an umpire does not show, the two coaches should designate a person to umpire the game and contact the League Coordinator immediately.

For questions regarding umpires & rule interpretations, contact the League Coordinator.

GAMES & PRACTICES

For questions and concerns regarding game/tournament schedules, equipment, and field conditions, please contact:

League Coordinator: Wesley Goldberg
763.792.7233 / wgoldberg@slpmn.org

Parks & Recreation Director

Kay Okey
O: 763.792.7201
E: kokey@slpmn.org

Additional Softball Information Available At:
www.slprec.org