



# YOUTH SOFTBALL RULES

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# GREAT BEND RECREATION COMMISSION

## YOUTH SOFTBALL RULES

*Games will be played by the Kansas State High School Activities Association (KSHSAA) official rules with the following emphasis and exceptions:*

### GENERAL RULES

- a. Registration:** We have three ways to register: On the internet at [greatbendrec.com](http://greatbendrec.com), at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
- b. Practices:** Once teams have been formed, a team may meet no more than three times a week and for no longer than an hour and a half per meeting (including games.) Teams may accumulate no more than 4.5 hours of meeting time in a week.
- c. Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m., log on to [www.greatbendrec.com](http://www.greatbendrec.com) or look for us on Facebook. Make-up games will be scheduled as soon as possible through notification of the team coaches. Games could include playing another day of the week and not necessarily on the regular game day.
- d. Assigned Players:** Once a team is established, each player assigned will remain on that team. No player may switch teams under any circumstances except when approved by the Assistant Sports Director/Sports Director.

### 1. THE FIELD OF PLAY

- a. Field Dimensions:**  
The Base length for all Softball games will be 60 feet.
- b. Pitching Dimensions:**
  - 1. **T Ball:** There is no pitching in T Ball.
  - 2. **Rookie:** The pitching machine distance will be 35 feet.
  - 3. **Sox:** The pitching distance will be 30 feet.
  - 4. **Short Stop:** The pitching distance will be 35 feet.
  - 5. **Ponytail:** The pitching distance will be 40 feet.

### 2. THE BALL

- a. Ball Dimensions:**
  - 1. **T Ball, Rookie, Sox:** This league will use a Reduced Injury Factor (RIF) 11" Safesoft softball.
  - 2. **Short Stop:** This league will use regulation 11" softball.
  - 3. **Ponytail:** This league will use regulation 12" softball.

### 3. TEAMS

- a. Limit:** Ten (10) players are used in the field.
- b. Minimum:** Each team must field eight (8) players at game time or forfeit. No automatic outs are recorded.

### 4. GAMES AND TOURNAMENT

- a. Game Time:** All warm-ups must be completed by game time. Game time is forfeit time.
- b. Game Days:** Each team will play an 8-game season. Games will be played on weekday evenings in accordance to the game schedule.
- c. Game Length:**
  - 1. **T Ball:** Games will be five (5) innings in length (4 ½ if home team is leading). No new innings after 1 hour from the time the game begins.
  - 2. **Rookie:** Games will be five (5) innings in length (4 ½ if home team is leading). No new innings after 1 hour and 15 minutes from the time the game begins.
  - 3. **Sox:** Games will be five (5) innings in length (4 ½ if home team is leading). No new innings after 1 hour and 15 minutes from the time the game begins.
  - 4. **Short Stop:** Games will be six (6) innings in length (5 1/2 if the home team is leading). No new innings after 1 hour and 15 minutes from the time the game begins.
  - 5. **Ponytail:** Games will be seven (7) innings in length (6 1/2 if home team is leading). No new innings after 1 hour and 15 minutes from the time the game begins.

**d. Official Game:** A game will be considered official after 3 innings (2 1/2 if home team is leading) if called because of time limit, inclement weather or other reasons. Regular season games can end in a tie.

**e. Run Rule:** Five (5) run rule or 3 outs, whichever occurs first per inning. 15 run-rule after 3 innings (2 ½ if home team is leading); 10 run-rule after 4 innings (4 1/2 if home team is leading).

**f. Home Team:** The second team listed on the schedule will be the home team who occupies the third base dugout.

**g. Tournament:** League play will conclude with a single elimination post season league tournament for the Sox, Short Stop and Ponytail leagues. Tournament games will be as follows: During the week on normally scheduled days. Both league and tournament play will be completed by July 31st. There will be extra innings if a tie occurs.

## 5. PLAYER EQUIPMENT

**a. Equipment:** Players will not wear jewelry, watches, or anything that might be dangerous to another player. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.

**b. Shoes:** No steel cleats are allowed in any GBRC sponsored Softball program. Rubber molded cleats are encouraged.

**c. Helmets:** Batters, on deck batters, base runners and bat boys/girls are required to wear their helmets properly at all times (PENALTY: The offending team will receive one warning. A subsequent violation of the rule shall result in an out being called on the offender.)

## 6. COACHES

**a. Limit:** Each team will be allowed one head coach and two assistants per team.

**b. Background Check and Certification:** All coaches must pass a back-ground check and the head coach must complete NYSCA certification.

**c. During Game:** 1<sup>st</sup> and 3<sup>rd</sup> base coaches are allowed in their coaching boxes on offense in all leagues. Coaches are to verbally instruct only and not allowed to touch the players during a live ball. Abuse of this position by a base coach will result in the offensive player being called out.

**d. Defensive Coach:** Defensive Coaches are to verbally instruct only and not allowed to touch the players during a live ball. Abuse of this position will result in the loss of a defensive coach on the field and runners could be advanced, depending on the situation.

