

**SHAWNEE – SENECA CONFERENCE
GIRL'S SOFTBALL RULES AND REGULATIONS
Modified for 2008 Season**

A complete copy of the NSA Rules can be downloaded from www.playnsa.com.

ALL AGE DIVISIONS:

1. The Conference age birth cut-off date is January 1.
2. Games will start at 6:00 PM, unless otherwise determined and scheduled.
3. Prior to the start of the game, the home coach will determine if a game is to be postponed. If possible, that decision should be made at least one hour prior to the scheduled start time.
4. Once the game has begun, the umpire will decide if a game will continue or be postponed.
5. Umpires will be arranged by the league for 10U, 12U, and 14U. 8U will have parents or coaches act as umpires.
6. During the regular season, players may be moved up from the lower age group division teams. Players cannot be moved between teams. Courtesy players may only be used during the preliminary games of the post season tournament. The number of courtesy players allowed will be limited to the number necessary to fill a minimum roster for that age level. Courtesy players limited to outfield play only.
7. To be eligible to participate in the Shawnee Conference tournament, a player must have played at least 50% of the regular season games, unless for medical reasons or injuries.
8. All bats must indicate official softball bats except for the 8 & Under level, which may use bats marked as official T-Ball bats.
9. Slide or veer rule is used. Runners will slide or veer out of the way of defensive players to avoid contact. This rule is intended for the safety of all. The runner is out and the ball is dead if the rule is not observed. **This applies to all age divisions.**
10. Coaches may conference only once per inning with the batter (offensive). Defense has no rule modification.
11. **8U and 10U may play with a minimum of 8 players, 12U & 14U with a minimum of 7 players. Any number less than stated above will result in a forfeit. The teams should still play anyway, possibly sharing players or completely mixing up the teams.**
12. When a game is in progress and a new player arrives, the player can be added to the bottom of the order. If a player leaves the game, no penalty is assessed. Only coaches are allowed to ask questions of the umpires. All conversations are to be in a polite, professional manner. Coaches are responsible for the behavior of their players, parents and spectators. Unsportsmanlike conduct by any of the above parties can result in the ejection of the coach and/or forfeit of the game.
13. Players must play on a team from their hometown unless all the directors approve an exception.

AGE RELATED SPECIFICATIONS:

AGE GROUP BALL USED PITCHING DIST. BASE DIST.

8 & Under	11 inch Softie	32 Feet	45 Feet
10 & Under	11 inch	35 Feet	60 Feet
12 & Under	12 inch	40 Feet	60 Feet
14 & Under	12 inch	40 Feet	60 Feet

*** 10U-14U Courtesy Runner for pitcher and catcher. It is not optional, the reason we use courtesy runners for pitchers and catchers is to keep the game moving. The objective is to get the catcher in and dressed before the inning is completed, the same applies for the pitcher. The last batted out (player) goes in and runs for the pitcher or catcher.

***10U-14U Slide or Veer rule. This rule is intended to keep the girls safe. It is applied at 2nd, 3rd and home plate. If there is a play at that base, the runner must slide or veer, or she is automatically out. The definition of play at the base is ball and runner arriving at the same time (2 seconds) maximum difference. The umpire will call the girls out if they don't slide.

Suggested Umpire fee: \$40 per game

ALL GAME CANCELLATIONS MUST BE POSTED ON THE IMAA WEBSITE BY 4:00 PM – THE UMPIRE COORDINATOR WILL BE CHECKING THE WEBSITE AT THAT TIME. IF YOU HAVE NOT CANCELLED YOUR GAME ON THE WEBSITE BY 4, THE UMPIRE WILL BE PAID BY YOUR ASSOCIATION. CANCELLATIONS MUST ALSO BE CALLED IN TO YOUR DIRECTORS. HOME TEAM COACHES ARE RESPONSIBLE TO POST THEIR GAME SCORES ON THE WEBSITE. PLEASE DO THIS WITHIN A DAY OF YOUR GAMES.

WHEN A GAME IS CANCELLED COACHES WILL HAVE SEVEN DAYS TO RESCHEDULE THE GAME AND NOTIFY THEIR DIRECTOR. IF GAMES ARE NOT RESCHEDULED WITHIN THAT TIME, THE DIRECTORS WILL AUTOMATICALLY RESCHEDULE THE GAME BETWEEN 6/1/08 AND 6/4/08.

