

Rules for Junior League (JL)

Softball

Maquoketa Area Family YMCA

1	General	All games will be played according to the 2007 Iowa Girls High School Athletic Union (IGHSAU) Rules Book, except as amended herein. In case of conflict these amendments will be followed.
2	Grades	Recreational & Instructional League for girls in grades 4 - 5
3	Ball Size	11"
4	Pitching Distance	35' from the back of home plate
5	Who Pitches	Player by windmill or under hand
6	Number of Players	Required To Start Game: 8 Maximum # On Field: 10 Automatic Out w/ 8 Players: 1 automatic out in line-up Automatic Out w/ 9 Players: No automatic outs
7	Base Stealing	When Ball leaves pitchers hand: NO Allowed to Steal Home Plate: No
8	Sliding	Any Base: Yes Home Plate: Required if being played on *Umpire will call automatic out for failure to slide if being played on
9	Bunting	Yes
10	Infield Fly Rule	Yes If an infielder drops a fair fly-ball or line-drive with first & second base occupied and less than two outs, Batter will be declared out, ball will be dead, and base runners will return to their original bases.
11	Uniform Requirements	Players must have shirts tucked in pants or shorts Must wear a batting helmet Rubber cleats allowed No jewelry
12	Diamond	North Diamond, Girls Softball Complex
13	Game Nights	Tuesday & Thursday
14	Game Start Times	5:45pm & 7:15pm
15	Game Length	1 Hour 15 minutes or 6 innings (time from first pitch)
16	Number of Umpires	2; 1 being provided by the YMCA (homeplate umpire) and 1 being provided by the home team for that game (base umpire)
17	Sportsmanship	Use positive coaching methods to make the experience enjoyable, increase self-esteem & foster an appreciation for the sport. Encourage players to think and play as a team, to do their best & continually improve. Discourage selfishness & put less emphasis on the final outcome of the game.
18	Coaching Staff	The coaching staff can consist of one head coach and two assistant coaches. Only this coaching staff is allowed in the dugout during a game. Coaches are responsible for the equipment furnished by the Maquoketa Girls Softball League. (1 coach used for draft purposes)
19	Umpire Equipment	All home plate umpires will wear a facemask and chest protector. Must use brush to clean home plate before the start of each ½ inning.
20	Player Equipment	Catchers must wear full protective gear (helmet/mask with throat protector, chest protector and shin guards) during practice and games while a batter is in the batter's box or while warming up the pitcher at any time. This does not apply to coaches warming up pitchers. Any player on the offensive team who is outside of the dugout on the playing field must wear a batting helmet with ear protectors. Batting helmets must have face masks if available.

21	Players in the Game	Each player on the roster for a game Must *Play a minimum of one full inning in the field *No player can re-enter until after 3 consecutive outs, unless due to injury *Field by the 3 rd inning
22	Weather	Umpire may call the game due to adverse weather or ground conditions. Game is complete after 3 innings. If rainout, a new game will be rescheduled by coaches, starting with inning one.
23	Cancellations	Listen to KMAQ Radio for announcements. Coaches will reschedule game for an agreed date and time. The home team coach will contact the office for field reservation. Must be 48 hours in advance to reschedule, in preparation of field & staff. If game time decision by coach, please call KMAQ Radio with cancellation announcement.
25	Mercy Rule	If after 3 complete innings a team is 12 or more runs ahead, the game shall be called. If after 5 complete innings a team is 10 or more runs ahead, the game shall be called. Coaches can agree to play out the game if time allows.
26	Run Limits	There is a limit of 4 runs per inning for each team
27	Out of Play	One base on an overthrow if the ball is in out-of-play territory, the ball is dead
28	Last Inning	At the start of the 6 th inning or declared last inning, the 4 run/inning rule will be suspended, if requested by the deficit team. Each team will then be allowed to exceed 4 runs, if necessary to tie game.
29	Tie Games	If at the end of the 6 th inning, or at the end of the last inning after time has expired, and the game is tied, the International Tie Breaker will be utilized. Only one additional inning will be played. Each team will start the extra inning with one out and a runner at second base. The runner will be the last official batter from the previous inning. A game that ends in tie will count as ½ win and ½ loss.
30	Balks	No balks will be called
31	Pitcher/Innings Game	Pitchers may not pitch more than 4 innings per game
32	Warm-Up Pitches	Pitchers are allowed <u>only</u> 3 warm-up pitches
33	Batting Lineups	Bat-around (all players in attendance are in the batting order whether or not they are playing one of the ten defensive positions) will be used in all leagues. If a player arrives anytime within the first 30 minutes of the start of the game, their name shall be added to the bottom of the batting order. The coach must notify the opposing team and the umpire upon the players' arrival. If the player arrives after the first 30 minutes of the game, they are not eligible to play in that game.
34	Bat Throwing	No bat throwing is allowed – automatic out after 1 st warning by Umpire Umpire may give warning to each team after a thrown bat
35	Dropped Third Strike	Rule is not valid for this league.
36	On Base Rule	Base runners must start with one foot touching the base, may not run until the ball leaves the pitchers hand. A player may advance only one base per

		overthrown ball , at any base, whether the ball is still in play or not.
37	Rounding First Base	Base runners turning left towards 2 nd base may result in an out
38	Vulgarity	Vulgarity by a coach or player will result in an automatic ejection from that game, followed by a one game suspension.
39	Coaches Ejection	If a coach or assistant is ejected from the game, he/she must leave the Maquoketa Softball Complex. Any violation of this will result in the forfeiture of this game, as well as being suspended from the next played game.
40	Coach Interference	Base coaches may not touch players when the ball is in play. Coach Interference results in the runner being called out. Coaches may not be on the field of play when the ball is in play.
41	Coach Conference	The second trip by the coach to the pitcher's mound will result in an automatic change in pitchers.
42	Defensive Interference	Defensive players without the ball must yield right of way to base runners
43	Verify Scores	Recommendation to verify scores with the opposing team after each inning
44	Game Results	Winning team please call the Maquoketa Area Family YMCA with game scores, 652-6566
45	Protest Umpire's Authority	The umpire shall permit no protest on judgment decisions. Other matters shall be submitted in writing to the Park & Recreation Commission. Umpires have the power to issue a player or coach a warning when they judge that the player or coach has acted in an unsportsmanlike manner. A second such warning in a single game will result in the expulsion of the offending player or coach.
46	Courtesy Runner	When there are 2 outs and the catcher is a base runner, the last person out may be used as a courtesy runner. This is to allow the catcher to be ready for the next inning.
47	Coach Pitch Rule	After the 2 nd inning, there will be a Coach Pitch Rule in effect. The rule is as follows: If a pitcher throws 4 balls to a batter a coach from the hitting team will finish pitching that at bat to the batter. The count is then erased and the coach gets to throw 2 pitches to that batter. The batter will only get more than 2 pitches if she fouls off that last pitch. After that she will be pitched to until she either hits the ball in play or strikes out. The batter cannot be walked. Any pitch that is hit in fair territory and hits the coach will be considered a live ball as the coach will be in play just as any official would be.