

10 U CROWN POINT GIRLS YOUTH SOFTBALL LEAGUE RULES
Crown Point Parks and Recreation
Revised: May 9, 2019

1.0 RULES

When there is no applicable local rule, USA fast pitch rules shall apply. It shall be the coach's responsibility to familiarize themselves with USA rules.

2.0

A game shall be complete after one of the following conditions, whichever comes first

- 1) Completion of five (5) innings of play;
- 2) Upon expiration of the one-hour and fifteen-minute time limit; or
- 3) If either team is leading by fifteen (15) or more runs after the third inning, and the losing team has batted in the inning.

No inning shall start after the one-hour and fifteen-minute time limit has expired. However, any inning that has started prior to expiration of the time limit may be completed. An inning starts upon completion of the third out when the home team is batting in the previous inning.

Games called by the umpire or league official prior to completion will be rescheduled. If at least two (2) complete innings have been played, play will resume at the point after the last out was made before play stopped. If less than two (2) complete innings have been played, the game will restart from the beginning. League director could grant permission to replay the entire game.

3.0 CANCELLATION OF GAMES

In the event of inclement weather (i.e. heavy or prolonged rain, extremely cold temperatures) that renders the field unplayable, games may be canceled ahead of the scheduled start time. League director will be notified of any cancellations and will contact the coaches of the teams affected. In the event of inclement weather after a game has started, the umpire or league official shall determine whether the field is playable.

4.0 MAKE-UP GAMES

An attempt will be made to reschedule all make-up games within 14 days of cancellation if a field is available. The League director shall have complete authority in scheduling dates and times for makeup games.

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5.0 LINE-UPS

The pre-game lineup should include the players (first and last) name, uniform number, playing position and batting order. The lineup should be given to the opposing manager and umpire before starting the game. Only those girls listed on this line-up will be eligible to play in the game. Games may be played with as few as seven (7) players.

A continuous batting order must be used. All players and head coach/manager must be listed in the pre-game batting order. Players must bat in their appropriate slot. If a player listed on the line-up fails to appear, that slot in the batting order will be temporarily eliminated. If the player arrives late, she would be inserted in that same slot in the batting order. If she does not appear for the game the batting slot will be eliminated for the entire game. In the event of injury or illness the same procedure will be followed. If a batter or base runner must leave the game due to injury, the last batter to have made an out will be inserted to complete the bat or base running (also refer to Section 9.4 regarding base running). The next time the injured player is due to bat her spot will be skipped without an out being assessed. However, she may reenter into the same original spot in the batting order if physically able.

If a team has less than Nine (9) of its rostered players prior to the start of the game; it may use substitute players from other teams within the 10U or 8U division. However, substitute players must play the outfield and be placed in the last batting position after all rostered players. At no time shall a substitute player play when a team has ten (10) or more players present. No substitute or non-rostered players may be used during the league tournaments. Substitutes may be used during the league tournament only if the substitutes is playing up from the 8U division and registered in the Crown Point Parks and Recreation league.

6.0 DEFENSE

A maximum of twelve (12) rostered players are allowed on the field. There must be four (4) outfielders. You may play your entire roster up to (12) players. You may only have (4) infield players, pitcher, catcher, and the other (6) must play the outfield. At no time shall an outfielder play within the limits of the infield. The infield limits shall be determined as the imaginary line where the infield surface meets the outfield grass. A game may be started, played and finished with as few as seven (7) players. If one team has 7 players and the other team has a full complement of players, there is no penalty to be assessed against the team with its full compliment. That team may still field ten (11) players.

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Substitutions are allowed every inning without consequence to the replaced player. Substitutions are to play the completed inning unless injured. Taking into account each player's skill level, players should be exposed to multiple positions throughout the season to maintain their interest and enjoyment of the game. Coaches/Managers shall plan to have each player in the field at least two innings per game. It is the desire of the League that each player has the opportunity to play every position.

