

Southern

Hills



Youth

League

SOFTBALL

Rules and Regulations

Revised 1/24/2018

League Supervisor _____
Brad Rolfe

Town President _____

Umpire / Coach _____

BOARD OF DIRECTORS

Each community that is represented in the league shall appoint one member to serve as TOWN PRESIDENT or DIRECTOR. These directors, along with the League Supervisor and Associate Supervisor, will constitute the Board of Directors. This board will be the official governing body of the league. It will authorize the making of the schedules, conduct, tournaments, rule on player eligibility, forfeits, or any other disputes, and will legislate any rules that are necessary for the operation of the league. The League Supervisor, or in his or her absence, an Associate Supervisor, shall act as chairman of the board. Emergency decisions can be made by the supervisor, board members, and any directors available. Any board member is ineligible to vote if his or her community is involved in a dispute that is being acted upon by the board. All decisions of the Board of Directors are final.

CONTRACTS AND PLAYERS

(1) League teams are comprised of players from one town's school district except where there are not enough players to field team. Any player from one community may be released to another community at the written request of the parent and the player, in addition the approval of both town directors prior to the first league game.

(2) Player eligibility is determined by the rules of the Southern Hills Baseball & Softball League.

(3) The Supervisor, or in his or her absence, an Associate Supervisor, or Town Director has the authority to suspend indefinitely any player, coach, or manager for misconduct until such time that the Board of Directors can make a final decision pertaining to the person. Any player, coach, or manager ejected

from any game for the second time shall receive a two game suspension. Any manager or coach receiving a third ejection shall be suspended for the remainder of the season. Any player, coach, or manager who has been suspended has the right of appeal to the Board of Directors. A game as defined for a two game suspension shall be a legally completed game and not just a scheduled game.

(4) Teams may release or sign players through May 1, of each season.

(5) Any team not having its contracts submitted to its town director will forfeit all ball games and be ineligible for the post-season tournaments. All contracts and copy of each team's roster must be submitted to the League Supervisor one week before the start of the season.

MANAGERS

Each League team must have a manager at least 18 years of age and out of high school unless otherwise agreed upon by the Board of Directors.

PROTESTS

The Southern Hills Baseball & Softball League follows the rule on protests as defined by the Board of Directors.

(1) Protests may be of two types:

A. Protests involving ineligible players.

B. Protests from the playing field resulting from an umpire's misinterpretation of the playing rules.

A JUDGMENT CALL FROM AN UMPIRE CANNOT BE PROTESTED.

(2) All protests must be in writing on the Protest Form which is provided by the league. This form with the date, time, and all other items related to the protest must be filed with the League Supervisor along with a fee of \$ 15.00. If the protest is upheld, the \$15.00 is returned. If the protest is not upheld, the fee is placed in the league treasury.

(3) All protests related to player eligibility will be handled by the Board of Directors. All protests related to the rules will be handled by the Board of Directors, and a Chief Umpire. All decisions of either protest board are final and are not subject to review. Decisions rendered apply only to the individual game in question. Protests based upon a judgment call by any umpire will not be considered as a valid protest.

(4) Any team that fails to show up to a game that is schedule either by the league director or mutual agreement between the two team Managers that results in a no call no show procedure, will be forced for forfeit the said game along with a mandatory fee of \$40 paid to the respected town director to cover umpire fees.

UMPIRES

Umpires will be assigned by the town in which a team is playing. Each town should attempt to use capable and qualified individuals to umpire all league games. The home team will be required to schedule 1 qualified umpire to do the plate if the visiting team wants a base umpire they may choose an individual to do so at there own cost. **This is only for regular season play not tournament play.**

1 umpire is required for all league games.

2 umpires are required for tournament games.

3 umpires are required for championship games.

GAME BALLS

The home team will furnish to the umpire at least one new ball and one good used ball for each game. Game balls should be presented to the home plate umpire before the start of the game. If additional game balls are required, the visiting team and the home team shall alternately provide the game balls. Game balls must have a raised seam with ASA logo on ball. The quality of all game balls should be at least that of those approved by the Board of Directors.

GAME TIME

All weeknight softball games will start at 6:30 p.m. All weekend games are scheduled by class.

- 10U League = Monday @ 6:30p.m. and Saturday @ 12:00p.m.
- 12U League = Tuesday @ 6:30p.m. and Saturday @ 2:00p.m.
- A League = Wednesday @ 6:30p.m. and Saturday @ 6:00p.m.
- 14U League = Thursday @ 6:30p.m. and Saturday @ 4:00p.m.
- 8U & 5U = Wednesday @ 6:30p.m. and Friday @ 6:30p.m.

