

## Sliderz 7<sup>th</sup>-8<sup>th</sup> Grade Softball Rules

### Team and Players

- Emphasis on this league is on mastering basic softball skills and improving advanced softball skills, proper base coverage, drop third strike, infield fly, double plays, stealing and sliding.
- Play will generally follow the ASA/USA “Official Rules of Softball” as modified by the following rules and regulations.

### Positions

- **Each team will field a max of 9 girls but, may play with eight (8). A team will forfeit if they cannot field a team of eight girls fifteen minutes after game time. If a player leaves a game or is injured before completing of the game, her vacancy in the batting order does not count as an out.**
- If the departure of a player results in less than 8 players, a forfeit shall be declared.
  - Every player on the team roster must play all defensive positions during the season.
  - All attending players will play the maximum number of innings possible given the number of players present. This means that no player will sit out 2 innings unless all players have sat out 1 inning and no one will sit 3 innings unless all players have sat out 2. No player may sit out 2 innings in a row. Play should be equalized as much as possible.
- Please rotate your players around to the different positions, both infield and outfield, allowing the girls to experience other positions. A continuous batting order is mandatory, along with free substitution of defensive players. Substitutions will take place only between innings. During an inning a player can only be brought off the bench to play for the following two reasons;
  - To replace an injured player – with the substitute playing the position of the injured player.
  - To make a pitching change and the existing pitcher must go to the bench.
  - A player that is injured while at bat or base running, the player that made the last out will replace the injured batter (assuming the ball/strike count).
- A pitcher may pitch a maximum of 4 innings per game. The innings need not be consecutive. A pitcher must be removed from that inning if she hits 3 batters in the same inning.
- Rotation and Pitching Rule Violations
- It is the responsibility of each team to monitor that the opposing team is following the rotation/pitching rules. A violation of these rules should be brought to the umpire and violating team’s attention immediately so that it can be corrected. If a team has violated the rotation/pitching rule, the situation will be immediately corrected and that team will forfeit 2 runs (regardless of how many girls are out of rotation). If the team has no runs then it will incur a score of -2.
- If the rotation/pitching violation is not discovered until after that half inning is over, there will be no penalty or repercussions.
- A team will forfeit the game on its third violation of the rotation/pitching rules.

### Game

- A regulation game shall consist of 7 innings, or 1 hr. and 40min., whichever comes first unless called by the umpire on account of darkness, rain, or dangerous field conditions. No new inning may begin after the time limit elapsed unless it is a tie.
- An official game shall be declared after the losing team has had four at bats.
- Any game called by the umpire after it has become official will not be resumed.

- Games that are called by the umpire before becoming official will be made up from the beginning.
- Playoff Games – The home team will be determined by a coin flip by the umpire

### Pitching

- Pitchers must follow the A.S.A. Fast Pitch Rules. **Our intent is to permit any A.S.A.-allowed pitching style. The following is intended as simplified guideline, but in the event of a discrepancy, the wording in the A.S.A. rule book takes precedence.**
- Pitching distance is 40-feet. **Ball Size 12” Hard ball**
- Pitchers must initially have one foot on the pitching rubber and take one step forward toward the plate with the pitch.
- A legal delivery shall be a ball, which is delivered to the batter with an underhanded motion.
  - *The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete smooth follow through, with no abrupt stop.*
  - *The ball must be outside the pitcher's wrists.*
  - *The pitch is completed with a step toward the batter.*
- The pitcher may use any wind-up desired, providing the following:
  - *She may not make any motion to pitch without immediately delivering the ball to the batter.*
  - *She may not use a wind-up in which there is a stop or reversal of the forward motion.*
  - *She does not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.*
  - *She does not continue to wind-up after taking the forward step, which is simultaneous with the release of the ball.*
- No pitch shall be declared when:
  - *The pitcher pitches during the suspension of play.*
  - *The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of previous pitch.*
  - *The runner is called out for leaving the base prior to the pitcher releasing the ball.*
  - *The pitcher pitches before a base runner has retouched her base after a foul ball has been declared and the ball is dead.*
- Illegal Pitch:
  - For each illegally pitched ball (after the first warning to the pitcher for the same infraction) that is not swung at, the ball is dead and runners advance one base without liability to be put out.

### Batter

- A foul ball caught shall be played as an out. A foul tip (caught by the catcher) on a 3<sup>rd</sup> strike is an out.
- If a batter is hit by a pitch, she receives first base, as long as an attempt was made to avoid the pitch.
- Bunting will be allowed. Fake bunting **will not** be allowed
- The infield fly rule **will** apply.
- The drop third strike rule **will** apply. On a dropped third strike, all runners can advance, even to home, if the catcher puts the ball in play.
- Throwing the bat: first time a batter is out, second time the batter will be ejected from the game. Intentionally throwing the bat, the batter will be ejected from the game.