IN AN EFFORT TO ENSURE THAT ALL PLAYERS PARTICIPATE EQUALLY ON DEFENSE, NO PLAYER SHALL SIT OUT MORE THAN ONE DEFENSIVE INNING IN A GAME. COACHES MUST ROTATE ALL PLAYERS IN AND OUT ON DEFENSE THROUGHOUT THE SEASON SO THAT ALL PLAYERS PARTICIPATE EQUALLY. IN OTHER WORDS COACHES SHALL ENSURE THAT THE SAME PLAYERS DO NOT SIT OUT EACH GAME.

7.0 RUN LIMITS

The half-inning will end when either the defensive team has achieved three (3) outs or the offensive team has scored Six (6) runs, whichever comes first.

If either team is leading by fifteen (15) or more runs after the third inning and the losing team has batted in the inning, the game may be considered complete.

8.0 BENCHED PLAYER

If a player is benched for disciplinary reasons, the opposing Manager or League director must be informed promptly in writing.

9.0 BASE RUNNING

9.1 Leading Off

Runners are allowed to leave the base (leadoff). However, a runner can **NOT** lead off until the pitcher releases the ball during a pitch. If the umpire determines that a runner has left the base prior to the pitcher releasing the ball, runner will be assessed with an out and will be removed from the base. A base runner that leads-off is in jeopardy of being put out.

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9.2 Stealing

The act of a runner attempting to advance to the next base without the aid of a base hit, putout or a fielding (including batter) error. An attempted steal involving more than one runner (one or two) is considered a double steal. The act of a runner attempting to advance after the ball has been released from the pitcher's hand or after the pitch has reached the plate is considered to be the act of stealing.

NO player may steal home.

A runner can only advance or steal one base per pitch regardless if a putout attempt was made on the runner or not. A runner can only steal one base regardless of an overthrow.

There is no hesitated stealing allowed.

9.3 Overthrows

This section does not apply to overthrows made during an attempt to put out a runner that is stealing a base. Refer to 9.2 above regarding stealing.

An overthrow occurs when a defensive player attempts to throw a batted ball in the direction of a base in an attempt to put out a runner. If an overthrow is made to first base, regardless if the ball remains in fair or foul territory, all base runners may only advance one additional base. For runners advancing to second or third base, if the umpire determines that they were less than halfway to the next base, they will only be allowed to advance to the next base. If the runner was beyond the halfway distance, they may advance to the next base and the following base. However, the runners remain in jeopardy of being put out until the play is ended.

If an overthrow is made to second or third base, regardless if the ball remains in fair or foul territory, play continues and runners may advance until the play is ended. Exception: If a ball is thrown beyond the field of play (the fence bordering the field), all base runners may only advance one base.

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Substitute Runners

A substitute runner may only be used for the pitcher and catcher or a base runner that becomes injured and is required to leave the game. The substitute runner shall be the player that made the last out in that inning. If there are no outs in the inning being played, the substitute runner shall be the player that made the last out in the prior inning. EXCEPTION: If the last out was made by the pitcher or catcher, the coach/manager may allow the pitcher/catcher that made the last out to become the substitute runner, or he may elect to have the player that made the second to last out be the substitute runner.

10.0 PITCHING

USA fast pitch regulations apply with the following exception:

A defensive team will be limited to a combination of three (3) walks or hit batters per inning, regardless of the number of pitchers used. Beginning with the fourth (4th) batter and all subsequent batters that receive four (4) balls or are hit by a pitch in that inning, the batting team's coach will enter to pitch to that batter. The coach will continue pitching to that batter until either the third strike is called (swinging or looking) or the batter puts the ball in play. Upon completion of that batter's turn, the pitcher will resume pitching. All subsequent batters will be pitched to in the same manner until completion of the inning, however if there is an addition walk or hit by pitch the coach will come in again.

