

2011

# RED RAIDER SOFTBALL, INC. Rec Softball Program Rules



# RED RAIDER SOFTBALL

## Recreation (REC) Softball Rules

### Supplemental To NFHS 2011-2012

Version 6410.1

### CONTACT INFORMATION:

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NFHS specific rules will be followed based on the NFHS 2010 - 2011 published softball rules. Copies of NFHS Rule Books are available and given to every coach prior to season start. The following rules are supplemental to NFHS and will supersede NFHS. Unless otherwise noted herein, NFHS will apply.

For ease of use, seasonal rules revisions are highlighted in **YELLOW**

### GENERAL RULES – All Age Divisions

1. **Rule Modifications** – There will be NO modifications or adjustments to these rules at any time during the program season (spring & fall) unless such modification is required for safety reasons and/or deemed necessary by the President of Red Raider Softball. Rules revisions are discussed at the end of each season and voted on by each REC Program coach present at such Rules Meeting. At no other time are these rules to be modified (example – pre-game conference with coaches and umpire prior to game start).
2. **Safety** – The safety of ALL players and participants (including coaches) will be the primary concern of all Red Raider Softball teams. Safety comes first and a safe playing environment MUST be established BEFORE ANY ACTIVITY COMMENCES AND MUST BE SO THROUGH THE DURATION OF THE EVENT. No practice, game or other Red Raider Softball, Inc. sanctioned event will take place or continue in an unsafe environment. It is the coach's responsibility to determine if the environment is safe for the activity to commence and run

through completion. If there is any doubt, you must contact the REC Program Commissioner of Softball immediately to report the condition.

3. **Eligibility** - Player eligibility in a specific division will be determined by the player's age as of December 31, 2010. Players are permitted to play up one age, not division age group. Players may only play down one age if a note from a professional (teacher, doctor, school coach) expressing a compelling reason for the playing down and authorization from the Red Raider Softball, Inc. President and/or Red Raider Softball Commissioner.
4. **Minimum Players to Start** - In the event that one team is short the minimum number of players but know the player is coming, the start of the game will be allowed a 10 minute grace period with the agreement of both coaches but the amount of delay will not be added at the end of the game.
5. **Time Limit & Official Game** - All games are slotted for a 2 hour time limit and no new inning will commence after the 1:45h elapsed time has been reached. A game is deemed OFFICIAL once 4 innings have been completed (3.5 innings if the home team is ahead in the score). If a game has reached the 2:00 hour time limit it is deemed an official completed game, irrespective of 4 innings having been played. This is referred to as the Drop Dead Rule.
6. **Game Time** - The official game start time will be determined by the Umpire and agreed upon by both coaches prior to the beginning of the game. Scorekeepers MUST note the game start time in the scorebook.
7. **Tie Games** - Games tied after 7 innings may play one additional inning based on ITB (International Tie Breaker) rules where a runner starts at second base prior to the inning starting and the batting order resumes where it left off at the end of the 7<sup>th</sup> inning. This will only be permitted during playoffs and championship games when the time limit has not been exhausted. All divisions will play one inning in accordance with their specific division rules.
8. **Weather Suspension** - Games that are suspended due to weather in the middle half of an inning will revert back to the last completed inning. If the game is suspended at the end at the first half of the first inning, the game will start over unless both coaches agree to play on from the point the game was called.
9. **Suspended Games** - Suspended games must be agreed by the umpire and both coaches.
  - a. The coaches must agree where the game will start from. If no agreement is made prior to leaving the field the Commissioner will rule.
  - b. Scorekeepers from both teams must agree on all areas of the game for the restart of the game and it is recommended that the same scorekeepers meet prior to the beginning of the restart to review all situations. This includes base runners, batting order, adding players that were not at the suspended game, score, the amount of time available to play and the number of innings a pitcher is available to pitch.
10. **Game Procedures** - If a player is injured and cannot play defense that player is allowed to sit out from playing defense even if the player can still bat. The opposing coach should be notified

and agree on the situation. If the injured player bats and upon reaching a base, the team may provide a pinch runner. The pinch runner must be the batter that made the last out.

