

**PENN HILLS GIRLS SOFTBALL RULES
JUNIOR LEAGUE**

- 1) This league age group (Birth dates as of August 1st.)
 - a) Juniors – 9 / 10 year olds
- 2) Roster size – 12 to 15 players
- 3) NO DRAFT
 - a) Players are placed on teams by even distribution of ages by agreement of managers and commissioner, unless they are returning to the same team from the previous year.
- 4) All players must have a numbered shirt. This is required to identify players.
 - a) Shirts and visors will be provided to all players by PHGSA
- 5) No earrings or jewelry may be worn by players during practice or games.
 - a) Studs must be covered with Band-Aids.
- 6) EQUIPMENT (These are required in order to play)
 - a) Batting helmets with cages and chin straps, catcher's mask and chest protector, pitcher heart guard. No metal spikes permitted
 - b) All bats must have the ASA approved logo visible
 - c) Batting gloves optional
 - d) Each team should have a First-aid kit with them.
- 7) FIELD DIMENSIONS
 - a) Pitching:
 - i) Arc 4' (above the head of the batter) to 12 ft
 - ii) Distance 45 ft to pitchers rubber.
 - b) Bases - 60 ft
- 8) FIELD SETUP
 - a) The team listed first on game schedule is the HOME team
 - b) HOME team is responsible for setting up the field (both teams should help)
 - i) Put bases in place, line batter's box and foul lines
 - ii) Place a line for pitcher and for coaches
 - iii) Be sure bases and other field equipment is put away and locked.
 - iv) Umpire will provide Game ball, home team may keep it after the game
- 9) GAME SCHEDULE
 - a) Practices may start March 31st, although permits are not given out until April 15th.
 - b) Practice schedule is up to the team manager but it is strongly encouraged to practice at least twice per week.
 - c) Playing a preseason scrimmage game with another team in the league is recommended.
 - d) Games begin for everyone on PHGSA league opening day; Picture Day will be on the same day at Penn Hills Park (PHP).
 - e) The league will provide the practice and game schedule with field designations.
- 10) GENERAL RULES
 - a) Umpires and coaches are volunteers and they are to be shown respect.
 - b) A game consists of 6 innings.
 - c) 4 infielders, a pitcher, a catcher and four outfielders.
 - d) Games will be played on a time limit of 1 hour and 45 minutes.
 - e) Games at PHP have strict time limit – they have to begin at 6:00PM on the dot.
 - f) No Innings are to begin after 7:45PM at PHP if a game is scheduled behind you.
 - g) Players are to arrive at 5:30PM with the first half hour given to teams for warm-ups.
 - h) **All** team players should remain in the dugout area throughout the game.
 - i) **Only** coaches and score keeper should be in the dugout area during a game
 - j) Game will be stopped immediately when a player is injured.