14 & Under: NSA Rules, EXCEPT reentry – modified (7-inning game)

Reentry Modified: To allow maximum participation, there will be unlimited substitution in this age group. Coaches will establish a batting order prior to the game for the entire team. All players will bat in this order throughout the game regardless of whether they play defensively in the field during the inning in which they are scheduled to bat.

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12 & Under: NSA Rules including 9 players in the field (6- inning game) plus:

- A. All roster players will bat in a fixed order** that will be set prior to the start of the game.
 - B. Free substitution of players in the field**, but they must continue to bat in the order set prior to the game.
 - C. Runners may leave the base upon release of the ball by the pitcher.**
 - D. Games will be six (6) innings.** A complete game is 3.5 innings if the home team is ahead, four (4) if the home team is behind. At the top of the 4th inning, there will be unlimited runs. The umpire will announce the start of unlimited runs to each coach.
- Note:** Games in April will end at 1 hour 30 minutes from the time of the first pitch. Games played in May and June will end at 2 hours from the time of the first pitch. If an inning is incomplete, games revert to the last full inning played to determine the winner. All weekend games will end at 2 hours from the time of the first pitch.
- E. Four (4) run per inning with continuation in effect.** After the 4th inning the unlimited rule applies. Summary 1st - 4th innings. Maximum runs that can be scored per inning is 7. Bases loaded 3 runs in, batter hits the ball, the ball is in play until the ball is back into the circle. So as many as 4 runs can score while the ball is in play, therefore total is 7 runs maximum. Note; i.e.: If there are two (2) outs and three (3) runs have previously scored in the inning, the final batter's advancement will end when one of the following occurs: the batter is out by a strikeout; the batter is out by defensive put-out; one of the runners in front of the batter is put- out; or, in the opinion of the umpire, the pitcher has full possession of the softball within the defined and previously drawn circle. All runs until that point will count.
 - F. Fifteen (15) run Mercy rule will be played.** A game will be considered complete after three and a half (3.5) innings (four [4] if the home team is behind) or a fifteen (15) run differential exists between the teams. Both coaches must agree to stop play.
 - G. Stealing is permitted.** A runner may not advance more than one base per pitch, even though there is an overthrow of the base.
 - H. If the same pitcher hits two (2) batters in the same inning**, the pitcher must be removed from that position for the remainder of the inning. A pitcher will be removed from that position for the remainder of the game if she hits three (3) batters during the game.
 - I. Pitchers may pitch a maximum of 3 innings during a game.** They do not need to be consecutive. This rule does not override Section H above.

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10 & Under: ASA Rules with the following Modifications:

- A. All roster players will bat in a fixed order** that will be set prior to the start of the game.
- B. Free substitution of players in the field**, but they must continue to bat in the order set prior to the game.
- C. Runners may leave the base after the ball passes the plate.**
- D. Stealing is permitted, except for the stealing of home.** A runner may not advance more than one base per pitch. A runner may not advance beyond third base when *stealing*, even though there is an overthrow of the base. A runner on third base can score only on a batted ball, when forced to the plate by a base-on-balls (walk) or a hit batter. On a batted ball, a runner may advance home on defensive errors, as this is not *stealing*.
- E. Games will be six (6) innings.** A complete game is 3.5 innings if the home team is ahead, four (4) if the home team is behind. At the top of the 4th inning, there will be unlimited runs . The umpire will announce the start of unlimited runs to each coach.
- Note:** Games in April will end at 1 hour 30 minutes from the time of the first pitch. Games played in May and June will end at 2 hours from the time of the first pitch. If an inning is incomplete, games revert to the last full inning played to determine the winner. All weekend games will end at 2 hours from the time of the first pitch.
- F. Three (3) run rule per inning with continuation will be in effect**
- Note; i.e.:** If there are two (2) outs and two (2) runs have previously scored in the inning, the final batter's advancement will end when one of the following occurs: the batter is out by a strikeout; the batter is out by defensive put-out; one of the runners in front of the batter is put-out; or, in the opinion of the umpire, the pitcher has full possession of the softball within the defined and previously drawn circle. All runs until that point will count.
- G. Twelve (12) run Mercy rule will be played.** A game will be considered complete after three and a half (3.5) innings (four [4] if the home team is behind), or a twelve (12) run differential exists between the teams. Both coaches must agree to stop play.
- H. Ten players in the field.** The tenth player must play in the outfield and cannot serve as an additional infielder. No Short Fielders!!!! Four (4) players must play in the outfield area.
- I. If the same pitcher hits two (2) batters in the same inning**, the pitcher must be removed from that position for the remainder of the inning. A pitcher will be removed from that position for the remainder of the game if she hits three (3) batters during the game.
- J. Pitchers may pitch a maximum of 3 innings during a game.** They do not need to be consecutive. This rule does not override Section H above.

