



## **Girl's Fast Pitch Softball "In-House" Rules**

The City of Brentwood, Parks and Recreation Department reserves the right to establish regulations at any time necessary for the efficient operation of the League. All rules and regulations shall be interpreted by the Parks and Recreation Department as it deems proper for the efficient operation of its program.

### **GIRL'S CODE OF CONDUCT:**

Player Shall Not:

- A. Refuse to abide by an official's decision and not show any outward display of bad-sportsmanship in anyway.
- B. Show verbal abuse towards officials, players, coaches, or spectators.
- C. Use unnecessary rough tactics in any of the game against the body or person of any opposing or team player.
- D. Litter on or off the field.
- E. Participate in practices or games without proper protective clothing or gear.
- F. Break the Coach/Parent/Participant Code of Conduct.

### **COACH:**

1. A coach means an individual designated and trained by the City of Brentwood Parks and Recreation Department to represent that team at all League meetings and games and in all other matters relating to the League. All coaches (including assistant coaches) shall be NYSCA (National Youth Sports Coaches Association) trained and certified by the Parks and Recreation Department. All coaches will also need to be fingerprinted by the Brentwood Police Department, sign the Coaches code of conduct and complete a volunteer application. Coaches that do not complete each of these steps will be asked to resign from their position. Each coach is charged with the responsibility for keeping his/her team players informed of all matters relating to this league.
2. May be a man or woman.
3. Is responsible for the conduct of the players at all times.
  - a. Makes all contact with the players, notifies them of meetings, practices, games, etc.
  - b. Does all necessary paperwork regarding the team.
  - c. Is responsible for their own and other teams eligibility of players.
  - d. Supervises players and enforces rules.
  - e. Gives lineup to scorekeeper before the game and informs him/her of substitutions.
  - f. Makes sure players remain within the deck area until her turn at bat.
  - g. A coach shall not show verbal abuse towards officials, players, coaches or spectators.

1. Responsibilities:

- A. Teach rules, fundamentals and strategy.
- B. Is responsible for practices.
- C. Warm players up before the game starts.
- D. Participate in League Fundraisers.
- E. Keep dugout and practice areas clean and free of trash.
- F. Follow the Coach/Participant/Parent Code of Conduct.

**UNIFORMS:**

No Nick Names, Abbreviations or Initials will be allowed on the uniform. Only first or last name will be allowed on the back of the uniform. Players will be issued visor, socks, jersey and pants.

**PLAYERS:**

- 1. A game shall be forfeited if the opposing team cannot place at least 8 players on the field 8U (6-8), 11U (9-11) and 15U (12-15). All games will start at the scheduled time. The 10 minute grace period will be started at the scheduled time, unless due to field incident, or is delayed by the game official. Game officials shall be given a 10-minute grace period. If no game official has arrived, the best available substitute umpire will be used if agreeable to both team coaches before the game starts.
- 2. All players will bat and play a minimum of six defensive outs.
- 3. The Parks & Recreation Department ONLY may add players to the roster. Coaches should inform the Parks & Recreation Department of injured or no-show players. (Please do not promise girls they can play on your team.)

**THE GAME:**

- 1. ANY GAME STARTED IS A GAMED PLAYED AS LONG AS FOUR INNINGS HAVE BEEN COMPLETED. Playing time is LIMITED to one and one half hours or LIMITED to 6 innings for 8U and 11U. LIMITED to two hours or LIMITED to 7 innings for 15U. No new inning shall be started after the time limit has expired. Any inning in progress when time has expired shall be completed within a time limit not to exceed 2 hours from the start of the game 8U and 11U or 2.5 hours for 15U. If an inning is called due to time, darkness, or incident, the score will be counted from the previous completed inning.
- 2. On all plays at home plate, where there is a possibility of a tag the runner MUST slide. Violation of this rule will cause the runner to be called out at the discretion of the Umpire.
- 3. In 15U Division, a player may steal when the ball leaves the pitchers hand. Base runners may not leave the base until the pitcher has released the ball. If the runner leaves the base, (before the ball is release by the pitcher) the base runner is out and the ball is dead; no runners may advance. In the 8U and 11U Divisions you cannot take a lead until the ball crosses home plate. There is no stealing.
- 4. Pitching distance is 35ft for 8U and 11U and 40ft for 15U.
- 5. Spectators, players and defensive coaches must remain behind the backstop lines. (Out of play area)
- 6. No negative chatter towards the opposing team will be allowed. No air horns or loud noisemakers of any type will be permitted at the games. Coaches – please inform parents.
- 7. 15U can only have three (3) total outfielders.
- 8. Score is kept in the 15U division.
- 9. Each team may score a maximum of 6 runs per inning or at bat.
- 10. All tie games are recorded as ties.

## 8U

- No score is kept.
  - Coach pitches for their own team. (3 hittable pitches)
  - Four outfielders are allowed.
  - 8U cannot walk. The hitter will get three pitches. If the third (3<sup>rd</sup>) pitch is a foul ball, the batter is allowed an additional pitch. If the fourth (4<sup>th</sup>) pitch is fouled or not hit, the batter is then declared out.
  - 3 outs or 1 time through the batting order each inning. Six run rule does not apply.
  - Player scoring must cross the line at home, not touching home plate.
8. **11U No-Walk Rule:** No walks can be awarded as a result of a batter who is offered four (4) pitches judged to be outside the strike zone by the umpire. If four (4) pitches are offered outside the strike zone, the coach will pitch three (3) pitches to his own batter.
- a. Puts the ball into play.
  - b. Strikes out.
  - c. If the coach has thrown three (3) pitches without the batter hitting or attempting to hit the pitched ball. Batter is declared out. If the third (3<sup>rd</sup>) Pitch is a foul ball, the batter is allowed an additional pitch. If the fourth (4<sup>th</sup>) pitch is fouled or not hit, the batter is then declared out. The only way a runner or run can be walked in is if a pitch has hit the batter. A pitch that has been thrown by the pitcher, NOT the coach.
  - d. The designated pitcher must be announced to the umpire prior to the start of the game.
  - e. A coach must be available at all times during the course of the game, when needed. This will keep the game running smoothly without any delays.
  - f. **The coach must pitch from the mound and the child pitcher must remain in the designated pitching area. (In the circle)**
  - g. Each team may score a maximum of 6 runs per inning or at bat.
9. **BUNTING:** Bunting will be allowed in 15U and 11U. No bunting when the coach is pitching.
10. **The Ball:** The 8U and 11U divisions will use the 11" ball. 15U will use the 12" ball.
11. **PITCHING LIMIT:**
1. In order to develop players to become better pitchers, no pitcher may pitch more than four innings per game for 11U & 15U.
  2. If at any time an umpire feels that a player's safety is in jeopardy, the umpire may remove the pitcher from the pitching position.

Declared Final Inning – Due to game time limits, a final inning shall be officially declared the "Last Inning" by the umpire. This final inning shall be verbally announced as the "Final Inning" prior to the start of the inning.

revised 3/14/2013