### Base Running

- Base Path Distance 60-feet. To avoid injury, players are required to run to the orange base unless they are advancing on to second base.
- Base runner may advance at her own risk on a batted ball, wild pitch, passed ball and an overthrown ball that remains in play or on a steal. A runner may only advance one base if an overthrown or passed ball goes out of play.
- Base runner **may not** advance to home from third base on a steal, wild pitch or passed ball.
- Base runner may advance to home from any base at her own risk on a batted ball or an overthrown ball that, remains in play (an overthrown ball is a ball thrown by a player to another player that, goes past its designated player).
- If an overthrown ball or passed ball remains in play, the runner may advance at her own risk. A runner may only advance one base if an overthrown or passed ball goes out of play
- In a steal attempt the base runner may leave the base as soon as the ball has left the pitcher's hand.
- Lead-offs are allowed only after the ball has left the pitcher's hand. The ball will be called dead by the umpire and the runner will be called out if the runner leaves early.
- On a foul ball, the base runner must return to her base. If a ball is caught on a fly, the runner must tag up and then proceed at her own risk.
- Sliding is permitted.
- A base runner must avoid collision when a defensive player has the ball and is waiting to make a tag or she is out.
- A base runner has full responsibility to avoid contact with a fielder who is attempting to make an initial play on a batted ball.

### Scoring

- Bases Loaded Walk: If the bases are loaded and the pitcher walks a batter, all runners will advance 1 base and the runner on 3rd will score.
- Five (5) run limit per inning. Once the batting team has scored five (5) runs the half inning is over. If a team is behind by more than five runs that team can score as many runs as possible, up to a tie score. Once the tie score is reached the half inning is over. If the game ends in a tie, the game will continue for one more inning with no run limit for either team. If the 1 hour and 40 minute rule has not taken effect. If after one tie breaker inning, the teams are still tied, the game will end in a tie. Refer to tie breaker rule in provided rule book.

### Ground Rules

- The Infield Fly rule is in effect when:
  - There are less than two outs.
  - There are runners on first and second base, or first, second and third.
  - There is a fair fly ball hit which, in the opinion of the umpire, can be easily caught by a fielder in the infield.
  - All three circumstances listed above must be met. Result: the batter is out and all runners may advance at their own risk after tagging up.
- Drop third strike rule applies to this level, unless bases loaded with 2 outs then Batter is Out on the swing as you may not steal HOME.

### Equipment

- NPD will provide a Jersey and Visor.
- Players provide their own baseball pants or shorts and fielding glove or catcher's mitt.
- NPD provides the catchers gear, pitchers mask, practice balls, game balls, throw down bases, bats, batting helmets and first aid kit.
- NPD provided helmets must be worn by players while on deck, batting, running the bases and in the coach's box.
- Every defensive player must wear a mitt or glove when pitching, catching, or playing the infield or outfield.
- Shoes: Cleats are allowed as long as they are rubber. No metal spikes will be allowed. Gym shoes are also allowed.
- Catcher: Must wear a mask, chest protector and shinguards.
- Batter/Base Runner: Must wear a helmet.
- Pitcher: It is **mandatory** that all pitchers wear a pitching mask when pitching.
- Bats: Must be ASA/USSA certified or say Official Softball.

### Reporting Scores

- Standings will NOT be kept. We will provide and end of the season tournament with a Blind Draw so coaches will not focus on the standings.

### Coaching

- The batting team is allowed a 1<sup>st</sup> base coach, 3<sup>rd</sup> base coach and an on deck coach.
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated in the dugout area.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be report to the Program Manager. Abusive behavior will not be tolerated.
- Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to NPD rules, polices and philosophy will be asked to step aside for the remainder of the season.

Coaches are not permitted to smoke or chewing tobacco products during games or practices.

### Rain Information

- In case of rain, all practices decisions are made by the **coach**.
- It is the coach's responsibility or designated assistant or parent to call or e-mail all the players on the roster and notify them of any canceled practices.
- Game cancelations will be made by the park district and will be posted to the website [www.napervilleparks.org](http://www.napervilleparks.org). No decisions will be made before 4:00 p.m.
- On the rainout website you can opt in to have cancelation text messages sent to you. You will need to go to the rainout website and register.
- There is also a Naperville Park Distict Mobile App for your Apple or Android cell phone. You can go to [www.napervilleparks.org](http://www.napervilleparks.org) for instructions.
- Frontier Park and Knock Park are equipped with the Strike Guard Lightening Detection System. When the system activates a loud horn blasts and a yellow strobe will also flash during the

warning period, indicating lightening has been detected within 10 miles- all play will cease and participants shall take cover (not under a tree) until the all-clear (a loud blast) sounds and no strobe light will be flashing. Those teams playing at Frontier should be able to hear Strike Guard and see the strobe light. Those teams playing at Gartner will be able to hear Strike Guard but not see the strobe light. Any teams playing at Meadow Glens (or if Strike Guard is not working for some reason) should use the 30 minute rule. If Thunder or Lightening is seen or heard all play will cease and participants shall take cover (not under a tree) until 30 minutes has gone by from the last seen lightening or the last sound of Thunder. League schedules and **make-up information** will be posted on [www.quickscores.com](http://www.quickscores.com) and [www.napervilleparks.org](http://www.napervilleparks.org)

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### **Umpires**

- One umpire will be scheduled and provided by the league.
- Every attempt is made to have an umpire at each and every game. There are occasions when someone doesn't show up. If league umpires are not present each team will furnish one adult to umpire.

### **First Aid**

- Each team has a first aid kit. Should you run out of ice packs or band aids, please contact your coordinator and they will get the needed supplies for you to pick up.
- Should someone get hurt enough to require first aid, an enclosed accident report form must be filled out and dropped off to the Park District Administration Building, within 24 hours. Should the injury be serious enough to require an ambulance, please call me that night and leave a message giving me a heads up.

***PLEASE KEEP IN MIND THAT THIS PROGRAM IS ABOUT HAVING FUN.  
THE PLAYERS COME FIRST... WINNING COMES SECOND.***