A forfeit cannot be declared until 30 minutes have passed from the scheduled start of the game.

A 2hr. time limit will be on all weekend games **this rule does not apply on weekday games**. Once a game reaches the 2hr. mark, the inning must be completed and game will be called.

PLAYING FIELDS

(1) Home team managers are responsible for determining where a field is playable. It is his or her responsibility to contact the visiting manager as soon as possible and in enough time to allow the visiting manager to contact his or her players.

(2) The home team is responsible for re-scheduling and playing any make-up games. At least two attempts must be made to reschedule the game. Any make-up games not re-scheduled and played will be re-scheduled by the affected League Director and played within 1 week. Once the League Director sets a date that is final and whichever team does not show will forfeit the game. Any game not played by the beginning of the tournaments will not be re-scheduled. Home team will take forfeit if an attempt is not made or proper procedures are not followed.

PLAYER ROSTERS

It shall be mandatory for each manager to exchange player rosters with the opposing manager before the start of their first game with each other. If any new players are added, rosters must be exchanged again.

If a team drops below the legal number of 8 players they may combine with another team, or add players to get them to legal numbers with the approval of the Town Supervisor and the League Director.

PLAYING RULES

Ohio Athletic Softball Association rules prevail except were the official Southern Hills Baseball & Softball League rules prevail. **A signed copy of these rules with the Leagues Directors Signature is required to be posted at every location in the league.**

Special playing rules:

(1) A game cannot be started with less than 8 players. If the 8 players are present, the game can be started but the 9th position will be an automatic out if you play with 10 in the field, there is no out for the missing 10th player. There will not be an out if you start with 9 players.

(2) When a batter is entitled to run to first base after a dropped third strike, he or she will be declared out if he or she turns and heads to the dugout before attempting to run to first base.

(3) The infield fly rule does not apply in Classes 12U, 10U, 8U or 5U.

(4) Any runner shall be declared out if he or she does not ATTEMPT TO GO AROUND a fielder attempting to make a tag on the offensive player (this means on a play at the plate also) If, in the judgment of the umpire, contact between the players result in the malicious contact, the runner can also be ejected from the game. THIS DOES NOT MEAN A PLAYER MUST SLIDE INTO A BASE; THEY MUST ATTEMPT TO AVOID MALICIOUS CONTACT WITH THE FIELDER, AND STAY WITH IN THE BASELINE AREA.

(5) All subs MUST be reported to the other scorekeeper upon entering the ball game. FAILURE TO DO SO WILL RESULT IN AN OUT.

(6) There will be a limit of 3 coaches allowed on the playing field during the game, with the exception of 8U and 5U.

(7) There will be (1) umpire at all league, (2) umpires at tournament games, and (3) umpires in Championship Game. For 8U, and 10U Leagues there will be (1) umpire for league and tournament games, and (2) for Championship game.

(8) NO PARENT will umpire behind the plate in a game their child is playing in.

(9) The run rule in place for the leagues as follows:

A League = Play 7 inning games. No 7 run per inning rule. 15 runs after 5 (4 ½ if home team is leading)

14U League = Play 6 inning games. 7 run per inning rule in effect. Game run rule will be 15 runs after 4 (3 ½ if home team is leading)

12U League = Play 6 inning games. 7 run per inning rule in effect. Game run rule will be 15 runs after 4 (3 ½ if home team is leading)

10U League = Play 5 inning games. 7 run per inning rule. Game run rule will be 15 runs after 3 (2 ½) if home team is leading)

8U League = Play 4 inning games. 7 run per inning rule in effect. There is no early conclusion run rule in effect. ***Except due to rain or darkness, in this case it will go by 10 U early stoppage.***

A 7 run per inning rule applies to 8U, 10U, & 12U and 14U leagues; this does not apply to last inning of game. This rule is not in effect in Championship game of tournament.

(10) All players must play a minimum of 6 outs (exception- discipline of a player. Opposing coach must be informed before game begins.) This rule does not apply to games called early on run rule and in tournaments.

(11) If a game is stopped because of rain or darkness it will be restarted from that point and finished, if it is not an official game. **AN OFFICIAL GAME IN THIS SITUATION IS DETERMINED BY EACH LEAGUE AS STATED ABOVE IN THE RUN RULE SECTION. A game shall be stopped in the case of inclement weather for 30 min. The sound of thunder or sight of lightning the umpire will immediately stop play and all players, coaches, and umpires will take shelter for no less than 30min if during the 30min delay the umpires hear the sound of thunder the 30min delay starts over.**

(12) No metal spiked shoes allowed.

