

2024 3rd and 4th Grade Rules

The league shall follow all rules of Federated HS rules with the following exceptions:

General Rules

1. Team rosters must be submitted to the league before the first scheduled game.
2. Any coach or player who uses profanity or inappropriate behavior will be asked to leave the game immediately. Infractions of this rule could result in loss of game or removal from the league as a coach or player. ANY COACH EJECTED OR REMOVED FROM A GAME WILL BE SUBJECT TO A FINE AND SUSPENSION.
3. Only certified coaches/team players are allowed in the bench area. Players must remain in bench area during games, except for bathroom trip if needed. Managers are responsible for players during games. No parents, children or spectators are allowed around the bench area.
4. One High School aged umpire will call games. **If Umpire is late, game may be started using a parent umpire(s) if both Coaches agree. Upon Umpire arrival, game will resume from that point.**
5. Regular games are **6 innings**; extra innings can be played to break a tie. **Official game is 3 innings (3 1/2 if home team is ahead).** Umpire has official start time. **No new inning begins after 1 hour 45 minutes from start time.**
6. A half inning will end if the offensive team scores **five runs or makes three outs**. This rule does not apply in the last inning of the game. No limit of runs in last inning.
7. Forfeit time is 15 minutes after scheduled game start time. Teams can start with 8 players. **Every player must play in field for at least half a game.**
8. Home team supplies game balls, sets up pitcher's mound & bases. Pitching distance is 36' and 60' base distance.
9. Game balls are regular 11" softball (not softie). Home team will provided 2 new balls per game. Bats must have a current, legal stamp embedded on it.
10. All batters must have helmets with facemasks and will be allowed to play without chin straps.
11. All players must wear full uniforms at all times- as provided by the league. Shirts should be tucked in. No metal spikes allowed.
12. Jewelry is not to be worn at any games.
13. At the first sign of lightning or thunder, the field will be cleared immediately for a period of not less than 1/2 hour.
14. No smoking or alcoholic beverages at any time.
15. Late arriving players are added to the end of the batting order and bat in turn. Any player that leaves early will be skipped in the batting order without penalty.
16. Following a game, all teams must line up at home plate and shake hands...INCLUDING ALL COACHES. NO EXCEPTIONS

17. Teams must keep official scorebooks.
18. No call ups are allowed. Teams may slide players from team to team if available.
19. All games cancelations must be made 24 hours in advance unless weather related. Please confirm game/directions 2 days before.
20. Mercy Rule is in effect if one team is winning by at least 15 runs after the trailing team has batted 4 times. Make every effort to avoid this.
21. No reporting of scores.
22. Each team is responsible for the disposal of any garbage generated by their team/fans. Please keep the fields clean!!
23. Moveable bases and a double-first base are to be used.

BATTING

1. Cinderella batting is used (**all players bat**). There is no penalty if a player has to leave. Players that arrive late are added to the end of the lineup after first pitch is thrown.
2. Helmets, with face cages, must be worn by all batters.
3. Thrown bat, not deliberate: First instance, player is warned. Second instance, batter is out. Note – The Umpire may warn the entire team as a first warning to all players
4. Dropped third strike rule WILL NOT BE IN EFFECT. If the catcher fails to field a third strike pitch, the batter is out and may not attempt to advance to first base. However, the ball is live and a pickoff attempt may be made provided team has allowable pickoff attempts left.
5. Bunting is allowed but limited to two fair bunts per inning. A batter may not square to bunt and then swing away, they must continue to bunt. This will be called an out. This is extremely dangerous for the infielders.
6. A batter hit by a pitch will be awarded first base, even if it hits the ground first. The batter must make an effort to avoid the pitch.
7. NO intentional walks will be permitted.
8. NO CONTINUOUS WALKS: This happens when a batter walks and does not stop at first but continues to run or STEAL second base, before next pitch is thrown.

BASE RUNNING

1. No Stealing allowed.
2. Base runner can leave base on the pitcher's release. Once the ball is back in the pitcher's circle, the runner must immediately proceed back to base or she will be called out.
3. A pickoff attempt is a force play. Catchers are limited to 4 pickoff attempts per inning. A player cannot advance on a pickoff throw.
4. Base runner must slide or attempt to avoid contact going to a base. Fielder interference on a base or blocking base path = runner has right of way to base.
5. Speed up rule. A runner may be used for both the catcher and pitcher at any time. It will be mandatory for catchers with 1 out.

6. Players deliberately removing their helmets in the course of a play will be called out. There will be one warning by the umpire, given to the entire team prior to game.