11. **Coach Ejection** - Any Coach that is ejected from a game will have a one game suspension while his team will be allowed to play the next scheduled game. The Commissioner will review the incident report from the umpire and determine if additional action is required. See the 'Conduct' section of the Policy & Procedures Manual for further information on coach's conduct procedures.
12. **Parent Ejection** - Any Parent that is ejected from a game will be banned from all further games scheduled for that season no matter if it is a game played by their daughter or any game being played by Red Raider Softball Teams. The coach for the team that the parent is associated with will be suspended for one game. The Commissioner will review the incident report from the umpire and determine if additional action is required.
13. **Foul Language** - Foul language at any Red Raider Softball game or practice will not be permitted or tolerated. Any player or parent using foul language during any Red Raider Softball event will be asked to leave the field immediately by either the game Umpire and/or Head Coach or their designee.
14. **No Jewelry** - For safety reasons, no earrings, jewelry, hair accessories, bracelets, anklets or other adornments will be permitted to be worn by players during game play. Earrings will not be permitted to be taped. Medical alert chains w/medallions or medical alert bracelets may be worn if taped securely to the player's skin during play.
15. **Approved Bats** - All bats used by any player during game play MUST display the USSSA, ASA or NSA Certification of Approval by the manufacturer on the bat. Any bat being used that does not display the above certification will be removed from the game by the Umpire. No wooden bats are permitted to be used.
16. **Batting Helmets** - Batting helmets with a full face mask attached must be worn by every player that is batting, on deck, advancing to bases and while occupying any base. All batting helmets and facemasks MUST display the NOCSAE approval.
17. **Catching Gear** - Catchers MUST wear full protective gear, which includes leg guards, chest protector and a NOCSAE certified protective helmet with full mask whenever the ball is in play. A Catcher's glove is encouraged but not required.
18. **Catching Gear at All Times** - Catchers must also wear all of their protective gear when warming up or practicing pitchers during games and at practice. No player is permitted to ever catch for any pitcher without wearing protective gear.
19. **Base Blocking** - Fielders may not block any portion of the base or Home Plate without holding the ball. If the fielder is waiting for the ball she must give a straight path to the base or Home Plate prior to receiving the throw and then move to the base or Home Plate with the ball.

20. **Field Inspection** - Coaches and the Umpire shall inspect the field of play prior to game start for any unsafe conditions that may exist. The coaches and umpire shall determine, collectively, if a field is acceptable to be played on. If a field is determined to be unsafe and unacceptable, the Commissioner shall be notified and the game rescheduled for another day on another field.
21. **Protests** - Coaches may protest any game on grounds of umpire ruling, transgression of rules or game play ONLY, by formally protesting to the Commissioner, in writing within 48 hours of the completion, or end, of the game in question. The Commissioner will make a determination based on facts presented and may consult the Red Raider Softball, Inc. President and/or the Board of Directors for opinion. The binding decision shall rest with the Commissioner. No protest of any nature will be accepted after 48 hours from game completion or end has passed. Protests for reasons other than what is noted above will not be considered. In cases where the Commissioner is directly involved with a particular team, whether lodging the complaint or not, the President of Red Raider Softball, Inc. will make the final determination ruling. Ruling decisions, either by the Commissioner, President or Board of Directors (or their designee), will be binding.
22. **Lineup Card** - Prior to the game commencing, each coach (or coach's designee) will supply the opposing team a batting order/lineup or an official line up card. A coach may not delay the start of a game by not supplying a batting order prior to the game commencing. If such delay occurs past the 10 minute grace period, the team not supplying a lineup will forfeit the game.
23. **Thrown Bats** - Batters must not throw bats. A warning from the Umpire will be given for the first instance of bat throwing. One warning per team. The batter will be called out for every subsequent instance of bat throwing.
24. **On Deck Circle** - Batters that are next to bat (on deck batter) MUST warm up in the designated 'on deck circle' and MUST have a batting helmet on. The on deck circle must be determined by both coaches and the umpire PRIOR to the game commencing. If no proper and safe on deck circle area can be identified, no warm up batting can be done.
25. **Uniform** - All players must have a Red Raider uniform on to participate in any game. A player may substitute the proper uniform with a temporary uniform, provided that the colors of the temporary uniform are a close match to the rest of the team.
26. **Travel Player Limit** - No more than 5 travel players are permitted to be placed on one team. Teams will consist of 12 to 14 players.
27. **Player Positions** - Each player can play no more than 3 innings per position in a game. Pitcher: (10U) can pitch no more than 2 innings max except for extra innings (can play 1 more inning) (12 U & 14U) can pitch no more than 3 innings max except for extra innings (can play 1 more inning).
28. **Playing Time** - If possible, all players are to play at least ½ the number of innings in a game, even amount of innings (i.e. 2 of the 1<sup>st</sup> 4 innings, 3 of the 1<sup>st</sup> 6 innings).