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- k) Two coaches permitted in the outfield to help keep players positioned (except competitive play)
- 11) PITCHING / BATTING
 - a) HOME team bats second
 - b) Team player pitches 4 and then team coach comes in to pitch last 3 (if necessary).
 - i) If batter does not hit seventh pitch she is out.
THIS IS TO BE STRICKLY FOLLOWED.
 - c) Continuous batting order and free substitution will be used.
 - i) Players can only sit out one defensive inning.
 - ii) Coaches exchange line-ups prior to game start.
 - iii) Each player **MUST** play a minimum of two (2) innings by the end of the 4th inning.
 - d) Infield Fly rule applies.
 - e) Change of innings is 3 outs or 5 runs. When the 5th run scores, the inning is over, no other runs count.
- 12) A 10 run rule applies (if a team is up by 10 runs) at the bottom of the 5th inning. 6th inning is unlimited runs, time permitting.
 - a) Player hitting a ball into the outfield can continue to run until the ball is brought into the infield and under control by an infielder, ball must be thrown in to infielder.
 - b) Batter is automatically out if she throws the bat (after one team warning).
 - c) **WE DO NOT KEEP SCORE** and parents are encouraged not to either. (Exemption to this rule during End of Season play).
- 13) GAME PLAY
 - a) Possession will be ruled when the ball is in control of an infielder in the infield. At this point, **ALL** runners must stop at the next base. In the event that there is more than one (1) runner on base, the leading runner will govern the placement of runners. A runner that runs through a base that they should have stopped at will be returned to that base. Time will be called at the conclusion of the play. **NOTE:** An outfielder running the ball into the infield is **not** possession.
 - b) A collision between a base runner and a fielder attempting to field the ball will result in the runner being called out. The runner must accept the tag and not attempt to avoid contact. A collision between the base runner and a fielder **NOT** attempting to field the ball will result in the runner being safe at the base they were attempting to go to. Once the runner reaches the base they are running at their own risk and may be put out.
 - c) No courtesy step. One foot must remain on the base at all times. If a player steps off the base and the ball is not hit, the runner will be called out.
 - d) Runners can advance only one base on any hit ball that does not leave the infield. A player may attempt to make it to the next base on an overthrow from the infield. The ball is then dead and the runner receives only the next base at the time of the overthrow. A player hitting a ball into the outfield can continue to run until the ball is brought into the infield and under control by an infielder.
- 14) Each manager will be responsible for the actions of their coaches, fans and players. Should a situation arise for which a manager cannot or will not control, he/she will place the team in jeopardy of a forfeit.
- 15) School district regulation: Fields are not to be used when they are under water.
 - a) We are not permitted to fix the fields; you may play in the grass.
- 16) PARENTS & SPECTATORS
 - a) **NO SMOKING, CHEWING TOBACCO, ALCOHOL, SWEARING ALLOWED** on the field in the stands or around the bench areas. **ANYONE** that is disorderly will be asked to leave immediately.

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- b) This is a non-competitive league; it is recreational and instructional.
 - i) If you wish your child to play at a competitive level, you are encouraged to have your daughter try out for a tournament team.
 - ii) If the coach and parent agree, a player may be placed on the 'call up' list for Intermediates.
This can be very good experience for a player who will move up next year.
- c) If there is a complaint, fill out a complaint form. Complaint forms **MUST** be handed to a Board member: No exceptions.

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JUNIOR DIVISION END OF SEASON COMPETITION RULES

All rules are the same with the following exceptions:

1. EQUIPMENT - *Pitcher (player) may wear a helmet while in the field (not required).
2. Pitching: player pitches 4 and then team coach comes in to pitch last 3 (if necessary). There is an arc requirement: the ball must arc at a height above the height of the batter's head, or 5 foot minimum to 12 feet maximum. Penalty for flat pitches shall be counted as a pitch, but not hittable. If the ball is hit, it will be called dead and batter will return to hit again.
3. Team pitcher (coach) is part of the field, and may not direct players in any way once the ball is hit. Verbal or motion is not permitted, only base coaches, from designated area, or manager from dugout.
4. There will be 3 swinging strikes. A maximum of 7 pitches. If the ball has not been hit in fair territory in seven (7) pitches, the batter is out.
5. Games will be 6 innings. There will be a maximum of 5 runs per inning unless the 3rd out is made prior to the 5th run. When the 5th run scores, the inning is over, no other runs count. A 10 run rule applies (if a team is up by 10 runs) at the bottom of the 5th inning. 6th inning is unlimited runs. All ties will be played out. If still tied at bottom of the 6th then the 7th inning International Tie-breaker rules apply.
6. Runners can advance only one base on any hit ball that does not leave the infield. A player may attempt to make it to the next base on an overthrow from the infield, however, the ball is then dead and the runner receives only the next base at the time of the overthrow. A player hitting a ball into the outfield can continue to run until the ball is brought into the infield and under control by an infielder.
7. The pitcher cannot cover Home Plate (unless the catcher is out of position due to the play of the ball).

If the pitcher does cover home, rather than letting the catcher make the play, the runner is automatically safe. THIS IS A JUDGEMENT CALL OF THE UMPIRE.