
HOUSE LEAGUE RULES

SR. SOFTBALL



JUNE 20, 2018
TURTLE CLUB BASEBALL
LaSalle, Ontario



Senior Softball Rules 2018 Season



Revision Date	Description
4/26/2018	Created for Manager discussion
5/4/2018	Updates from Coaches mtg.
5/10/2018	Removed requirement for 3rd inning pitcher.
6/20/2018	Tournament Rules updated

Introduction:

The **2018 Senior Softball Division** shall consist of girls born in **2008, through 2004** and a select few younger girls who have volunteered, and been approved by the TC board.

Intent:

This Program shall be executed in a round robin format, based on approximately a 3 month season (May through July) and the Division Director will adjust for a reduced game season as necessary.

1. The goal will be to Strengthen hitting, catching, running and throwing skills through game situations, while challenging the girls by coming closer to PWSA softball rules
 - a. Stealing, Bunting, Infield Fly Rule and Pitching will be introduced at this level.
 - b. A Tee will not be used in game play at this level.
2. The format of the games will consist of;
 - a. Innings #1 and #2 will be played with a pitching machine.
 - b. Innings #3, #4, and #5 will be played without the pitching machine; a player will become the pitcher.

Diamond Setup and Equipment:

1. The diamond will be set up to the Squirt Dimensions.
 - a. Bases at **55'**, safety (double) base on 1st. (white and orange)
 - b. Pitching Rubber at **35'** from home plate
 - c. Pitching Machine speed set at **35mph** when in use.
 - d. An 8 ft. circle (diameter) will be drawn for every game, centered over the pitching rubber. If the grounds crew has not drawn it on the diamond, each manager can agree to draw one in themselves before the game starts.



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- e. Lines 4 ft long shall be drawn from the release point beyond the circle, toward 1st and 3rd
2. A regulation softball (11") will be used. If there is a discrepancy the Division Director shall be consulted for a decision.
3. Only Softball bats are permitted.
4. Games will be 5 innings in length.
5. Each offensive side shall be retired with 3 outs or when 4 runs are scored
 - a. 5th inning (or declared last inning) will be 3 outs or when the team has gone through the entire batting order once; equalizing for team that has more players in attendance.
6. No inning can start after 1 hr 45min from the scheduled start time of the game. If games reach the time limit, whomever is at bat can complete the at bat, and then the game will end.
 - a. The winner will be determined by whichever team was winning after the last completed full inning.
 - b. It is the responsibility of both managers to keep the pace of the game moving, and consider the impact of extra time needed on the following games/ practices. If issues persist, this rule will be amended to minimize impact to others.

SECTION A: General Game Play: (with or w/o pitching machine)

1. Each team is allowed up to field up to **10 players (4 outfielders)**. Less than 6 players' results in game being played with defensive players borrowed from another team. Borrowed players play defense only for other team.
 - a. No girls can be sitting on the bench when your team is in the field (all girls must be included) – Pitcher warm ups are permitted outside the fence.
 - b. Teams must field a catcher.
3. Teams can call up girls from younger divisions to fill open spots if players are available without forfeiture.
4. Games will not be re-scheduled with the exception (potentially) of rained out games.
5. Continuous batting order. If a player arrives late, the player will be placed in the last position of the batting order. If a player leaves early having batted in the lineup, that person will from that point be considered an automatic out.
6. Players must be rotated through infield and outfield positions.
 - a. Each player must play a minimum of 1 innings in the infield and 1 inning in the outfield.
 - b. Pitching and catching are considered infield positions.



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- c. Coaches are encouraged to rotate players with the intent that no player play the same position twice until all players have played that position. This rule is flexible when it comes to safety concerns that may come up if a particular player is placed in an uncomfortable position.
7. All catchers are required to wear full catcher's equipment during the game and during warm-ups.
 - a. Use of a catcher's mitt is encouraged but not mandatory.
 - b. Same player may play catcher up to 3 innings max., but the intent is to rotate all players into this position.
8. All players in the pitcher position must wear a fielder's mask at a minimum, but may elect to wear a batting helmet with a mask.
 - a. Same pitcher may pitch max of 2 innings, but the intent is to rotate all players through this position.
9. ALL players MUST have a cage on their batting helmets while batting (these are NOT provided by Turtle Club)
10. Highly recommend that players wear a face mask while fielding (these are NOT provided by Turtle Club)
11. Each player will receive a team jersey, baseball pants and a hat provided by Turtle Club Baseball. These uniforms are expected to be worn during games, with shirts tucked in.
12. NO jewelry to be worn (ie. Bracelets, earrings, rings, etc). Exceptions made for medical apparel.

