

2007 SOFTBALL RULES - "JV" LEAGUE - REGION 11

GENERAL

1. This league is developmental so that the proper skills can be taught. All coaches are to provide advice and instruction to all players in all matters concerning safety or proper play wherever appropriate.
2. Teams from each school are to be divided such that talent is equal in order to provide the league with parity. We are interested in competitive games not a championship.
3. The coaches are to emphasize good sportsmanship and catholic virtues.
4. **Each game will begin with a joint prayer and end with each girl shaking hands.**
5. Umpires are not to be questioned or criticized by any player or fan.
 - a. Only the coach may request that the umpire reexamine a call where the rules indicate the umpire may have been mistaken.
 - b. Players are to refrain from jeering at an individual opposing player, taunting or other actions that do not conform with good sportsmanship (inappropriate cheers are discouraged).
6. The team in the field shall consist of ten (10) players. The infield may not consist of more than four (4) fielders plus a pitcher and a catcher. There is not a short fielder position. A team is permitted to play the game with a minimum of eight (8) players.
7. Playing time for all girls should be at least two (2) complete innings in the field for a six-inning game.
8. There are no restrictions on substitutions other than pitching.
9. A complete game is six (6) innings. No inning should start after two (2) hours from the start of the game but once an inning is started, the game may last longer than two (2) hours. Ties are permitted.
10. An inning consists of three (3) outs or ten batters, whichever occurs first. The tenth (10th) batter must hit, she may not be walked. When the tenth (10th) batter puts the ball in play, the inning is over if an out is made or the ball is returned to the pitcher's circle. **(We should all teach our girls to make the correct play.)**

11. Any problems that may arise should be worked out between the head coaches of each respective team in a manner consistent with the rules set forth. If the dispute cannot be resolved amicably or a specific team is not playing in a manner consistent with these rules, the Commissioner should be notified. All decisions of the Commissioner shall be final and are not appealable.

FIELD SETUP

12. All the bases are to be 60' apart.
13. The pitching rubber is to be 35' from the plate but can be adjusted to a closer distance in order to enable the player to learn to pitch windmill style. No pitcher shall pitch from a distance that is closer than 30'. Any EXCEPTIONAL pitcher shall pitch from 36' (please be honest).
14. A pitching circle is to be created that is a 10' diameter around the center point of the 35' pitching rubber.

PITCHING

15. No 6th grader can pitch. No pitcher may pitch more than three (3) innings in a six-inning game. Extra innings are at the coaches' discretion but not more than a total of four (4) innings total per game, and the teams may reinsert their first pitcher, if necessary. Pitching to two (2) batters is considered a full inning. **Remember, this is a league where the girls are learning how to pitch.**
16. Two (2) feet must be on the rubber to begin each pitch; one (1) foot must remain on the rubber until the ball is completely out of the pitcher's hand. No pitcher is permitted to step back during her motion prior to delivering the pitch.
17. No player may walk after four (4) walks have been issued in one (1) inning. Thereafter, all batters must remain at the plate until they strike out or hit the ball. Umpires should not change the strike zone after the four (4) walks are issued. The girls are learning to hit as well. Coaches must use their discretion in removing pitchers who are not able to get two (2) or more strikes in a twelve (12)-pitch succession.
18. There is no (10) run rule. We are trying to provide the girls with as much playing time as possible. Coaches with a big lead are encouraged to teach good sportsmanship and exhibit common sense. (Some have had their team bat opposite handed and without fanfare or demonstrative behavior from their team when doing so, as an example).

BATTING AND BASE RUNNING

19. Batting helmets with face masks must be worn at all times by the batters and runners on base.
20. The batting order is continuous. All players must bat once before anyone can bat a second time. Teams are encouraged not to use the same order from game to game.
21. Bunting is not allowed.
22. There is no advancing on a dropped third (3rd) strike, which is a dead ball.
23. Stealing only from 2nd base to 3rd base is permitted. Steals will be limited to three (3) per inning. A steal is any advancement by the runner to the next base on a pitched ball (this includes pass balls by the catcher). No steals of home are permitted. The runner may steal a base once the ball has crossed home plate.
24. All runners must remain on the base until the ball has crossed home plate.
25. Runners may advance on overthrows as follows: as long as the ball is in play, the runners can continue to advance; if the ball goes out of play, the rule is one (1) and one (1) and is in the absolute discretion of the umpire to call if the runner had reached a base or not.
26. No runner may intentionally try to run over another player to dislodge the ball. They must slide or surrender whenever the player at a base is in a position to make the play in advance of the runner arriving at the base. If they do not do so, the umpire may call them out.

EQUIPMENT

27. Catchers must wear a helmet with a throat protector, shin guards and chest protector.
28. No jewelry is permitted to be worn by any player.
29. Balls are to be 11" official softballs. The home team will provide two (2) new balls per game to the umpire.

OTHER

30. Region 11 B League rules (ASA modified) will apply in all other instances.
31. Umpire fee is \$20, payable by each team.
