



## STOW Y.E.S. SOFTBALL

### 2019 Rules for I League Instructional 8 and Under Girls Fast-Pitch

**The National Softball Association rules govern play except as superseded by these rules:**

#### **Field & League Rules**

1. The Instructional Girls softball league is reserved for girls with playing ages of 8 or less as of January 1<sup>st</sup> of the playing year in accordance with NSA.
2. The team roster size shall be limited to 13 unless the League Commissioner determines otherwise.
3. The softball utilized for each game shall be an 11" Softie ball issued by Stow Y.E.S.
4. The field dimensions will be as follows: a. 60 feet base path distances. b. 30 feet pitching distance as measured from the front of the pitching rubber to the back point of home plate. c. 84 feet 10 inches is the distance from the back of home plate to the back of second base.
5. Home plate will be 17" wide and the black extension parts will be used for calling balls and strikes.
6. The use of a safety base at 1st is recommended.
7. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League Commissioner by May 1st. The League Commissioner will then reschedule the game. Once school is out, NO games will be rescheduled due to a school conflict. For games scheduled outside of Stow, the Stow League Commissioner and the assigned community representative from the other community must work together to reschedule the game.
8. If there is a community conflict, you must contact the League Commissioner at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the League Commissioner. For games scheduled outside of Stow, the League Commissioner and the assigned community representative from the other community must work together to reschedule the game.
9. All games that are rained-out or cancelled may ONLY be rescheduled by the League Commissioner. Coaches or community representatives may not reschedule these games. The League Commissioner is in charge of rescheduling these games and copying applicable league officials or team managers through email correspondence and will send a final email seeking confirmation from the managers.
10. Violations of any of the Stow YES or National Softball Association rulings shall be subject to discipline up to and including forfeiture of the game.

#### **Length of the Game**

11. Each game is scheduled for 1 hour 30 minute time limit or 6 innings, whichever comes first. In the event of inclement weather, the completion of 4 innings constitutes a full and complete game. If there is lightning, rain, or thunder which impedes the safety of the players, the game needs to be immediately stopped and all players need to seek shelter until conditions improve. After the observance of a lightning strike, no game can resume until 30 minutes after the last lightning strike was witnessed.

#### **Pitching**



12. The first seven games of the season shall be coach pitch. The ball will be pitched by a coach on the offensive team. A maximum of 3 defensive coaches are allowed on the field for instructional reasons in addition to the pitching coach.
13. A coach who defensively interferes with a ball will result in a no pitch being called.
14. The last seven games of the season shall have the players pitch. The player will be permitted 4 pitches and if the ball is not batted into play, the coach will pitch 3 times.
15. The following rules pertain to pitching:
  - a. Both feet must be touching the pitching rubber when starting.
  - b. Pitchers must pause to look for a sign from the catcher to prevent quick pitching. A sign does not have to be given by the catcher.
  - c. The pitcher must present the ball by touching it to the glove once before the delivery.
  - d. No rocking is permitted.
  - e. No crow hopping.
  - f. No double windups.
  - g. The pitcher's stance must be with the shoulders lined up with 1st and 3rd base.
16. A maximum of 6 warm-up pitches will be allowed for a new pitcher. A returning pitcher is permitted 3 warm-up pitches.

### **Batting, Base Running & Fielding**

17. Each half inning consists of 3 outs or 8 batters, whichever comes first.
18. All team players will be permitted to play defense. Normal infield positions must be adhered to with the extra players evenly distributed in the outfield.
19. A batter will be pitched a total of 7 balls. She can continue to bat if the last pitch is fouled off. If she swings and misses all 7 pitches, she will be called out on strikes.
20. Round robin batting will be employed. Any player arriving after the game begins is to be placed at the end of the batting order.
21. If a player must leave for any personal reason, their spot in the batting order is simply bypassed. No automatic outs can occur in the lineup.
22. One warning will be issued to a team for throwing the bat. The next occurrence will result in the player being called out.
23. The infield fly rule does not apply.
24. Stealing of bases is not permitted including home. Leaving with the pitch is allowed, however the base runner is to not advance more than 10 feet until contact with the ball is made. If the pitch is a ball or strike, the baserunner is to return to their base promptly.



25. A batter may advance beyond 1st base and a base runner in front of the batter may advance more than one base as long as the ball has made it into the outfield and a play to get her out has not been made. All base runners must remain at their current base or the base they are advancing to, if they have advanced at least half way to the next base at the time the ball reaches the infield.
26. The strike zone shall be considered the area from the shoulders to the top of the knees. Players should be encouraged to swing at reasonable pitches.
27. When the pitcher gains possession of the ball in the pitcher's circle, all runners less than half way to the next base must return to the prior base. All runners more than half way to the next base may continue at their own risk.
28. A batter may not advance on a dropped third strike.
29. Each team may supply a person to assist in retrieving passed balls.
30. All players are required to wear batting helmets with a protective face guard which must be worn while batting and running the bases. Chinstraps must be worn as well. If the helmet does not have a protective face guard or chin strap, the player will automatically called out.