Base Running: (Both with machine and without)

1. **Stealing is permitted.**
 - a. No stealing of home. Runners may NOT advance to home on a passed ball nor a wild pitch.
 - b. Dropped 3rd strike shall follow baseball rules. A batter is permitted to attempt to advance to first base if the catcher fails to catch the 3rd strike.
 - i. If 1st base is occupied with less than two outs when the ball is dropped, (or not caught) the batter becomes a runner and may attempt to advance to 1st base. The catcher must tag the batter, or the force out must be made at 1st base.
 - ii. IF bases are loaded, with two outs, the batter is permitted to attempt to advance to 1st on a dropped 3rd strike.
2. All runners must be hit home (ie. On an overthrow a runner cannot advance past 3rd base).



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- a. Runners on base may advance to home upon a base hit, provided the play has not come to its end prior to reaching 3rd base. (ie. Runner on 1st, or 2nd may score prior to the Pitcher having the ball in the circle, to end the play.)
 - b. The pitcher having control of the ball in the circle cannot be used to send a runner back to a base, but will stop a runner from continuing
 - i. If the pitcher has control of the ball in the circle before the runner attempts to advance, they must return to the base from which they came.
 - ii. If there is an overthrow as a result of a runner(s) attempting to advance after the play has ended, the runner may only advance as far as 3rd base.
 - iii. There is no “baiting” permitted by the runner.
 1. (ie. Once the pitcher has control of the ball near the 8 ft circle, the runner must decide to stay or go to the next base, but cannot stop and draw the pitcher in to a run down.
 2. If the pitcher puts the ball “in play” by throwing it, the play is NOT complete.
 3. As long as the pitcher holds the ball, the play is complete and the runner must return to the base.
3. **Baserunners cannot leave the base until the ball is crossing the plate/ hit.** If an infraction occurs, the ball will be declared dead and runners may not advance. One (1) warning will be issued and for any further infractions thereafter the runner will be called out. (Each team may receive 1 warning/ game).
 4. No head first sliding unless returning to a base, player will be called out. There is no sliding on the way to 1st base; the runner will be called out.
 5. If the batter has hit safely, they can attempt to advance as far as 3rd base on an overthrow.
 - a. If there is a subsequent overthrow at 2nd base the runner may attempt to advance to 3rd base, but no further advancement is permitted even if there are further overthrows at 3rd base.

Fielding:

1. The infield fly rule DOES apply.

- a. If the ball falls within the 8 ft circle, the player is NOT to play the ball! The circle will be played as if it is foul territory, therefore runners cannot advance unless it is caught.
2. The pitcher must have both feet within 4ft of the circle behind the white line until the ball is released.
 - a. Once the ball is released, the pitcher may move in.
3. Fielders are encouraged to attempt to put out a base runner at every opportunity.



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- a. Fielders are encouraged to attempt to tag out a stealing runner at 2nd and 3rd with full knowledge that the runner cannot advance past 3rd base until the ball is hit again, or the runner is forced in by a walk.
4. A play is concluded when the pitcher has control of the ball in or near the circle, runners have stopped advancing, and the umpire grants time.

Batting:

1. Dropped 3rd strike (last strike) will be in play.
 - a. If the last strike (3rd strike if pitcher in play) is dropped the runner may attempt to advance as long as 1st base is unoccupied or there are two outs.
 - i. When the pitching machine is in use, the Catcher must use only the ball in play to make the out.
 - b. If bases are loaded with 2 outs, the runner at 3rd may advance on a dropped last strike so long as the batter is attempting to advance to 1st.
2. There will be NO “on-deck” position. The only player allowed to have a bat in her hands is the batter. This is for safety, so please pay special attention to this.
3. Bunting is permitted. Coaches are encouraged to teach players how and why to bunt per PWSA rules.
 - a. If a bunt is attempted, no full swing is permitted.
 - b. Bunting foul on a last strike results in an automatic out.
 - i. Ie. bunting on the 5th pitch with the machine in play or with 2 strikes while a pitcher is in play.

SECTION B: Pitching Machine Innings: (innings 1, 2 and 3 only)

1. Coaches shall feed the machine for their own team. This individual must be an adult and a rostered coach.
 - a. Coaches operating the pitching machine are encouraged to wear a bump cap, or similar protective head gear.
2. Each batter will be given 5 strikes to attempt to hit the ball.
 - a. A batter may not be called out on a fouled last pitch unless it is caught in the air.
 - b. Strikes are determined by the Umpire ONLY!
 - i. Umpires are encouraged to grow the strike zone to encourage batters to swing.
3. “Errant” pitches (as a result of machine malfunction) will be at the discretion of the umpire (ie. Drops in front of the plate, hits batter, over head of batter, as long as batter is standing in proper position).