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8 & Under: NSA Rules with modifications:

- A. All roster players will bat in a fixed order** that will be set prior to the start of the game.
- B. Free substitution of players in the field**, but they must continue to bat in the order set prior to the game.
- C. Runners may leave the base after the ball passes the plate.** NO STEALING. The ball is dead once it passes the batter.
- D. Games will be six (6) innings.** A complete game is 3.5 innings if the home team is ahead, four (4) if the home team is behind. At the top of the 4th inning, there will be unlimited runs . The umpire will announce the start of unlimited runs to each coach.
- Note:** Games in April will end at 1 hour 45 minutes from the time of the first pitch. Games played in May and June will end at 2 hours from the time of the first pitch. If an inning is incomplete, games revert to the last full inning played to determine the winner. All weekend games will end at 2 hours from the time of the first pitch.
- E. Four (4) run rule per inning with continuation will be in effect**
- Note; i.e.:** If there are two (2) outs and three (3) runs have previously scored in the inning, the final batter's advancement will end when one of the following occurs: the batter is out by a strikeout; the batter is out by defensive put-out; one of the runners in front of the batter is put-out; or, in the opinion of the umpire, the pitcher has full possession of the softball within the defined and previously drawn circle. All runs until that point will count.
- F. Twelve (12) run Mercy rule will be played.** A game will be considered complete after three and a half (3.5) innings (four [4] if the home team is behind) or a twelve (12) run differential exists between the teams. Both coaches must agree to stop play.
- G. Ten players in the field.** The tenth player must play in the outfield and cannot serve as an additional infielder. No Short Fielders!!!! Four (4) players must play in the outfield area.
- H. No player may play in the same position more than two (2) innings during the game.**
- I. The batter will have a maximum of seven (7) pitches in which to hit the ball and put it in play.** If the batter has not put the ball in play by the 7th pitch, she will be called out. No base-on-balls or walks in this division. Three (3) strikes and the batter is out. If the 7th pitch results in a foul ball, the batter may continue.
- J. No running (base advancement) on overthrows.** When a ball is put in play in the infield, runners may advance one base. If the ball is put in play on the outfield, runners may advance until the defense reaches the ball.

Important dates – all dates involving games are tentative & subject to change.

4/5/08	Opening Day
3/9/08	MYAA Sponsored Coaching Clinic – FOR ALL COACHES IN CONFERENCE
3/10/08	8U Scheduling Meeting 7 PM – Indian Mills Memorial School
3/11/08	10U Scheduling Meeting 7 PM – Indian Mills Memorial School
3/19/08	14U Scheduling Meeting 7 PM – Indian Mills Memorial School
3/19/08	12U Scheduling Meeting 8 PM – Indian Mills Memorial School
4/26/08	10U & 12U Round Robin – MYAA, Hartford Rd
5/17/08	8U Round Robin – MYAA, Hartford Rd
5/31/08	End of Regular Season Games
6/1/08	Make up games 6/1 thru 6/4
6/4/08	All game scores must be posted by 9 PM
6/5/08	Official Standings/Seedings for Tournament Posted
6/5/08	14U All Stars Game 7 PM – MYAA, Hartford Rd
6/6/08	10U & 12U All Stars Game 7 PM – MYAA, Hartford Rd
6/7/08	10U-14U Year-end tournament begins
6/15/08	Championship Games