(13) Single pegs on bases are optional.

(14) No tobacco products of any kind allowed on the playing field.

(15) Each manager is responsible for the conduct of their players, coaches, and fans. The use of alcoholic beverages, profane language or improper conduct will not be tolerated. Violation will be immediate ejection from the field and further disciplinary action.

(16) Any person that is asked to leave the ballpark by an umpire or authorized personnel of the ballpark must leave the park within 10 minutes or the offending team will be considered a forfeit. Umpires should not tolerate foul language by coaches, parents or players. **RESPECT THE GAME!!!**

(17) Only the official manager or the designated coaches (maximum of 3) and the participating players shall be on the playing field or the players' bench during the progress of an officially scheduled game.

(18) Only the official manager or designated coach of a team participating in a scheduled game may address the umpire on a disputed play during the progress of a game.

(19) Any of the starting batting lineup may be withdrawn and re-enter once, providing such batter occupies the same batting position in the lineup. If a player becomes injured or ejected and all substitutes have played, the opposing manager may choose any player from the bench to replace the injured or ejected player. This does not apply to a team using an all batter line up.

(20) A coach may choose to use an all batter line up for his or her game. If you use this you can sub on defense at will, and bat all of his or her players. However, if a coach uses an all batter line up and one of his or her players gets injured or ejected or has to leave the game for whatever reason, then the vacant spot in the lineup will become an automatic out. An all batter line up means every player must bat.

(21) Player throwing a bat- 1st. Time = warning, 2nd. Time = out, 3rd. Time = player ejected from game.

(22) Any batter that is hit by a pitch must make an attempt to avoid contact, if batter does so, the umpire will award first base to the batter. If a ball bounces and hits batter they will still be awarded first base if an attempt is made to avoid contact, at this point the ball is dead and any bases runner cannot advance past base awarded.

(23) Only starting pitcher can be re entered to the mound. (Providing Pitch Count) Relief pitching can not enter twice.

(24) Safety Base is Highly recommended but not required.

EQUIPMENT

- (1) 12" softball shall be used for class 12U, 14U, & A. 11" softball for class 10U, 8U
- (2) Batting helmets are mandatory from the point each offensive player steps into a live ball area.
- (3) Batting helmets with face guards are REQUIRED for A, 14U and 12U league softball.
- (4) It is mandatory for catchers to wear a head protector, chest protector, and shin guards, anytime they are behind the plate.
- (5) Face guard is required for pitchers, and highly recommended for infielders and outfielders but are not mandatory.
- (6) No jewelry shall be worn by a player. 1st appearance = player will be called out 2nd appearance = player ejected from game. (Sweat bands and medical bracelets are permitted)

SOFTBALL LEAGUE AGE REQUIREMENTS

A League	15 - senior in High School (Senior cannot pitch.)
14U League	12 - 14 years of age
12U League	10 - 11 years of age
10U League	8 - 9 years of age
8U League	6 - 7 years of age
5U League	4 - 5 years of age

A player for an above league must fall within these age groups by January 1 of the year signing up. If a player is younger than the age stated for a league, the can move up in leagues, with the approval of the coach, and the Town Supervisor, but a player may not be too old for a league, the player will have to move up to the next league. Once a player moves up he or she is not permitted to move back down that player will be required to remain in the said league until the player is too old. If a player plays for an OHIO HIGH SCHOOL team they will not be permitted to play 14U League they will be required to play A League.

OFFICIAL GAME

A League Softball	7 innings
12U & 14U League Softball	6 innings
10U League Softball	5 innings
8U League Softball	4 innings
5U League Softball	3 innings

PLAYING DISTANCES

Baseball	Pitching	Bases	Softball	Pitching	Bases
A League	60ft.	90ft.	A League	43ft.	60ft.
14U League	54ft.	80ft.	14U League	40ft.	60ft.
12U League	48ft.	70ft.	12U League	35ft.	60ft.
10U League	42ft.	60ft.	10U League	30ft.	50ft.
8U League	35ft.	50ft.	8U League	30ft.	50ft.
5U League	35ft.	50ft.	5U League	35ft.	50ft.

5U LEAGUE RULES

These rules are in effect for 5U League, along with the League rules stated in the front of this book.