**1. T Ball and Rookie:** No more than three (3) coaches will be allowed on the field.

**2. Sox:** One defensive coach will be allowed on the field to verbally assist players during all practice games.

**3. Short Stop and Ponytail:** No defensive coaches allowed.

**e. Line-up Card:** Coaches will be required to turn in a line-up card that includes the player's first and last name and shirt number no later than ten (10) minutes before game time. Scorekeepers should not accept a lineup card without this information. All players will be entered into the team's batting line-up and will bat each time it is their turn. All players will play two (2) innings in the field and start defensively every other game. No automatic outs will be recorded.

**f. Rule Clarification:** Only the head coach may ask the umpire questions about rule clarification and interpretations. Assistant Coaches and Players may not question calls.

## 7. BATTING

**a. T Ball Batters:** Batters will be given a maximum of five (5) swings to hit a ball into fair territory. If after the fifth swing the batter has not hit into fair territory, the batter will be declared out.

**b. Rookie Batters:** Batters will be given a maximum of five (5) pitches to hit a ball into fair territory. If after the fifth pitch or third swing the batter has not hit into fair territory, the batter will be declared out. Batters hit by a pitch will not be awarded first base. A hit by pitch will not go toward the five pitches. A batted ball striking the pitching machine/operator is a dead ball single with the batter and any base runners advancing one base only.

**c. Bat Throwing:** The batter is responsible for the bat. Any batter throwing or releasing the bat which endangers players, coaches or staff will be called out with no runners advancing.

**d. Batting Out of Order:** Anytime the scorekeeper becomes aware of a player that batted out of order, the scorekeeper must bring the violation to the umpire's attention. If the error is discovered while the incorrect batter is at bat, the correct batter may legally take her place and assume any balls or strikes.

**e. Bunting:**

**1. T Ball and Rookie:** Bunting is not allowed; batters must attempt a full swing.

**2. Sox:** Bunting is allowed. Squeeze plays are not allowed.

**3. Short Stop and Ponytail:** Bunting is allowed. Squeeze plays are allowed in this league. With a runner on third, teams will be allowed to send a runner home when the batter is bunting or showing the attempt to bunt also on a wild pitch or passed ball.

Penalty: The runner will be called out and the coach will be immediately ejected with the probability of suspension if a batter swings at a pitch near a runner. Safety of the players is the concern.

**f. Courtesy/Pinch Runners:** Courtesy/Pinch runners are not allowed, except in the case of an injury.

**g. Dropped Third Strike:** Batters and runners may not advance on a dropped third strike. An automatic out will be recorded.

**h. Hit by Pitch Sox, Short Stop and Ponytail leagues:** If the batter is hit by a pitch, before/or after the ball touches the ground, the batter is awarded first base. It is still a wild pitch even though it touched the ground.

## 8. BASE RUNNING

### a. Stealing

- 1. T Ball and Rookie:** Base runners may not steal or leave the base until the ball is hit.
- 2. Sox:** Base stealing is allowed, however the runner may not leave until the ball crosses the plate with the liability to be put out by the catcher. Umpires will warn each team once per game. After the warning, any base runner that leaves too soon will be called out by the umpire. Base runners will be allowed to steal second, third. Runners may advance on passed balls by the catcher. The batter may not interfere with the runner advancing from third to home; she must step out of the batter's box. Penalty: The batter will be out; runner sent back to third.
- 3. Short Stop and Ponytail:** Base stealing is allowed; however the runner may not leave until the ball leaves the pitcher's hand with the liability to be put out by the catcher. Umpires will warn each team once per game. After the warning, any base runner that leaves too soon will be called out by the umpire. Base runners will be allowed to steal second, third and home. Runners may advance on passed balls by the catcher. The batter may not interfere with the runner advancing from third to home; she must step out of the batter's box. Penalty: The batter will be out; runner sent back to third.

### b. Overthrows:

- 1. T Ball and Rookie:** A runner may advance one base on an overthrow.
- 2. Sox:** A runner may advance as many bases as she can get on an overthrow if the ball remains in play. Runners may not advance on an overthrow from the catcher to the pitcher. If the ball goes into dead ball territory, the base runner may take the base she was advancing to plus one additional base.
- 3. Short Stop and Ponytail:** A base runner may advance as many bases as she can get on an overthrow that remains in play. Runners may advance on an overthrow from the catcher to the pitcher. If the ball goes into dead ball territory, the base runner may take the base he was advancing to plus one additional base.

**c. Malicious Contact:** If in the umpire's judgment, a runner may not make malicious contact with a fielder, whether the fielder is in or out of the base path, or whether she has or doesn't have the ball. **Penalty:** Interference, the ball is dead, the runner is out, and other runners return to the base occupied at the time of the interference. If in the umpire's judgment, the interference prevented a double play, the umpire will award the second out.

