

SARATOGA MISS SOFTBALL

Rules for MM Division 2015 Recreation Season

1. NUMBER OF PLAYERS

There is a maximum of **nine (9) players** [amended 3/17/10] on the field in a defensive position. Teams may play with six (6). Up to two coaches for the defensive team may be in the field during an inning. The offensive team can instruct the batter when she is at bat. Any player showing up after the game has started will be placed at the end of the batting order. If a team can't field six (6) players, the Scheduler will reschedule the game. **There will be no forfeits.**

2. GAME TIME:

Weekday games to start at **6:15pm** [amended 4/12]. No games to exceed 1 1/2 hours.

3. UNIFORMS

Complete uniforms must be worn at each game. A complete uniform consists of: uniform shirt and softball pants / shorts /sweatpants (all of which should be navy blue). If shorts are worn, players are to wear sliding shorts. **If player is not wearing proper uniform, then the player shall be benched for that game until the proper uniform is obtained. The coaches are responsible to enforce this rule, if not then the Board Member on the field will have the authority to bench the player!**

4. PLAYER SAFETY

Long hair must be properly tied back. No player may wear jewelry or unsafe articles during practices / games. This is to include, but not limited to, earrings, necklaces, watches, bracelets or body piercings of any kind. Umpires will not officiate games if any of the above mentioned is worn (or uncovered). The player will be removed from the game.

5. HELMET / BAT THROWING

If a batter throws the bat, she will receive a warning. If the same batter throws the bat again, the batter is called out and the ball is dead. If a player throws her helmet, anywhere, she will be benched up to and including removal from the game.

6. BENCHING

Any player, for any reason of unsportsmanlike conduct or absence from two (2) consecutive team functions, without excuse, may be benched for the next game. Both scorekeepers must note the name of the player benched and the date.

7. PITCHING:

At the beginning of the season, the coach/assistant coach will pitch the ball for the first 2 weeks (Games 1 thru 4). [amended 3/17/10] Beginning with Game 5, at the umpire's discretion, all pitchers will be given three (3) warm up pitches before each inning. Pitchers will deliver a maximum of five (5) pitches per batter. Following the fifth pitch to the same batter, the coach will pitch additional pitches to the batter as follows: If the batter has no strikes, then she gets 3 strike pitches; One strike, then two strike pitches; two strikes one strike pitch. Balls and strikes are to be called by the umpire for all pitches, however there are no walks issued. If the batter fouls the ball off on her last pitch, she still remains at bat until she gets a hit, is put out, or strikes out.

8. LEAGUE PLAY:

No player sits two innings until all players have sat one inning. All players must play at least two (2) innings per game in a defensive position. A complete game will consist of five (5) innings. An inning consists of 3 outs or no more than 5 runs. **There is NO advancement on an overthrow to any base. There is NO advancement on errors. If a player gets a hit (ground ball/fly ball) through the infield – the runner is allowed to attempt a double. The player is allowed to lead when the ball leaves the pitchers hand.** [amended 3/17/10] **The lead is up to 3 steps off the base – not half-way down the base line** [amended 1/13/11].

When a player is hit by a pitch – it is the PLAYERS choice to stay and try for a hit OR take the base. The league encourages the player stays to attempt to get a hit, unless the player is injured or upset, she may take the base. [amended 3/17/10]

All players must play in the correct field position. Players cannot block the bases or the base path unless fielding the ball. With the exception of the players at bat or on deck, all players are required to stay on the bench when a team is at bat. For safety reasons, **horseplay will not be allowed during a game/practice.** Base coaches will consist of parents or coaches only. **Base coaches cannot make physical contact with the player while the ball is in play.** If this occurs, the runner will be called out.

The distance between each base will be fifty-five (55) feet. The distance between the pitching rubber and home plate will be thirty (30) feet.

The mini minor level is a developmental level. Although scores are noted to keep track of the 5 runs/inning rule, there will not be a “winner” or a “loser” and standings will not be tracked.

9. FINAL INNING

No games to exceed 1 ½ hours. The Umpire, in agreement with the coaches, determines the final inning.

GAME CALLED FOR DARKNESS IS AT THE DISCRETION OF THE UMPIRES, NOT A COACH OR PARENT.