

CALVARY LEAGUE – 9-11 GIRLS RULES PLAYER PITCH/COACH PITCH

Rev 3-27-19

THE FIELD

1. The diamond will consist of a plate and three bases that will measure sixty (60) feet apart.
2. The Pitcher's Rubber will be placed in the center of the diamond. The rubber will be thirty-seven (37) feet from home plate.
3. There will be an on-deck area and on-deck batter must have a helmet on at all times. All other players must remain in the dugout.
4. The official game ball will be provided. It will be a twelve (11) inch optic yellow softball.

THE GAME

1. Every game will begin with a prayer around home plate prior to game time.
2. Game length – Six (6) innings maximum will be played.
EXCEPTION: All games tied at the end of regulation play will be continued a maximum of one extra inning. If game is still tied after one extra inning, then the game will end in a tie except during the post-season tournament where we must play until a winner is determined.
3. Time Limit – No new inning will start after one (1) hour and five (5) minutes.
4. In the event of rain, three (3) complete innings shall constitute an official game.
5. Home team will be responsible for keeping the book and visiting team will be responsible for scoreboard. Home team will be the team listed first on the schedule.
6. **10 run-rule in effect after 4 innings.**

THE TEAM

1. Official game time will be the time called out by the umpire at the end of the prayer. There will be a ten (10) minute grace period in which a team can reach the seven (7) player minimum. The 10-minute grace period begins as soon as the official game time has been announced.
 - a. If there are not enough players present after the "grace period," the game is scored as a 7-0 forfeit.
 - b. If at any time the team drops below seven (7) players, the game becomes a forfeit.
 - c. If player(s) arrive after the game begins, the coach must advise the umpire, the scorekeeper, and the opposing coach and the player(s) will be added to the bottom of the batting order.
2. All jewelry must be removed prior to game time.
3. Players must be properly dressed with shirts tucked in.
4. All hats must be worn forward when on the field. **NO EXCEPTIONS!!!**
5. Athletic shoes or rubber cleats will be allowed. No metal cleats allowed.

OFFENSIVE RULES

1. USSSA Bats Only.
2. Teams will have the option to bat a lineup of 10 batters (with substitutions) or their entire lineup. If a team chooses to bat a lineup of 10, players not batting in the lineup the first round will be identified in the batting line up as substitute batters and will bat in the second round (example number 10 in the batting order will have two batters the first name will bat the first round through the batting order, the second name will bat the second time through the batting order). Each player **MUST** have at least 1 bat per game and play one half inning in the field.

- 1 The half inning will end with three (3) outs or six (6) runs, whichever comes first.
 - a Continuation will be in effect. All runs scored during the final play of an inning, 6 run limits, will be counted. For example if 5 runs have already scored, the bases are loaded and the batter hits a grand slam, all 9 runs will be counted. **NO INTENTIONAL WALKS** to get around this rule will be allowed. A maximum of 9 runs can be scored in a half inning.
- 2 Two offensive coaches will be allowed on the field but must remain in the first or third base coaches' boxes.
- 3 No coach will be allowed to contact a player or a live ball.
 - a Result: Ball called dead and the batter/runner is called out.
- 4 **EVERY** offensive player on the field must wear a helmet **AT ALL TIMES – NO EXCEPTIONS!!!**
- 5 One warning will be given to a player that slings a bat. After such warning, batters can be called out for such actions.
- 6 Stealing is permitted while the player is pitching (**NO STEALING WHEN COACHES PITCH**). Runners may not leave their base until the ball has crossed home plate. **PLAYERS** will not be allowed to **STEAL HOME**. Leaving Early will result in 1 **WARNING** for the **TEAM**, the next **LEAVING EARLY** infractions will result in **OUTS**.
- 7 No headfirst slides are allowed unless retreating to a base. If a play is being made (tag is attempted) at 2nd, 3rd, or Home plate the runner **MUST** attempt to slide (feet first). If the runner does not make an attempt to slide she will be called **OUT**.
- 8 The runner cannot “interfere” with a double play being attempted by running into the player attempting to make the throw or putting hands in the air to distract the throw.
- 9 The play will be considered dead once the ball is in the pitchers hands inside the pitchers circle and the pitcher is not attempting to make a defensive play. Once the ball is in the pitchers hand in the circle the offensive player must have made a continuous motion to advance to the next base (at her own risk) or stay at the base she is at. The runner will be called **OUT** if she is standing off the base not making an attempt to advance or retreat to her base. The runner cannot stop at the base and Start again once the pitcher has the ball and not attempting to make a defensive play.

