

MANSFIELD-NORTON-SOUTH ATTLEBORO GIRLS RECREATION INTER-TOWN SOFTBALL GAME RULES

12U/14U (Senior/Middle School Division)

Ball- 12 inch yellow hard ball. Home team to supply two game balls.

Game time: 6:00pm, with a 15 min grace period. Weekend game times vary based on schedule.

Game Score: Scores of the games should be kept. Each coach should report score of game to designated member of their town's/city's league with: Names of teams playing, game date, & final score. Score book should be assigned to an adult and score should be verified between the score keepers for both teams after each inning.

Umpires: paid by the home team. If umpire is late or no show, a coach from the batting team will umpire for that half inning.

Innings:

- 7 innings, all games will have a time limit
- Maximum of 5 runs per inning
- No new inning may start after 7:30pm.
- For any new inning starting between 7:15 and 7:30, both head coaches MUST meet before the start of the inning to determine if this is anticipated to be the last inning. If it is determined to be the last inning, the unlimited runs inning rule goes into effect.
- "Drop dead" time is 7:45pm when game will end. If full inning is not completed:
Score reverts to score at end of last fully completed inning
- Run ahead/ "Mercy" rule: is 12 run lead after 4.5 innings for home team, 5 innings for visiting team
- Minimum of 8 players required per team; if a team does not have at least 8 players, they forfeit that game. Teams are allowed to pull up a player from a lower age division in order to field a team.

Pitching:

- Pitchers may pitch the entire game. **NORTON IN TOWN RULE: A pitcher can only pitch no more than 3 innings per game. A pitcher can only re-enter once per game. (Does not apply in Playoffs).**
- Pitching distance of 40 feet will be strictly enforced.
- Any pitcher who hits 3 batters in one inning or 5 in one game will be removed from that position for the remainder of the game. All batters must attempt to get out of the way of the pitched ball. Bounced ball that hits the batter will not count as 1 of the 3 hits.
- Any pitcher who hits a batter WITH INTENT shall be removed from that position immediately.

Batting:

- Each player on the team bats in the game and in declared batting order. Players who arrive after start of game are placed at bottom of batting order. To avoid batting a player out of order, a coach needs to notify opposing team of a player's departure/ arrival prior to the following batter taking a pitch.
- There will be no penalty for a player who needs to leave the game early or who is taken out of the game due to injury.
- Drop third strike is allowed
- **NO SLASHING** (faking bunt, then hitting away).
- Slap hitting and drag bunting are allowed.

Base Runners:

- A safety base is used for first base.
- Leads allowed; Baserunners will/should be called out if they leave a base before ball leaves the pitcher's hand.
- Stealing of all bases including home is allowed. Players may steal multiple bases on the same attempt.
- No advancing on bases when ball is in possession of pitcher within the pitching circle .
- Tagging up on a fly ball is allowed.
- Infield fly rule IS IN EFFECT.
- Courtesy runners for pitchers or catchers should be used (players who made last out of the prior inning)
- **SLIDE RULE**- a runner needs to avoid the fielder. If the runner makes contact with the fielder attempting to make a play the runner will be called out. Avoiding contact is accomplished by sliding or other means deemed acceptable by the umpire.

Fielders:

- 9 players on the field (3 outfielders-positioned on the grass).
- Free substitution of players in the field.
- **NORTON IN TOWN RULE: It is RECOMMENDED that all players wear a fielder's mask when out in the field. A fielder's mask is REQUIRED when playing: pitcher, 1st & 3rd base.**

****COACHES ARE TO PROVIDE EQUAL FIELD PLAYING TIME TO ALL AVAILABLE PLAYERS EACH GAME****

Base Coaching- Coaches are encouraged to coach bases. If a player is selected to coach a base the player must wear a helmet while doing so.

Spectators- No spectator/player is to sit directly behind home plate. No abusive action or language towards an umpire, coach, or player will be tolerated. **ZERO TOLERANCE RULE.**

Play Stoppage- The umpire will automatically stop play with a player injury. The umpire will then determine base advancement or ruling.

Game protest- a coach wanting to protest a game for any RULES RELATED INFRACTION must; note the exact point in both books, have the umpire sign both books, and notify the VP of Softball. Manager wanting protest will submit a written report to the VP of Softball. No protest will be upheld if notification is after 24 hours. NO protest will be allowed against an umpire judgment call.