

H/S SENIOR LEAGUE GIRLS SOFTBALL RULES

League Guideline

1. The **official uniform**, which is supplied by HYSA **must be worn** to be eligible to participate in a league game. A uniform jersey will be provided.
2. The umpires will begin games promptly at the scheduled time. If a team does not have a minimum of 8 players ten (10) minutes past the scheduled start time, they will forfeit the game.
3. Official games will last six (6) innings or time limit of one hour twenty minutes is reached. No new innings will start after 1 hour and 20 minutes from the start time. Coaches are encouraged to ask the umpire for the official start time and document it in their scorebook. Any started inning must be completed. A new inning officially starts at the third out of the previous inning.
4. In the event of a tie at the end of the time limit or six (6) innings, a single extra inning will be played. Each team is allowed to place a runner at 2nd base prior to batting in these extra innings. This runner will be the last completed batter of the previous inning.
5. Calling a game due to weather conditions is the responsibility of the Coaches, League Directors and Umpires. In the case of lightning, if a lightning strike is spotted, the game will be suspended and the field evacuated. All participants and spectators should move from the field area into the safety of a vehicle or inside of the building. If no lightning strike is sighted for a period of five minutes and time permits, the game can resume. Failure by the Coaches, League Director or Umpires to enforce this rule will result in a conduct review of the person by the appropriate governing organization.
6. Games that are stopped due to weather conditions after **3 ½ innings or 40 minutes** of play are considered a complete game. Rainouts that are not a complete game will be replayed as a new game.
7. If a team is ahead by 10 runs or more after the 5th inning, the umpire will notify each team that the game is officially over. The teams may continue to scrimmage until 6 innings are complete or the 1 ½ -hour time limit is reached.
8. The Home Team will occupy the third base bench. The Visiting Team will occupy the first base bench.
9. The Home Team will supply the game ball. The Visiting Team will provide a back-up ball.
10. The 1st place team is determined by dividing the total number of wins by the total number of games played. The team with the highest win percentage is declared the 1st place team.
11. Each player must play in at least ½ of the game. Players should continue to rotate playing time.
12. Coaches will use their discretion to make-up cancelled games.
13. If a coach is ejected from a game, that team forfeits the game.

Game Rules

1. The distance between the bases shall be 60 feet.
2. The distance from the pitching rubber to the home plate shall be 40 feet.
3. A rover or tenth player is allowed to play an outfield position. They cannot play infield or cover any bases.
4. The infield fly rule will be in effect.
5. Stealing bases is allowed.
6. Runners may steal when the ball leaves the pitchers hand. They must go directly to a base when the pitcher has the ball and is within a 8 foot radius of the pitching mound. Failure to follow both of these rules will result in an out.
7. Runners may advance as long as the ball is in play. Runners are awarded one (1) base on a ball that goes out of play.
8. The 3rd strike rule is allowed. When a catcher drops a 3rd strike, the batter may attempt to advance to first base if first base is not occupied. If there are 2 outs and 1st base is occupied, a dropped 3rd strike runner can attempt to advance to first base.
9. Every player on the team must be listed in the batting line up and must bat in the rotation listed. There shall be no switching of the batting order after the game starts. Players that come late are placed at the end of the order. Players that need to leave the game or are unable to play due to an injury will not count as an out.
10. Free substitution is permitted.
11. Each pitcher can only pitch four (4) innings in a single game. If a game goes into extra innings, after six (6), each pitcher can pitch an additional four (4) innings. If a pitcher throws a single pitch in an inning it is considered a complete inning for the pitcher. **In the 2nd time of playing a team during the season there is no limit on the number of innings a pitcher can pitch**
12. All other rules will follow the National Federation of State High School Association Softball Rules.

Equipment & Safety

Coaches are to ensure that practices and games are performed safely. Use all safety equipment provided. Discuss safe softball practices with all players at the beginning of the season. Be aware of potential risks and safety when doing practice and warm-up drills. Players must wear the safety equipment provided by HYSA and SYRA. All offensive players that are in live-ball territory must wear a helmet at all times. All **base runners must wear a runner's helmet**. All **batters and those "on deck" must wear a batting helmet with mask**.

1. All catchers must wear a facemask, a catchers' helmet, throat guard, chest protector and shin guard.
2. Shoes must be worn and tied at all times. Metal cleats are not allowed.
3. Only adults are allowed to operate a motorized pitching machine.

Age

1. The player must be in 7th, 8th or 9th grade in school. Players can participate a maximum of 3 years in the Senior League. Parents can request exceptions to this rule, which would be reviewed by the League Directors and Coaches.