

Walton County
Parks & Recreation Department
Youth Softball – General Rules & Regulations
Revised: July 7, 2016

Governing Body:

The Walton County Parks & Recreation Department will make all final decisions concerning league rules, age control dates, rule interpretations, scheduling practice sessions & games, officials, registration fees, protest, team drafts, or any matter concerning the youth softball league.

Contact Information:

Sports Hot-Line Phone Numbers

West Walton Office..... 770-266-1650

Central Walton Office..... 770-267-7525

South Walton Office 770-464-3150

Softball - General Rules & Regulations:

- 01.) All teams are limited to no more than three (3) practices per week before the first game of the season. Teams are limited to three (3) events per week after their first game.
- 02.) All games that are tied at the end of the time limit or maximum number of innings, will remain a tie.
- 03.) All players present, who are listed on the team roster, will be placed in a continuous batting order. Any player arriving late will be added to the end of the batting order.
- 04.) If a player is injured, becomes ill, leaves or simply chooses not to bat, her turn will be skipped with no penalty until such time as she can re-enter the game if the plate umpire, opposing coach and scorekeeper is notified prior to the next batter.
- 05.) Offensive teams will be allowed one (1) time-out per inning.
- 06.) On defense-One coach will be allowed outside the dugout within arm's reach.
- 07.) The slinging of a bat, which could cause injury to other players, shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such play would be a dead ball situation and no runner will be allowed to advance.
- 08.) Teams must have 8 players present to start a game. Anytime a team goes below 8 players a forfeit will occur. Teams that play a game with 8 players will receive an out each time the ninth spot in the lineup is scheduled to bat. Teams may pick up a registered player from the same age division or immediate younger age division to avoid taking an out in order to play the game. Any pick up player must bat last and play in the outfield.
- 09.) On deck batters may stand in the on deck circle located to the rear of the batter.
- 10.) All players are required to play six (6) defensive outs per game. It is recommended that managers rotate defensive players every inning. It is also recommended that players should not sit two (2) consecutive innings.

- 11.) Each team shall have an adult scorekeeper age 16 or older. This position may be shared. The home team will supply a scoreboard operator. The visiting team will provide an adult to keep the official scorebook.

*Scorekeepers (board & book) must sit in the designated score area. They should report to this area ten (10) minutes prior to game time.

- 12.) Players are not allowed to wear jewelry except for medical purposes.
- 13.) Teams are responsible for cleaning out their dugout after each game.

Player Eligibility:

- 01.) Girls age 4-18 prior to January 1st of the current year, are eligible to participate during the regular season games. (4Yr.Old T-Ball is only offered in the Spring Season)
- 02.) All players must play within their age division, unless approved by the Athletic Division Manager.
- 03.) Four (4) year olds must play one (1) season before moving up.
- 04.) A player will not be allowed to move up an age division unless there is an opening after registration had ended.

Coaches:

- 01.) Each team is allowed to have one (1) manager and two (2) assistant coaches in the dug-out during games. Ages 5-8 may have one (1) additional coach to assist with the batters.
- 02.) Individuals appointed to be managers or assistant coaches are required to:
 - submit an application and pass a criminal background check
 - attend a certification / rules clinic sponsored by the Recreation Department
- 03.) Managers pulling their team from the field during a game will be subject to suspension.
- 04.) Managers using a player, not on their team's official roster, will forfeit the game in which the player was used.
- 05.) Failure to adhere to proper conduct could result in suspension. Ejected managers or assistant coaches will be suspended for the remainder of the game in progress and their team's following scheduled game. Suspensions will not be over-turned under any circumstances.