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- a. Ball shall be called dead and pitch will not count.
 - b. If the batter swings at the pitch and does not hit it, it will be counted as a strike.
 - c. If the batter swings at the pitch and hits the ball, the ball is in play.
4. If mechanical/electrical issues persist with the machine, a player will pitch to finish the inning, unless there is a backup (Turtle Club) pitching machine available.
 - a. Minimum adjustment of the machine height/speed during the game except for in the need to provide a proper strike location for the batter.
 - b. Mechanical malfunction is an acceptable circumstance to adjust the machine, but every effort to set the machine and leave it alone should be attempted.
 - c. All teams shall use only Turtle Club equipment (ie. Pitching machines). No personal machines shall be permitted during a game.
5. If a ball hits the machine or coach going through the 8 ft. circle it shall be declared a dead ball; the batter will be awarded a single and runners may advance 1 base, if forced.
6. All players are to make every effort to avoid entering the 8ft circle for safety's sake.
 - a. Any violation of this in an attempt to make play on the ball results in the play being called dead and the batter/runners awarded 1 base if forced.
 - b. A "violation" consists of a player's foot or hand touching the ground within the circle.
7. The catcher is expected to stand in proper catcher's position until the batter has completed their appearance.
 - a. In an effort to speed the game up, the catcher will catch each pitch and then discard the ball to the backstop until the at bat is complete, then return all the balls to the pitcher/ coach for the next at bat.
 - i. On a dropped last strike, the catcher may only use the ball that is currently in play.
 - b. The catcher should try to catch the pitch, provided they are comfortable and capable of doing so and their safety is not compromised. Coaches are encouraged to teach their players to protect themselves and catch the ball before it bounces.

SECTION C: Pitcher Innings: (innings 4 and 5)

6. **When a Pitcher Enters the game:**
 - a. Each batter shall experience a true at bat as per typical softball rules;
 - b. 4 balls or 3 strikes will end the at bat.
 - i. 4 balls will result in a base on balls, batter is awarded 1st base.
 - ii. 3 strikes will result in an out, unless the 3rd strike is dropped.



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- iii. Strikes are determined by the Umpire ONLY!
 - 1. Umpires are encouraged to grow the strike zone to encourage batters to swing.
 - c. A batter may not be called out on a fouled last pitch unless it is caught in the air.
- 7. The catcher is expected to stand in proper catcher's position until the batter has completed their appearance.
 - a. The catcher shall chase if necessary and return the ball to the pitcher after each pitch.
 - b. The catcher should try to catch the pitch, provided they are comfortable and capable of doing so and their safety is not compromised. Coaches are encouraged to teach their players to protect themselves and catch the ball before it bounces.

Coaching/Management:

- 1. An adult is always required in the dugout with the players as bench manager.
- 2. Any manager/coach ejected from the game must leave the park immediately and is automatically suspended for a minimum of the next game.
 - a. The suspended individual will owe an incident report to the Division Director prior to returning to participation. Further disciplinary action is at the discretion of the TC Board of Directors.
- 3. Base coaches at 1st and 3rd and the machine coach are the only coaches permitted on the field of play during the game.
 - a. Reminder: Coaches are not permitted to assist a runner in advancing. If a coach comes in contact with a runner in an effort to assist the runner, that runner may be called out, if the umpire decides that the runner was assisted. In essence, do not touch the runners.
- 4. No defensive coaches on the field.
- 5. No coaches behind the back stop will be permitted; coaches must stay in or around the dugout area.
- 6. The winning manager of each game will be required to e-mail or text the Division Director and copy the opposing manager with the final score within 24hrs of completion of the game.
- 7. Police Clearances may be required at the discretion of the TC Board of Directors for any coaches/ manager on the field.

Playoffs:

- 1. For playoffs, forfeited games will not be played; winning team will be awarded 8-0 win.
- 2. There are no changes in rules for playoff games as there is no benefit in the standings.



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Tournament of Champions:

1. The Tournament of Champions will consist of a tournament format of shortened games to decide final placement of teams. Format will likely be a round robin style, where the top two teams will play for the championship, but this is at the discretion of TC Board.
 - a. Games will be 75 mins long.
 - b. Scores will be recorded as per the last completed inning.
 - c. Games will follow the regular season rules with the following exceptions for the tournament exclusively.
 - i. Games will be played with 2 innings of pitching machine followed by two player pitched innings.
2. Each player will receive a participant medal upon completion of the tournament.
3. **Player Evaluations** - Player evaluations are requested to be completed at the end of the season to help with next year's draft or the team may be declared ineligible for the tournament