DEFENSIVE RULES

- 1 Ten (10) players will play in the field. There will be a pitcher, catcher, first baseman, second baseman, third baseman, short stop, and Four (4) outfielders (must play on outfield grass). Free substitutions, every player must play at least 1 complete half inning In the field(3 full outs)
- 2 The catcher must wear a helmet, mask, leg guards, and a chest protector. There will be no exceptions to the equipment. Player safety is important. The umpire will check each catcher's full equipment prior to the catcher taking the field. Pitchers must wear a pitching mask for safety.
- 3 Defensive players may not hinder a runner's progress toward the next base without the ball in hand.
 - a Runners will be awarded an extra base if “interference” is called by the umpire.
- 4 The infield fly rule will be enforced.
- 5 There will be **NO BLOCKING** the base by a defensive player.
- 6 Runners may advance at their own risk on overthrown balls, but will be rewarded one base on a ball that leaves the playing field.
- 7 The play will be considered dead once the ball is in the pitcher's hands inside the pitchers circle and the pitcher is not attempting to make a defensive play (runners can advance if the ball is overthrown back to pitcher). Once the ball is in the pitchers hand in the circle the offensive player must make an immediate decision to advance to the next base (at her own risk) or stay at the base she is at. The runner will be called **OUT** if she is standing off the base not making an attempt to

advance or retreat to her base. The runner cannot Stop at the base and Start again once the pitcher has the ball and not attempting to make a defensive play

PITCHER SPECIFIC RULES

- 1 There will be NO LIMIT to number of innings pitched.
- 2 A pitcher may be removed as a pitcher, moved to a different defensive position and return as a pitcher only once per inning.
- 3 A coach can visit the mound only once per inning or a total of three (3) times in a game before a pitcher must be removed.
- 4 It will be up to the umpire's discretion as to whether a pitcher is endangering the well being of the batters. The umpire will have the right to remove a pitcher if he feels that the players' safety is being compromised.
- 5 **Pitcher will have to make a full fast pitch motion(windmill) when pitching. NO SLOW PITCH underhanded allowed**
- 6 **Pitcher will start with at least one foot on the pitching rubber; one foot should remain in contact with the pitching rubber until release of the ball.**
- 7 **A pitcher will be allowed 3 walks (total not consecutive) per inning before a coach (from the team batting) will take over pitching for the remainder of the inning. The pitcher will be allowed back the next inning and the 3 walk limit will continue to be in effect.**
- 8 **If a pitcher hits a batter, it is considered a walk.**
- 9 **The pitcher will stay on the field and play defense. The player must be even with the mound (either on the 1st or 3rd base side).**
- 10 **The coach will have 6 pitches. The player can strike out or put the ball in play. Before the 6th pitch the umpire will remind the player and the coach that it is the last pitch.**
- 11 When a COACH is pitching, HE/SHE must make every attempt to be consistent in speed of the pitch that simulates a fast pitch softball trajectory (NO ARC). If the umpire deems that the pitch does not simulate a fast pitch softball trajectory the pitch will be called a "NO PITCH", with no runner or batter advancing. This rule is in place to keep the spirit of the game in check, PLEASE make every attempt to be fair and not allow this rule to become an issue.
- 12 Coaches that enter the game to pitch are to make every attempt to vacate the field towards his team's dugout after the ball has been hit into play avoiding any attempt to interfere with a throw or a play to first, third or home. Coach remains off the field until the play has stopped and can re-enter the field of play if the player pitcher has reached the 3 walk maximum for that inning.

ALL rules are subject to interpretation by the umpires of the game. Any other interpretation questions can/will be addressed by CLB staff as quickly as possible.