- (1) Games will be 3 innings in length.
- (2) All batters shall bat through the line up in each inning.
- (3) There is no early stoppage run rule in effect.
- (4) Every player will take the field in every inning; coach may place players anywhere on field.
- (5) Batter gets 4 attempts off of tee.
- (6) Coaches may at any time after a play is dead, take a moment to instruct a player on what they are doing wrong so that young players learn the fundamentals. This should be a quick talk and not delay the game.
- (7) There is no stealing or running on dropped 3rd strike.

8U JUNIOR LEAGUE RULES

These rules are in effect for 8U Junior League, along with the League rules stated in the front of this book.

- (1) Games will be 4 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first.
- (3) There is no early stoppage run rule in effect. ***Except due to rain or darkness, in this case it will go by 10U League early stoppage.***
- (4) Defense fields 10 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9th position will be an automatic out (no out will be taken for 10th.) Once 9th position is filled by a regular player an automatic out is no longer in effect.
- (5) Coaches will pitch entire game. Coach must have feet on rubber at all times.
- (6) When coaches are pitching, no walks will be called, and only swinging strikes will be called. A Maximum 7 pitches from coach.
- (7) When the players are pitching once the pitcher reaches a 4 ball count on the batter, a coach shall pitch the remaining strikes the batter has left. When coach is pitching only swinging strikes will be called with a MAX OF 3 pitches. If a batter swings and misses on the 3rd strike or does not put ball in play on these pitches (or foul last pitch off) the batter is out. Batter may foul off as many pitches as they can, till ball is put in play or a strike out occurs. Coach must pitch in a manner of a flat pitch from the pitcher's mound, no exceptions. A coach cannot walk a batter. . If player pitching hits the batter the batter will be awarded first base, if coach is pitching and hits batter it the batter will remain at plate and pitch will go against the total pitch count of 7.
- (8) There is no stealing or running on dropped 3rd strike.
- (9) Play will be stopped when the ball reaches the Coach or player with in the required 12ft pitching circle. Coaches need to try to stay clear of a ball in play and only be of help on the mound to stop play. On an infield throwing error all runners may only advance one base if said runner chooses to do so. (example: if first bases misses the ball attempting to get the batter runner out at first base the batter runner may advance to second base then play will be stopped).
- (10) There must be 1 umpire for each game. No parents shall umpire a game.

8U SENIOR LEAGUE RULES

These rules are in effect for 8U Junior League, along with the League rules stated in the front of this book.

- (1) Games will be 4 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first.
- (3) There is no early stoppage run rule in effect. ***Except due to rain or darkness, in this case it will go by 10U League early stoppage.***
- (4) Defense fields 10 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9th position will be an automatic out (no out will be taken for 10th.) Once 9th position is filled by a regular player an automatic out is no longer in effect.
- (5) Coaches will pitch the 1st and 3rd innings; each team will have their own player pitch the 2nd & 4th innings only.
- (6) When coaches are pitching, no walks will be called, and only swinging strikes will be called. A Maximum 7 pitches from coach.
- (7) When the players are pitching once the pitcher reaches a 4 ball count on the batter, a coach shall pitch the remaining strikes the batter has left. When coach is pitching only swinging strikes will be called with a MAX OF 3 pitches. If a batter swings and misses on the 3rd strike or does not put ball in play on these pitches (or foul last pitch off) the batter is out. Batter may foul off as many pitches as they can, till ball is put in play or a strike out occurs. Coach must pitch in a manner of a flat pitch from the pitcher's mound, no exceptions. A coach cannot walk a batter. . If player pitching hits the batter the batter will be awarded first base, if coach is pitching and hits batter it the batter will remain at plate and pitch will go against the total pitch count of 7.
- (8) There is no stealing or running on dropped 3rd strike.
- (9) Play will be stopped when the ball reaches the Coach or player with in the required 12ft pitching circle. Coaches need to try to stay clear of a ball in play and only be of help on the mound to stop play. On an infield throwing error all runners may only advance one base if said runner chooses to do so. (example: if first bases misses the ball attempting to get the batter runner out at first base the batter runner may advance to second base then play will be stopped).
- (10) There must be 1 umpire for each game. No parents shall umpire a game.

10U LEAGUE RULES SOFTBALL

These rules are in effect for 10U League, along with the League rules stated in the front of this book.

