

**STATESBORO-BULLOCH COUNTY PARKS AND RECREATION DEPARTMENT  
MIDGET FAST-PITCH SOFTBALL RULES**

The Statesboro-Bulloch County Parks and Recreation Department offers this league for all girls ages ten to twelve. This handout contains only those rules specific to the Midget Fast-Pitch Softball league.

The Recreation Department uses Amateur Softball Association (ASA) and Georgia Recreation and Parks Association (GRPA) rules except where locally amended. For any situation not covered in these amended rules, refer to the ASA rulebook.

These rules are divided into the following sections: Eligibility, Game/Field Provisions, Equipment, Conduct, Coaches Responsibilities, Participation, Game Rules, and League Standings.

**Section A - ELIGIBILITY**

- A. The age of a participant on August 31<sup>th</sup> will determine which age division she will participate.
- B. Age Classifications for Midget Softball is 12 and under prior to September 1<sup>st</sup>.
- C. A participant is allowed to compete in only one age division.

**Section B - GAME/FIELD PROVISIONS**

- 1. A regulation game shall consist of six (6) innings or a one (1) hour and 15minute time limit (75 minutes).
- 2. A game tied after regulation play will remain a tie.
- 3. The score of a forfeited game shall be recorded as 7-0.
- 4. A game shall be considered complete with one team ahead after five (5) innings by eight (8) runs, four (4) innings by twelve (12) runs, or three (3) innings by fifteen (15) runs. If this occurs and time is left on the clock, the teams will continue to play a practice game where no score is kept so that maximum instruction may be utilized.
- 5. Lineups shall be given to the official scorekeeper ten (10) minutes prior to game time.
- 6. The home team sits on the first base side of the field. The home team is the team on the right side of the schedule.
- 7. Pitching distance will be 40 feet.
- 8. Base distance will be 60 feet.
- 9. No infield practice will be allowed before or in between games.

**Section C - EQUIPMENT**

- 1. All bats must be stamped official softball. Broken bats are not permitted. Softball bats cannot be used in baseball and baseball bats cannot be used in softball.
- 2. Twelve (12") inch softballs will be used in the Midget Softball League.

3. All players should be in full uniform issued by the Statesboro-Bulloch County Parks and Recreation Department. It includes cap, team shirt and socks. Gray pants must be worn (furnished by the participants)
4. Shoes are mandatory. Steel spikes are not allowed. Cleats are optional.
5. No jewelry may be worn. Braces must be wrapped by an ace bandage. Only rubber bands and elastics may be worn to control hair. The hair may not be placed on top of the head so that it interferes with the fit of the helmet. If this occurs, the umpire will ask the player to adjust their hair.
6. All batters and base runners must wear helmets with approved facemasks. If the helmet is removed, both teams will be warned. The next occurrence may result in an out (umpire's discretion). If the helmet falls off, there is no penalty, but a smaller helmet will be required before the next pitch.

#### **Section D - CONDUCT**

1. There will be no hollering or harassing of the players on the opposing teams by parents, spectators, managers, players, or coaches. The person or persons violating this rule shall be suspended for the following game. (This is determined by the judgment of the officials and/or the Recreation Department field supervisor).
2. Any player throwing a bat will be warned the first time, and will be called out the next time. If the situation is flagrant, no warning may be granted and the player may be ejected (umpire's judgment). It is the responsibility of the coach to notify the players of this rule.
3. A player, coach, or spectator acting in an unsportsmanlike manner or in any way that could prove detrimental to the leagues players, or spectators will be subject to disciplinary action by the Recreation Department and will be asked to leave the facility.
4. **No use of any tobacco products is allowed on the premises of any Statesboro – Bulloch County Parks & Recreation Department Facility.**

#### **Section E - COACHES RESPONSIBILITIES**

1. Only certified coaches designated by the Recreation Department will be allowed in the dugout. A coach or assistant coach may stand outside of the dugout to instruct the defensive team. However if there is any interference with the base coaches you will be asked to return inside the dugout. All persons entering the dug-out shall be players or certified & designated coaches. Only the head coaches shall confer with the umpire, then only for one minute during a charged conference granted by the umpires.
2. Coaches must notify the Recreation Department in case of an injury to any player, whether the accident occurs during practice or during a game. If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the Athletic Supervisor first, the field supervisor second, then the opposing coach and the umpire at the game.
3. Unless contacted by the Recreation Department, all teams must show up at the field for games. If halted for weather, teams must stay until a staff person releases them. Please call the Information Hotline at 489-2087 on game day for information regarding cancellations. Complete game is three (3) full innings or thirty-eight (38) minutes.
4. **There will be no intentionally hitting balls against any facility fencing.**