Umpire Procedure for Managers:

- 01.) Managers may ask the umpire that makes a call, to ask for help from his/her partner if the manager feels something happened on the play that created a situation where the other umpire may have had a better view. If the umpire that made the call chooses to ask his/her partner for help, the umpires may change the original call. Only managers appointed by the recreation staff, will be allowed to approach and speak to an umpire about seeking help on a previous call. Assistant coaches cannot request help. Any call by an umpire that is solely a matter of judgment is final. Only rule interpretation may be questioned. **No one is allowed to say anything negative to or about umpires, managers, coaches, or players.**
- 02.) Concerns about umpires should be directed to the Recreation Administrative Office. This must be submitted in a written form.

Protest:

- 01.) Judgment calls by the umpires cannot be protested.
- 02.) All protest of rule infractions will be handled in accordance with ASA Softball Rules.
- 03.) All protest must be handled at the time of the occurrence.

Time Limits:

Division	Time Limit	
Age 5-6	1 hour 10 minutes	finish inning
Age 7-8	1 hour 10 minutes	finish inning
Age 9-10	1 hour 20 minutes	finish inning
Age 11-12	1 hour 20 minutes	finish inning
Age 13-18	1 hour 20 minutes	finish inning

*Finish inning means if a team cannot score enough runs to tie or take the lead during its last at bat, That team will bat regardless of the score until three (3) out are made or maximum runs have been scored.

Run / Mercy Rule:

5-6 inning game	11 runs after 4 innings,
7 inning game -	11 runs after 4 innings,

Equipment:

Player is responsible for glove, ASA approved bat, batting helmet with face guard.
Recreation Department provides catching gear, 6 practice balls per team and all game balls.

5-10 division 11-inch, yellow-red stitch, .47 core, 375 compression

11-18 division 12-inch, yellow-red stitch, 47 core, 375 compression

All catchers must wear catcher's helmet, shin guards and chest protector.

Division: Age 4**T-Ball Co-Ed**

- 01.) This division will be totally non-competitive. It will be the responsibility of each manager to make sure this rule is adhered to. Managers and assistant coaches should not mention winning.
- 02.) All players will bat at least two (2) times. Sides will change after each team has batted through the line-up.
- 03.) Managers may pitch one (1) pitch to each player. This pitch may be over-handed or under-handed.
- 04.) After one (1) pitch, the ball will be hit off a tee. Adjusting the batter's position in the batter's box is allowed.
- 05.) Each player will hit off the tee until they have hit a fair ball.

- 06.) Games will be one (1) hour in length. Teams may play a 3rd inning if 20 minutes are left in the time limit.
- 07.) Runners should not advance after the ball is controlled inside the base path. Managers should use their own judgment as to which base the runner should stay on.
- 08.) All players play defense.....no catchers and five (5) infielders.
All other players should play behind the base paths. Coaches should rotate players each game.

Division: Age 5-6

Coach Pitch Specific Rules of Play

- 7.09.A (Diagram 7.09.1)** Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.
- 7.09.B (Diagram 7.09-1)** Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
- 7.09.C (Diagram 7.09-1)** Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate.
- 7.09.C.1** The coach pitcher shall keep one foot on or straddle the Pitcher's Line.
- 7.09.C.2** The coach pitcher shall not verbally or physically coach while in the pitching position.
- 7.09.C.3** The coach pitcher shall position himself as not to be an impediment to the defensive team on any possible "live ball" play.
Penalty: A coach pitcher that violates this rule prior to the ball being pitched shall result in; First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game. A coach pitcher that violates this rule after the ball being pitched shall result in a call of obstruction.
- 7.09.C.4** When a batted ball hits the coach pitcher, the following shall apply:
7.09.C.4 (a) If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runner shall advance.
7.09.C.4(b) If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- 7.09.D** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending team's manager shall be ejected.
***Local Rule:** A player / catcher will not be utilized during regular season play. Rule 7.09.D will only be in effect during post season play (all-stars).
- 7.09.E** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- 7.09.F** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 7.09.G** The infield Fly Rule shall not be in effect at any time.
- 7.09.H** Bunting shall not be allowed at any time.
- 7.09.I** Intentional Walks shall not be allowed at any time.
- 7.09.J** The batting order shall constitute all present, properly uniformed players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.