- (1) Games will be 5 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.
- (3) Early stoppage run rule will be in effect: If after 3 innings (2 ½ innings if home team is leading) A team is ahead by 15 or more runs the game shall be declared concluded.
- (4) Defense fields 10 players, a game cannot start with less than 8 players. If 8 are present, the game Can be started but the 9th position will be an automatic out (no out will be taken for 10th.) Once 9th position is filled by a regular player an automatic out is no longer in effect.
- (5) No leading off bases.
- (6) Stealing of bases will be permitted the base runner can only advance one base at a time and the ball must cross home plate before runner can steal. No stealing of Home Plate will be allowed.
- (7) No running on dropped 3rd. strike.
- (8) Infield fly rule is not in effect.
- (9) Bunting is not permitted.
- (10) A pitcher may start with both feet on the rubber or may step back with one foot during delivery. But once she presents the (when the ball and her glove come together) she can only make a forward movement toward the plate.
- (11) A 12ft. pitching circle will be used around pitching rubber, no half way marks will be used. If an

attempt is made to get an out then the pitching circle will be considered a dead ball. 10U and down no runners advance. 12U and up circle is used for only the pitcher, pitcher may not cross circle line.

(12) Once the pitcher reaches a 4 ball count on the batter, a coach shall pitch the remaining strikes the batter has left. When coach is pitching only swinging strikes will be called with a MAX OF 3 pitches. If a batter swings and misses on the 3rd strike or does not put ball in play on these pitches (or foul last pitch off) the batter is out. Batter may foul off as many pitches as they can, till ball is put in play or a strike out occurs. Coach must pitch in a manner of a flat pitch from the pitcher's mound, no exceptions. A coach cannot walk a batter.

12U LEAGUE RULES SOFTBALL

These rules are in effect for 12U League, along with the League rules stated in the front of this book.

(1) Games will be 6 innings in length.

(2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.

(3) Early stoppage run rule will be in effect: If after 4 innings (3 ½ innings if home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.

(4) Defense fields 10 players, a game cannot start with less than 8 players. If 8 are present, the game can be started but the 9th position will be an automatic out (no out will be taken for 10th.) Once 9th position is filled by a regular player an automatic out is no longer in effect.

(5) No leading off bases.

(6) Runners may steal upon the release of the pitch from pitcher.

(7) No running on dropped 3rd strike.

(8) Infield fly rule is not in effect.

(9) Bunting is permitted.

(10) A pitcher may start with both feet on the rubber or may step back with one foot during delivery.

But once she presents the (when the ball and her glove come together) she can only make a forward movement toward the plate.

(11) A 16ft. pitching circle will be used around pitching rubber, no half way marks will be used. 12U and up circle is used for only the pitcher, pitcher may not cross circle line.

14U LEAGUE RULE SOFTBALL

These rules are in effect for 14U League, along with the League rules stated in the front of this book.

(1) Games will be 6 innings in length.

(2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.

(3) Early stoppage run rule will be in effect: If after 4 innings (3 ½ innings if home team is leading) A team is ahead by 15 or more runs the game shall be declared concluded.

(4) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game Can be started, but the 9th position will be an automatic out (no out will be taken for 10th.) Once 9th position is filled by a regular player an automatic out is no longer in effect.

(5) No leading off bases.

(6) Runners may steal upon the release of the pitch from pitcher.

(7) Running on dropped 3rd. strike is permitted.

(8) Infield fly rule is in effect.

(9) Bunting is permitted.

(10) A pitcher may start with both feet on the rubber or may step back with one foot during delivery. But once she presents the (when the ball and her glove come together) she can only make a forward movement toward the plate.

(11) A 16ft. pitching circle will be used around pitching rubber, no half way marks will be used. 12U and up circle is used for only the pitcher, pitcher may not cross circle line.

A LEAGUE RULE SOFTBALL

These rules are in effect for A League, along with the League rules stated in the front of this book.

(1) Games will be 7 innings in length.

(2) The per inning run rule is not in effect.

(3) Early stoppage run rule will be in effect: If after 5 innings (4 ½ innings if home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.

(4) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9th position will be an automatic out. Once 9th position is filled by a regular player an automatic out is no longer in effect.

(5) No leading off bases.

(6) Runners may steal upon the release of the pitch from pitcher.

(7) Running on dropped 3rd. strike is permitted.

(8) Infield fly rule is in effect.

(9) Bunting is permitted.

(10) A pitcher may start with both feet on the rubber or may step back with one foot during delivery. But once she presents the (when the ball and her glove come together) she can only make a forward movement toward the plate.

(11) A 16ft. pitching circle will be used around pitching rubber, no half way marks will be used.