29. **Batting Order** - There is open and free substitution for all defensive positions. It is not necessary to notify the umpire or the opposing coach of any defensive change or substitution. The batting order will consist of all players and (9) defensive players. All other players must be used as substitutes and listed on the lineup card as such. (Lineup cards must be used at all official games).
30. **Hit by Pitch Limit** - The pitcher is only permitted to have 3 HBPs (hit by pitch) called on her during an inning, and then the pitcher will be asked to leave her position as pitcher (she can play other positions). The pitcher can then return to the pitcher position during another inning. If a pitcher, who has been removed because of 3 HBPs in an inning, returns to pitch, she is only permitted 2 HBPs in an additional inning before she is asked to leave the position of pitcher, and will not be allowed to pitch for the remainder of the game.
31. **Run Limit** - No more than 5 runs per team can be scored in a single inning. Final inning is also limited to 5 runs (no unlimited run rule allowed).

# 10U Division Specific Rules

The below rules are supplemental and additional to the NFHS rules and are for the 10U Division only.

1. **# of Players** – 10 players are permitted with the additional player in the outfield, making it 4 outfielders
2. **Stealing** - Stealing of 1<sup>st</sup> base to 2<sup>nd</sup> base & 2<sup>nd</sup> base to 3<sup>rd</sup> base is permitted. One base per pitch. Base runners MUST slide into home if a collision is imminent.
3. **Drop 3<sup>rd</sup> Strike** - No drop third strike will be permitted.
4. **Pitching** – The player pitcher will pitch either 3 strikes or 4 balls to the batter. Upon pitching called ball 4, the designated pitching coach for the batting team comes in to pitch 4 more pitches to the batter. If the batter has not put the ball into play after 4 pitches have been thrown (or achieving 3 total strikes – whichever comes first), the batter is out.
  - a) No stealing on coach pitch
  - b) If the final pitch is hit foul the batter is out
  - c) No warm ups for coach pitch
  - d) It is recommended that the coach pitcher is not the scorekeeper or a base coach
5. **Illegal Pitches** - There will be no enforcement of illegal pitches.
6. **Infield Fly** - Infield fly rule will not be observed.
7. **Bunting** - Bunting is prohibited.
8. **Outfielder Placement** - The placement of the outfield players must start at the grass line of the outfield. If the fields grass line is further back then a judgment call should be made between coaches before the start of the game.

## 12U & 14U & HS Division Specific Rules

The below rules are supplemental and additional to the NFHS rules and are for the 12 & Up Divisions only.

1. **# of Players** – 9 players are permitted in the field, with only 3 outfielders
2. **Stealing** - Stealing and sliding of all bases is permitted. Base runners MUST slide into home if a collision is imminent.
3. **Drop 3<sup>rd</sup> Strike** - Drop third strike is permitted.
4. **Pitching** – All pitching is kid pitch
5. **Illegal Pitches** - Enforcement of illegal pitches is permitted to the discretion of the umpire.
6. **Infield Fly** - Infield fly rule will be observed.
7. **Bunting** - Bunting of all types is permitted.

## **REC Playoff/Championship Game & Tournament Specific Rules (all age divisions)**

The below rules are supplemental and additional to the NFHS rules and apply for any Red Raider Softball REC program sanctioned tournament event as well as playoff/championship games (all age divisions). These rules DO NOT pertain to any Red Raider Softball TRAVEL level sanctioned or unsanctioned tournament event.

1. Game times are slotted for 2:00 hours. No new inning will begin once the 1:45 hour time limit has been reached. Whichever team is leading once the game has reached the 1:45 time limit AND a full inning has been completed (or half inning if the home team is ahead) will be declared the winner and the game will be noted as completed. There is NO drop dead rule in any playoff or championship game. A full inning must be completed (unless the home team is ahead once 1:45 hours have been reached).
2. Game time will commence once the pregame conference has been completed.
3. The higher seed team is always the home team.
4. In the case of injury, the official game clock (kept by the umpire) will stop. The game clock will resume once the umpire has determined that the game can begin again.