

## Rules for Senior League (SL)

## Softball

## Maquoketa Area Family YMCA

1	General	All games will be played according to the <b>2007 Iowa Girls High School Athletic Union (IGHSAU) Rules Book</b> , except as amended herein. In case of conflict these amendments will be followed.
2	Grades	Recreational & Instructional League for girls in grades 6 – 7 - 8
3	Ball Size	12"
4	Pitching Distance	40' from the back of home plate (must start with both feet on rubber)
5	Who Pitches	Player (League high school players allowed to pitch)
6	Number of Players	Required To Start Game: 7 Maximum # On Field: 9 Automatic Out w/ 7 Players: 1 automatic out in line-up Automatic Out w/ 8 Players: No automatic outs
7	Base Stealing	When Ball Leaves Pitcher's Hand: Yes Allowed to Steal Home Plate: Yes
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 then 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	South Diamond
13	Game Nights	Monday, Tuesday, Wednesday or Thursday
14	Game Start Times	6:00 & 7:30PM
15	Game Length	1 hour 15 minutes or 6 innings (or whatever coaches agree on)
16	Number of Umpires	2
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 Sponsorship. (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 an 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. <b>Batting helmets must have face masks.</b>

21	Players in the Game	Each player on the roster for a game <b>Must</b> 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 <sup>rd</sup> inning
22	Weather	Umpire may call the game due to adverse weather or ground conditions. Game is complete after <b>4 innings</b> . If rainout, a new game will be rescheduled by coaches, starting with inning one.
23	Cancellations	Cancellations will be made by the Parks & Recreation Office by 3:30pm. 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 24 hours in advance to reschedule, in preparation of field & staff. If game time decision by coach, please call KMAQ Radio with cancellation announcement.
24	Double Headers	Early Game: 5:30-7:00pm Late Game: 7:00-8:30pm Teams in early games must vacate the dugout immediately following the game, post game talks outside fence. When an early and a late game are scheduled, no new inning beginning 1 hour 15 minutes after the game start. If tied, you may proceed with the International Tie Breaker Rule. The home team shall record the game starting time with the umpire.
25	Out of Play	One base on an overthrow if the ball is in out-of-play territory, the ball is dead
26	Run Limits	There is a limit of <b>6 runs per inning</b> for each team
27	Last Inning	At the start of the 7 <sup>th</sup> inning or declared last inning, the 6 run/inning rule will be suspended, if requested by the deficit team. Each team will then be allowed to exceed 6 runs, if necessary to tie game.
28	Tie Games	If at the end of the 7 <sup>th</sup> 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.
29	Balks	No balks will be called. Pitcher must use the same style of delivery per batter.
30	Warm-Up Pitches	Pitchers are allowed <u>only</u> <b>3</b> warm-up pitches.
31	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.
32	Bat Throwing	No bat throwing is allowed. First offense is a warning to the player. The team and coach are notified. Second offense is an automatic out.
33	Dropped Third Strike	Yes <b>With less than two outs and a runner on 1<sup>st</sup> base, the batter is automatically out if the 3<sup>rd</sup> strike is not caught. Otherwise, with either 2 outs or no runner on 1<sup>st</sup> base and the catcher does not catch the 3<sup>rd</sup> strike then the batter may run to 1<sup>st</sup> base with the possibility of being put out. All other runners may advance at their own discretion. Until the batter has entered the dugout, the</b>

		<b>batter still has the option to run to 1<sup>st</sup> base.</b>
34	On Base Rule	Base runners must start with one foot touching the base, may not run until the ball is released from the pitcher's hand and may advance on any passed ball and dropped third strike.
35	Rounding First Base	Base runners turning left towards 2 <sup>nd</sup> base may result in an out
36	Vulgarity	Vulgarity by a coach or player will result in an automatic ejection from that game, followed by a one game suspension.
37	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.
38	Coach Interference	Base coaches may not touch players when the ball is in play. Coach Interference results in the runner being called out.
39	Coach Conference	The second trip by the coach to the pitcher's mound will result in an automatic change in pitchers.
40	Defensive Interference	Defensive players without the ball must yield right of way to base runners
41	Verify Scores	Recommendation to verify scores with the opposing team after each inning
42	Game Results	Winning team please call the Maquoketa Area Family YMCA with game scores, 652-6566.
43	Protest Umpire's Authority	The umpire shall permit no protest on judgment decisions. Other matters shall be submitted in writing to the Maquoketa Area Family YMCA Staff. 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.
44	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.