- 7.09.J.1** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
Rule 7.09.J.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.
- 7.09.K** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
Rule 7.09.K Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.
- 7.09.L** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or passes home plate.
- 7.09.M** A courtesy runner for the catcher of record only the previous inning may be used following standard courtesy runner rules.
- 7.09.N** A team may score a maximum of seven (7) runs per inning, including the last inning.
- 7.09.O** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
Rule 7.09.O Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

Division: Age 7-8

Coach / Kid Pitch (HYBRID) Specific Rules of Play (7U & 8U)

- 7.10.A** Nine (9) defensive players shall be used.
- 7.10.B** Balk rules shall not apply.
- 7.10.C** The Infield Fly Rule shall not be in effect at any time.
- 7.10.D** The catcher shall receive the pitch in the catcher's box in a normal baseball manner when both the kid and coach are pitching. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending team's manager shall be ejected.
- 7.10.E** Bunting shall only be allowed when the kid pitcher is pitching.
- 7.10.F** Intentional Walks shall not be allowed at any time.
- 7.10.G** The batting order shall constitute all present, properly uniformed players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.
7.10.G.1 Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat.
Rule 7.10.G.1 Approved Ruling: A ninth (9th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.
- 7.10.H** Each batter shall start his at-bat with the kid pitcher pitching in a normal baseball manner.
7.10.H.1 When a batter puts a kid pitched ball in play, is struck out by a kid pitcher, is hit by a pitch from a kid pitcher or catcher's interference is called, the normal sequence of baseball proceeds.
- 7.10.H.2** When a batter is issued four (4) balls by a kid pitcher, the following shall occur:
7.10.H.2(a) The coach pitcher while engaged to the pitcher's plate shall throw a maximum of three (3) overhand pitches to the batter.
7.10.H.2(b) The coach pitcher shall not verbally or physically coach while in the Pitching position and shall position himself as not to be an impediment to the defensive team on any possible "live ball" play.
Penalty: A coach pitcher that violates this rule prior to the ball being pitched shall result in; First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
A coach pitcher that violates this rule after the ball being pitched shall result in a call of obstruction.

7.10.H.2(c) When the coach pitcher is engaged to the pitcher's plate, the kid pitcher shall position himself not more than five (5) feet behind nor more than five (5) feet to either side of the coach pitcher until the ball is hit.

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and First Offense: Warning; Second Offense: Removal of kid pitcher from the pitching position for the remainder of the game.

7.10.H.2(d) If the batter puts one (1) of the coach pitched ball(s) in play, the normal sequence of baseball proceeds.

7.10.H.2(e) When a batted ball hits the coach pitcher, the following shall apply: If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

7.10.H.2(f) If the batter fails to put one (1) of the coach pitched ball(s) in play or fouls off the third (3rd) coach pitched ball, the batter is out.

7.10.I The batter is out and shall not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher when the kid pitcher is pitching.

7.10.J Runners on base shall not advance when the kid or coach pitcher is on the pitcher's plate with the ball in his possession and the catcher is in position to receive a pitch.

7.10.K Runners shall not lead-off but can advance at their own risk (steal) once a kid pitched ball has passed home plate. When a runner tries to advance prior to a kid pitched ball passing home plate, the following shall apply:

7.10.K.1 If the runner is safe, the runner returns to the base legally occupied at the time of the pitch.

7.10.K.2 If the runner is out, the call stands as an out.

7.10.K.3 If the ball is hit, the defensive team has the option of the result of the play or a no pitch.

7.10.L Runners shall not lead-off nor advance at their own risk (steal) once the coach pitcher has assumed the pitching position.

7.10.M Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base on passed balls or wild pitches.

7.10.N A team may score a maximum of seven (7) runs per inning, including the last inning.

7.10.O Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 7.10.O Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called .