

**2016 FALL 8U, 10U & 12U GIRLS SOFTBALL
YORK, CLOVER, FORT MILL AND TEGA CAY
PARKS AND RECREATION DEPARTMENTS
LEAGUE BY-LAWS**

LEAGUE AFFILIATION

York, Clover, Fort Mill and Tega Cay Parks and Recreation youth softball is an unsanctioned league that abides by NFHS softball rules.

***THERE WILL BE NO “GENTLEMEN’S AGREEMENT” AMONG COACHES TO ALTER ANY RULES, UMPIRES WILL ENFORCE THE RULES AS STATED BELOW.**

GAME LOCATIONS

York Recreation Complex, 74 Fourth St. York, SC 29745

Clover Recreation Complex, 256 Community Park Dr. Clover, SC 29710

Roosevelt Park, 312 Mobley St. Clover, SC 29710

Runde Park, 5110 Windward Dr. Tega Cay, SC 29715

Fort Mill Location

LINE UP SHEETS

All teams are required to turn in all three (3) copies of their line-up sheet to the plate umpire prior to the start of the game. The line up should include the player's full name and jersey number. Once the game begins, you must inform the plate umpire and scorer in the tower of any changes you make in your line up. Failure to submit a line up will result in a forfeit. The scorer for that field will pick up your line up sheets.

TIME LIMITS

The first game scheduled for all age groups will observe a ten-minute grace period.

8U age group will observe a **1 hour and 5-minute** time limit and will not start a new inning with 5 minutes or less left on the game clock. 5 innings constitutes as a complete game.

10U age group will observe a **1 hour and 15-minute** time limit and will not start a new inning with 5 minutes or less left on the game clock. 6 innings constitutes as a complete game.

12U age group will observe a **1 hour and 15-minute** time limit and will not start a new inning with 5 minutes or less left on the game clock. 6 innings constitutes as a complete game.

There will be no international tie breaker, regular season games may end in a tie. This applies to 8U, 10U and 12U.

If the final inning is reached either by time limit or max innings and a team is down by more than eight (8) runs the game will continue until the hour mark is reached for 8U and the hour ten-minute mark is reached for 10U and 12U.

Post season tournament exception: If the game is tied when the time limit expires, the international tie breaker rule shall apply. The time limit will begin with the first pitch of the regulation game. Starting with the top of the “extra” inning, and each half thereafter, the offensive team shall begin its turn at bat with the player who made the last out being placed on second base with **no** outs.

GAME BALLS

The home team shall furnish one (1) new ball and the visiting team shall furnish one (1) playable ball for all regular season games.

DUGOUT

The **home** team shall have choice of dugouts.

OFFICIAL SCORE BOOK

The home team shall be responsible for keeping the official scorebook. If a game in question refers to the official score book for an answer and the scorebook is incomplete, the home team will be required to forfeit the game.

HUSTLE RULE

Coaches are to instruct their players to hustle on and off the field at all times. Umpires will enforce this rule by calling balls if the defense is not ready and by calling strikes if the offense is not ready.

DROPPED THIRD STRIKE

12U: When the catcher fails to catch and maintain the third strike the batter will have an opportunity to advance to first base

- If there are less than 2(two) outs and 1st base is not occupied.
- **8U & 10U:** No dropped third strike rule

BASE STEALING

10U & 12U: Runners are entitled to advance with liability to be put out when the ball leaves the pitcher's hand on delivery. This includes all bases, including home.

8U: No stealing is allowed

OVER THROWN BALL

8U Only: If a defensive player misses an over thrown ball when thrown to a base, the runner may advance, at will, **one base only**. This ends the play. If the batter hits the ball in the outfield, she may advance as many bases as possible.

RUN RULE

8U, 10U & 12U it will be considered a regulation game if the following occurs:

- If a team is winning by ten (10) runs after both teams have completed four (4) innings or 3 ½ if the home team is winning.

8 BATTER RULE

Teams will use the "8 Batter Rule" (once the eighth batter of the half inning reaches their turn at bat there are automatically two outs). The inning will continue as normal until either the eighth batter scores or another out is made. The inning ends as soon as the eighth batter crosses home plate (any run scored after the eighth batter will not count)

MINIMUM PARTICIPATION REQUIREMENT

To insure that every child gets a fair amount of playing time, at the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order for the entire game (teams will use a continuous batting order).

10U & 12U Each child must play three (3) consecutive defensive outs.

8U Each child must play six (6) consecutive defensive outs.

If a child will be coming to the game late, she should be the last batter on the batting line-up. If she does not show up by her time to bat then she will be **skipped**. **Free defensive substitution** is allowed at anytime during the game. This means that any player can report to any position regardless of where she is in the batting order, even if she is currently not in the batting order.

REQUIRED NUMBER OF PLAYERS

10U & 12U Each team will play ten (10) defensive positions. If one team only has nine (9) players, then both teams will only play nine (9). If one team only has eight (8) players, then their ninth (9th) batter will be an out, and the other team will still play nine (9).

8U Each team will play ten (10) defensive positions; **catcher is optional**, pitcher, 4 infielders, and 4 outfielders, if a catcher is not used she may play infield or outfield. If one team only has nine (9) players, then they shall play with nine (9) and the opposing team shall have the option to play nine (9) or ten (10). If one team only has eight (8) players, then their ninth (9th) batter will be an out and the opposing team shall have the option to play nine (9) or ten (10). A defensive coach is **required** to stand behind their catcher (and umpire) to shag any ball the catcher misses. The coach may throw the ball to the pitcher; the catcher is not required to throw back any missed balls. Another defensive coach is allowed in the outfield but must stay in the outfield. In a **live ball** situation all players are required to throw the ball to the player (not adult/coach) at the pitcher position in the circle for time to be called.

PITCHING REGULATION

10U division will pitch from a distance of 35ft with an 8ft. radius circle.

12U divisions will pitch from a distance of 40ft with an 8ft. radius circle.

None of the divisions will have a limit on the amount of innings that they are allowed to pitch. However, it is encouraged that coaches use more than one pitcher during games.

8U division will pitch from a distance of 35ft. and an 8ft. radius circle will be drawn around the pitching rubber. An offensive coach will pitch to her/his own team and he or she must pitch in an under-handed “softball” motion from **within the circle**.

****The Batter:** *Each batter will receive **5 pitches**. If the 5th pitch is fouled, a 6th and final pitch will be thrown. If the 6th pitch is fouled the batter is out.*

****The Pitcher:** *The player fielding the pitching position must have at least one foot inside the circle. A batted ball which hits the coach that is pitching is considered a dead ball/no pitch.*

EQUIPMENT

Players are required to wear a face shield and a chin strap on their batting helmet.

8U The catcher may wear full gear but only **required to wear a chest protector and a face mask**. A batting helmet may be used in the event a catcher’s helmet does not fit the child properly.

COACH EJECTION

In the event that a coach is ejected from a game, by the umpire, that coach will observe a **minimum one game suspension**, no matter the location or time frame of the next game. Each facility has the right to review the circumstances and determine any other suspension if necessary.

TIES

In the event two or more teams are tied at the conclusion of regular season play, the following steps will be taken to break the tie:

1. Head-to-Head competition; that is, the record between the two or more teams will be considered.
2. Point spread between the two teams; an examination of the final scores between the two teams will be considered.
3. A review of common opponents and each team's record against such teams will be considered.
4. Coin Toss.