

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

The Statesboro-Bulloch County Parks and Recreation Department offers this league for all girls ages fourteen and under. Please refer to the Youth Athletics handbook for information regarding such topics as Eligibility and Certain Regulations. This handout contains only those rules specific to the Junior 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 31st will determine which age division she will participate.
- B. Age Classifications for Junior softball is 14 and under prior to September 1st .
- C. A participant is allowed to compete in only one age division.

Section B - GAME/FIELD PROVISIONS

- 1. A regulation game shall consist of seven (7) innings or a one (1) hour and 15 minute 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. All players should be in full uniform issued by the Statesboro-Bulloch County Parks and Recreation Department. It includes a cap, team shirt and socks. Gray pants must be worn (furnished by the participant).
3. Shoes are mandatory. Steel spikes are not allowed. Cleats are optional.
4. 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.

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 league's players, or spectators will be subject to disciplinary action by the Recreation Department and will be ask 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. There will be one coach and two assistant coaches allowed in the dugout. Coaches shall not leave the dugout, except to coach bases or confer (charged time conference) with the players or umpires. All persons entering the dugout shall be players or designated & certified coaches. Only the head coaches shall confer with the umpire, then only for one minute during a charged conference granted by the umpires.
2. A defensive coach may sit or stand outside of their dugout gate to instruct the team on defense as long as you do not interfere with the base coaches of the other teams. The umpire may ask you to step inside the dugout if there is interference.
3. 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.

4. 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 @ 764-2087 on game day for information regarding cancellations. Complete game is three (3) full innings or thirty-eight (38) minutes.

Section F - PARTICIPATION

1. It is recommended that each player should play at least three innings on defense per game, and it 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:
 - 1st offense: Verbal warning
 - 2nd offense: Written warning
 - 3rd offense: Suspension of coaching duties***Any confirmed violations may result in immediate dismissal.
3. A team must have 8 players to start a game 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 batters and base runners must wear helmets. 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.
2. The infield fly rule is in effect.
3. If a player or players are used to coach bases, they must wear the prescribed helmet.
4. Three outs will constitute an inning for Junior Girls.
5. Three strikes constitutes an out and four balls constitutes a walk. A foul ball after the second strike is not an out.
6. 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".
7. Bunting will be allowed.
8. Runners may advance one base at their own risk for passed balls. The batter may advance on a dropped third strike if 1st base is not occupied
9. There will be no intentional walks.

10. Stealing is permitted when the ball leaves the pitcher's hand (on the release). If a base runner leaves before the ball is released, she will be called out.
11. 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.
12. 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.

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.