## Section F - PARTICIPATION

1. It is recommended that each player must play at least three innings on defense per game, and is recommended that all substitutes should enter the game at or before the beginning of the fourth inning or 30 minutes, whichever comes first.
2. If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play half of a match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:
  - 1<sup>st</sup> offense: Verbal warning
  - 2<sup>nd</sup> offense: Written warning
  - 3<sup>rd</sup> offense: Suspension of coaching duties\*\*\*Any confirmed violations may result in immediate dismissal.
3. A team must have 7 players to start and finish a game.
4. All players present must be listed on the batting order and any 10 may play defense. If a player is late, she must be placed in the last space in the batting order.

## Section G - GAME RULES

1. All catchers must wear full protective equipment, including mask with throat protector, protective helmet, body protector, and shin guards.
2. The batter cannot run on a dropped third strike.
3. The batter will not be allowed to run (advance to 1st) if the catcher misses or drops the third strike. All runners on base may advance at the risk of being put out.
4. **There will be no head first sliding.** The baserunner will automatically be called out. A player may dive back to a base if he/she has over run that base and is attempting to return to that base.
5. The infield fly rule **is** in effect.
6. If a player or players are used to coach bases, they must wear the prescribed helmet.
7. Ten batters (10) or three outs (3) will constitute an inning. When the tenth batter comes to the plate, the official scorekeeper will tell the plate umpire, who will notify both teams. The inning will end by:
  - (1) When the tenth batter comes to the plate, this will be treated as if there are two outs.
  - (2) Any forced out or caught fly ball.
  - (3) The ball is in front of the runner closest to home plate so that no one can score.
  - (4) Retrieving the ball and touching home plate (on the tenth batter).
8. All outfielders must be positioned in the outfield grass.
9. Three strikes constitutes an out and four balls constitutes a walk. A foul ball after the second strike is not an out.
10. Time will be granted when the ball is returned to the pitchers-mound circle in the possession of a player and no runner is advancing to the next base. Time will not be granted to a player standing in the outfield yelling "TIME".
11. Bunting will be allowed.
12. There will be no intentional walks.

13. If a coach calls a conference twice in one inning for the same pitcher, or three times during a game in different innings, the pitcher must be removed, except in the event of injury.
14. The judgement decisions by an umpire of any play shall not be protested. The Recreation Department allows protest on misinterpretation of the rules to the umpire-in-chief if accepted as valid. The protesting manager must inform the head umpire of the protest at the time the infraction occurs, and shall list the points of protest before the next live ball. He/she must then continue the game under protest. The protesting manager must file a written protest at the Recreation Department by 5:00 p.m. the next working day. It is the hope of the Recreation Department that all situations in question can be resolved at the field and dismissed.
15. Base Stealing will be allowed with the following limitations:
  - A. A player cannot steal home
  - B. A base runner can steal only if the ball passes the catcher and then only one base advance is allowed.
    1. If a throw becomes an overthrow, the one-base restriction still applies (ball is dead, no advance)
  - C. Runners must maintain contact with the base until the ball reaches or passes home plate (Penalty – out).
  - D. If a thrown ball hits the machine or umpire feeding the machine, each base runner is awarded one base.
16. All infielders (1<sup>st</sup>, 2<sup>nd</sup>, Short Stop & 3<sup>rd</sup>) must play even with or behind the baseline. Exception: If the batter is attempting to bunt infielders may charge in on the release of the pitch.

## Section H - League Standings

1. League Standings will be determined by winning percentage.

Winning percentage is figured by wins/losses/ ties.

Win= 1 Point

Loss= 0 Point

Tie= .5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tie breaker will be head to head competition. If the teams remain tied after head to head competition, the next tie breaker would head to head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head to head records a coin flip will be used to determine the winner.

2. Season ending tournament will be seeded based on league standings.