Each pitcher will be allowed **three (3)** hit batters per inning. The pitcher must be removed from pitching after the **third** hit batter during the same inning but may resume pitching the next inning. Eligible pitchers may be substituted freely in and out throughout the game, regardless if the pitcher started the game.

11.0 BATTING HELMETS

Batting helmets will be provided by the league. If a player elects to wear a non-league provided batting helmet, it must include a NOCSAE stamp or certification on the helmet and face-guard. All base runners, batters, and on-deck hitters, bat girls/boys must wear batting helmets.

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12.0 BATTING

12.1 Bunting

The player may choose to bunt at any time during the game. A bunt is a fair ball in which the batter does not take a full swing to hit the ball, but holds the bat in such a manner to tap the ball slowly to the infield. The act to offer a bunt by the batter does not necessarily constitute a strike. If the batter offers to bunt and makes any motion with their bat or body indicating an attempt to bunt, as determined by the umpire, a pitch that would otherwise be called a ball will be called a strike.

12.2 Hit by Pitch

In the event that a batter is hit by a pitch, that batter will be awarded first base. EXCEPTION: See Section 10.0. However, the batter must make every effort possible to avoid being hit by a pitch. In the event that the umpire determines that the batter did not exercise that effort, the umpire will assess the pitch as a ball. If a batter is hit by a pitch but swings at the pitch, the umpire will assess the pitch as a strike.

13.0 FIELD PREPARATIONS

Players, manager, parents and coaches may be required to assist in making the fields playable. If not already completed, it shall be the responsibility on the home team coaching staff to re-line the batter's box and base lines prior to the start of the game. The home team is also responsible to measure the distance of the pitching mound. The mound distance is 35 feet. The base distance is 60 feet. No one is allowed to play, practice or warm-up on the infield before the game starts, especially after it has been prepared.

14.0 GAME BALL

Game balls will be provided by the league to the umpire(s) prior to the start of the game. All game balls will be returned upon completion of the game.

15.0 STATISTICS

HOME TEAM MANAGER is responsible for reporting all scores and results to the league director the **SAME DAY** a game is completed. **Scores MUST be reported to:** John Stroia - jstroia@crownpoint.in.gov or call 219-661-2272. Notification shall include the name of both teams and the final run count for both teams.

- **If standings are taken, a tie doesn't count as a loss, the final standings/statistics goes to winning percentage of the team because one team has less losses.**

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16.0 PROTEST

The coach/manager may protest a game. Written protest must be submitted to League Director within twenty-four hours of the occurrence. No exceptions will be granted. The league director will submit the manager's/coach's request to the umpire-in-chief, and the ruling will be made within seventy-two hours of its receipt. It should be understood that a coach may not protest any judgement calls made by an umpire.

17.0 PLEDGE OF ALLEGIANCE

The Pledge of Allegiance must be said prior to each game. Each team's players will line up on the first and third base lines and the coaches will lead them in the Pledge. Immediately following the Pledge, the game will begin.

18.0 UMPIRES

The Umpire-in-Chief shall schedule all umpires and shall notify them of any cancelled games. The League Director shall be responsible for notifying the Umpire-in-Chief of any cancellations. Umpires must be notified as soon as possible if a cancellation is to occur.

19.0 SPORTSMANSHIP

Good sportsmanship on and off the field is expected from all managers, coaches, umpires, players, parents and spectators. Poor sportsmanship such as; verbal abuse, profanity, bragging, taunting, throwing of equipment and inappropriate gestures, etc. shall not be tolerated. Players who fail to show restraint during a game may be benched by the umpire, managers, coaches, or league director. The manager or coach will be ejected for any verbal or physical abuse during a game by the umpire, Umpire-in-Chief, or league director.

If the manger is ejected only the assistant coach listed on the game's official line-up card shall be permitted to continue coaching the team. Repeat offenses will be reviewed by the league director and advisory board members to determine if further disciplines required. Please take time to encourage your players, families, and friends to demonstrate good sportsmanship at all times on and off the field.