## 9. PITCHING

### a. Pitching Delivery:

- 1. T Ball:** A batting tee will be utilized to hit the ball.
- 2. Rookie:** A pitching machine will be utilized to throw strikes to the batter. The speed will remain the same for both teams and the coach will use the pitching machine to pitch the balls.
- 3. Sox, Short Stop and Ponytail:** Pitchers may use the modified, windmill or slingshot deliveries to make a pitch. With both deliveries, coaches should encourage accuracy above speed.
  - a. Modified:** The pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before delivery. The pitcher must begin with both feet on the rubber and the pivot foot must remain in contact with the rubber until the pitched ball leaves the hand. The modified fast-pitch windup and delivery resembles the same action of a bowler bowling. The release of the ball must occur with the elbow locked.
  - b. Windmill or slingshot:** With both feet in contact with the pitching rubber, the pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before releasing it. Both feet must remain in contact with the pitching rubber at all times prior to the step forward. The pitch starts when one hand is taken off the ball after the hands have been placed together. The pitcher may not make any motion to pitch without immediately delivering the ball to the catcher. The pitcher may not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body. The pitcher must not make a stop or reversal of the forward motion after separating the hands. The pitcher may not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. The release of the ball and the follow through of the hand and wrist must be forward and past the straight line of the body. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch pitching rubber. NOTE: It is not a step if the pitcher slides the pivot foot across the pitcher's rubber, provided contact is maintained with the rubber. Raising the foot off the pitching rubber and returning it to the rubber creates a rocking motion and is an illegal act. Pushing off with the pivot from a place other than the pitcher's rubber is illegal. This includes a "crow hop". The pivot foot must remain in contact with or push off and drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. The pitcher must not make

another revolution after releasing the ball. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

**b. Pitching Substitution:** Members of the coaching staff can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the game. A pitcher can return as a pitcher anytime in the remainder of the game.

**c. In-between Innings:** Sox, Short Stop and Ponytail leagues, at the beginning of each half inning, not more than one (1) minute may be used to deliver not more than (5) warm-up pitches or seven (7) for a new pitcher, when teams are hustling. Excessive pitches or time will result in a ball being awarded to the batter. In the event the catcher made the last out or is stranded on base, a coach or player is encouraged to warm-up the pitcher to follow the one (1) minute guideline.

**d. Pitching Limitations: Regular Season and Post-season Tournament:** Example: Game 1, the pitcher pitches 5 innings. Game 2, the pitcher has (8, 9 or 10) minus 5 innings from game 1. Game 3 the pitcher has (8, 9 or 10) minus innings pitched in game 2.

1. Rain out games are not exceptions. One (1) pitch constitutes a total inning pitched.
2. **Sox:** a pitcher may pitch eight (8) innings in any two consecutive games.
3. **Short Stop:** a pitcher may pitch nine (9) innings in any two consecutive games.
4. **Ponytail:** a pitcher may pitch ten (10) innings in any two consecutive games.

**e. Walks:**

1. **T Ball and Rookie leagues:** Walks will not be issued.
2. **Sox, Short Stop and Ponytail leagues:** Intentional walks cannot be declared. The pitcher must throw four (4) pitches beyond the strike zone for a walk to be awarded.

## 10. OTHER RULES

**a. Injured Player:** Any player who becomes ill or is injured and will not return to the line-up for the remainder of the game, will be skipped in the line-up with no automatic outs being recorded. If the player wishes to return to the game on defense only, an automatic out must be issued each time his turn at bat occurs.

**b. Infield Fly Rule:** The infield fly rule is not in effect.

**c. Defensive Alignment:** Infielders must take regular positions on the infield and outfielders must be in the grass until the ball is hit.

1. **T Ball:** Any extra defensive players may be placed in the outfield and positioned in the grass.
2. **Rookie, Sox, Shortstop, Ponytail:** Will play with 6 infielders and 4 outfielders.

**d. "Time":** "Time" is to be called when the ball is in possession of a defensive player in the infield area and no play is being made on a runner with runners not advancing.

1. **Rookie League:** Defensive players must stop play before the ball goes back to the pitching coach. This is done by asking for "Time". This is a judgment call and the intent of the rule is to not allow stealing. Once "Time" has been called, the ball is to be thrown to the defensive pitcher. The defensive pitcher will then hand the ball to the coach. The defensive pitcher may position themselves anywhere inside the 8-foot radius pitching circle that is not closer to home than the pitching rubber. If a player throws the ball back to the pitching coach before "Time" is called, the pitching coach will allow the ball to drop and base runners may advance until play is stopped and "Time" is called.

**e. Other Rules:** All other rules will be followed by the KSHSAA Baseball Rule Book.

## 11. CONDUCT & LEAGUE AWARDS

**a. Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. Players, coaches, and spectators may be warned; a second warning results in automatic ejection. The Assistant Sports Director will notify them of the warning/suspension.

**b. League Awards:**

**All leagues:** First and second place medals will be awarded to players. The tie breaker procedure for teams in league award positions will be as follows:

- a) Head to head competition.
- b) If still tied, co-champions will be declared.

**c. Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.