DEFENSIVE RULES

1. Free substitution of players in the field. ~~All players must play at least half the game on defense.~~
2. A team must field 8 players to start the game. Less than 8 players 15 minutes after game time results in a forfeit.
3. Team can play with 10 defensive players on the field. The 10th fielder (known as the short-fielder) must start on the grass or in the outfield and may not enter the infield until the ball is hit.
4. If “dead ball” results from overthrow, base runner gets the base they are going to plus one base. ~~Ex: overthrow “dead ball” on steal to third, player does not get home.~~
5. Appeals can be made only on missed bases or leaving base early (when time is out player asks umpire for appeal).
6. Catcher blocking home plate or Fielder blocking any base without the ball is considered obstruction and the runner will be called safe. Runner must have ability to touch home plate or any base to avoid obstructive contact.
7. No infield fly rule.
8. Under no circumstances should extra players be placed in the field.

PITCHING RULES

1. Balls and strikes will be called; four balls will result in a walk and three strikes will be a strike out. A foul tip on the third strike will not count as a strike unless caught by Catcher. If three walks occur in an inning a coach from the offensive team will pitch to the next batter (the pitcher remains as a fielder as the coach will not field any plays). ~~The same ball and strike rules will apply.~~ The pitcher will then be given a second chance to pitch to the next batter and complete the inning. If the pitcher walks an additional two batters and offensive coach will pitch to complete the inning. Umpires will be judicious in their calls since the goal is for the girls to hit the ball. ****The walks in any given inning do not have to be consecutive. It’s a total of three walks in any inning.****
2. ~~Coach will pitch to his/her own Team. During Coach Pitch, the same ball and strike rules will apply. Batter can strike out during coach pitch; However, there are no walks or hit-by-pitch during coach pitch.~~
3. Pitcher’s mound is 35’ from behind home plate. One foot must be in contact with the pitching rubber at the start of each pitch. Pitcher is allowed to take first step back while keeping one foot in contact with pitching rubber. No crow hopping will be allowed. One foot must be in contact with the ground at all times. A pitcher is limited to pitch a total of 3 innings per 6 inning game. One pitch constitutes an inning of play. (Only if extra innings can a pitcher pitch more innings).
4. The starting pitcher can return to the mound one time after being taken out, as long as only 3 innings in total are pitched. Secondary pitchers cannot return if taken out unless agreed to by both teams manager.
5. Hit batter takes first base, even if the ball bounces first. Batter must make attempt to avoid the pitch.
6. If a pitcher hits **THREE** batters in the same inning, she must be removed for that inning, but may return to pitch in the next inning. Coaches may confer with Umpire if Pitcher is

deemed intentional or dangerous. If not deemed intentional or dangerous, Pitcher may remain in game.

7. Pitcher conferences: Coach/Pitcher conference – The coach or manager may call one time-out per inning to confer with the pitcher. A second time out must result in a pitching change.

8. The pitcher has to have control within the pitcher's circle or vicinity of the pitcher's mound (Umpire discretion) for play to stop. Base runners not more than half way to the next base may be sent back to the previous base at the Umpire's discretion. If the pitcher continues play by throwing to a base or going after a runner, then play can resume.

CONDUCT

1. If a player demonstrates INTENTIONAL unsportsmanlike conduct, it is the coach's responsibility to discipline the player.

2. Only one coach is allowed in coaching box at 1st and 3rd. ONLY COACHES are allowed in the dugout. If a coach is under 18 he must be RUTGERS certified and his/her paperwork must be submitted to the league. Coaches under 18 are not allowed to coach on the bases without a helmet. ONLY PLAYERS, AND COACHES OF THE TEAM PLAYING ARE ALLOWED IN OR BEHIND THE DUGOUT. Parents must sit in the designated fan area.

3. ALL UMPIRES DECISIONS ARE FINAL AND NO PROTESTS ARE PERMITTED!

4. Umpires will not tolerate arguments and or abusive/insulting language from managers, coaches, players and spectators. It is the manager's responsibility to control this aspect of the game. Managers will be warned and the second time they will be removed from the game, along with the person who is doing the abusing. If they do not leave the field their team will forfeit. ALL UMPIRE DECISIONS ARE FINAL. There is a zero tolerance rule in affect for this type of behavior.

PLAYOFFS

None

Any issues not covered in rules shall be addressed by a review committee comprising of one (1) Softball representative from each Town that fields at least one Team in all 3 age divisions. Any Town(s) that combine with players from another town will be considered as one (1) Town.