



South Summit Aquatic and Fitness Center
Youth Softball / Baseball Rules and Regulations

GENERAL RULES

The National Federation (high school) rules will govern play for all leagues. The SSAFC has adopted some rules and regulations to make the program better for all participants.

1. Teams will be granted a five minute grace period after scheduled game time. The umpire at each field will hold the official clock and will make the determination if a team is ready to play before the 5 minute limit.

Game clock will begin at the scheduled time.

2. Teams in all leagues must have 7 players to count as a legal game. Any number under 7 will result in a forfeit.

3. If a forfeit occurs, the team with enough to start the game will be awarded the win. The teams will divide up and play a game. Umpires and scorekeepers will officiate the game.

4. If neither team has enough to play, a decision by coaches will be reached whether to play or not.

5. Since all players will be on the batting order in all games, if a player has to leave during the game for another appointment, there will be no penalty. However, if the number of players on a team drops below seven at any time during the game, the game will be ruled a forfeit.

6. Please remember that SSAFC leagues are designed as learning leagues. Teach proper techniques, fielding positions and sportsmanship. Help the players have a FUN experience so they will want to play again.

EVERYONE WINS WHEN THEY HAVE FUN AND LEARN TO PLAY BETTER.

T-BALL—5 & 6 year olds

1. All kids will bat and play in the fielding positions during the entire game. No player should play the same position more than once in a game.

2. No score will be kept. Runs and outs will not be recorded. If a runner is put out on base, he / she will be encouraged to go back to the dugout or bench and not stay on base.

PLEASE HANDLE WITH CARE AND POSITIVE COMMENTS.

3. Teams will bat through the lineup and then rotate out to play defense in the field.

4. Games will last 50 minutes. Game time begins at the scheduled time.

5. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly.

6. The last two weeks of the season, coaches will pitch to all their kids. Coaches will deliver a maximum of 6 pitches. If the batter does not hit, the "T" will be brought in for the player to hit off of.

7. The ball must clear the 10' circle to be fair.

8. Throwing the bat is not permitted. Teach the players to drop their bat properly.

9. The batter and on deck batter are permitted off of the bench. Keep all other players in the bench area until it is their turn. Get a parent to help with this matter if necessary.

10. Please don't move bases!

COACH PITCH 2017— 1st & 2nd Graders

1. Coaches will pitch to their own team. A **maximum of 6 pitches** will be delivered to each batter. Foul balls on the 6th pitch will result in an additional pitch. If the batter misses the 7th pitch, he / she is out—no exceptions.

2. The player on the defensive team playing the pitching position must be within the 8 foot radius circle around the pitcher's mound when the ball is pitched.

3. There may be a base coach at 1st and 3rd base. They must stay back away from the baseline. There can be **NO PHYSICAL CONTACT** with the runners. If there is contact when the ball is in play, the runner will be called out.

4. PARTICIPATION RULES:

Teams will bat through their line up each time at bat. No score will be kept.

Teams will play all participants in the field each time on defense.

5. PARTICIPATION/TEAM GOALS:

Offensive goals: Hit the ball hard, run fast, run bases well, try to score.

Defensive goals: Get to the ball, make a play to try to get someone out, and try to catch a fly ball. As a team, work for a maximum number of outs.

6. Catchers must wear a mask, chest protector and shin guards.

7. If the batted ball hits the coach/pitcher, the ball will be called dead. The runners will not advance. The batter will be pitched to again retaining the previous count.

8. All players play defense. There may be a maximum of 4 players in the infield in addition to the pitcher and catcher. All other players must be in the outfield area.

9. There will be **NO STEALING BASES**.

10. **OVERTHROWN BALL**—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow that goes out of play—awarded by the umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

11. When the ball has been declared dead, have the kids return it to the player playing the pitching position—not the coach/pitcher.

12. The base runners must stay at the closest base when the ball is thrown into the pitcher within the 8 foot radius circle. The play is over regardless of whether the pitcher catches it or not.

13. The shortstop will play their position a maximum of 2 steps in front of the baseline between 2nd and 3rd bases. He / She cannot be any closer than this.

14. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

15. **NO THROWING THE BAT!!** If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

16. Games will last 50 minutes. Game time begins at the scheduled time.

17. Coach must pitch within the designated circle.

SOFTBALL

In youth sports, all players on the team will be on the batting order and there is open substitution on defense.

If a player has to leave, scorekeepers need to be notified---no penalty to the team.

PHILLY LEAGUE---games will last 5 innings or 1 hour 10 minutes. This is a no walk league.

The youth pitcher will pitch to the batter until there is a 3 ball count, and then the coach will come in to pitch a maximum of 3 pitches. The batter can strike out with the coach pitching if they swing and miss. There is a 6 run per inning limit. If 6 runs are scored before 3 outs have occurred the turn at bat is over. GAMES PLAYED OVER IN PARK CITY WILL BE PLAYED USING A PITCHING MACHINE.

FOX LEAGUE---games will last 5 innings or 1 hour 10 minutes. There is a 6 run per inning limit. If 6 runs are scored before 3 outs have occurred the turn at bat is over. GAMES PLAYED OVER IN PARK CITY WILL BE PLAYED USING A PITCHING MACHINE.

FAST PITCH LEAGUE---1 hour 20 minute game clock---no new inning begins after 80 minutes. Players can steal bases. There is a 8 run per inning limit. If 8 runs are scored before 3 outs have occurred the turn at bat is over

PHILLY LEAGUE—3rd -4th Graders

1. The pitcher must start with the pivot foot in contact with the pitcher's plate. One foot must be in contact with the plate when delivering the ball. The pitching distance is 30'.

* 2. A child-pitcher may pitch a maximum of three balls (non-strikes) during a single at bat. After the third called ball, an offensive coach will pitch a maximum of three pitches. The batter will retain their ball/strike count. The umpire will continue to call balls and strikes, though balls will not be counted. The batter must swing and miss for a strike to be called when the coach is pitching. After the 3rd pitch the batter is out unless the ball is fouled off. In this case, the batter will get only one more pitch—no exceptions. There are no walks allowed.

3. The coach is considered part of the field. If he or she is hit with the ball, play continues unless the umpire feels it was intentional. If ruled intentional, the batter is out and the base runners return to the original base.

4. When batting you need to have a "Ball Shagger". A "Ball Shagger" will be used to retrieve a passed ball and return it to the catcher. The catcher will then throw it back to the pitcher. The ball shagger must be 12 years of age, not influence the players or play and must wear a protective helmet if under 16 years of age. This is meant to speed up play.

5. The base runners must go to the closest base when the defensive team attempts to return the ball to the pitcher when she is standing within the pitching 8 foot radius circle. All play must stop if the ball enters or passes through the pitcher's circle space, regardless of whether the pitcher catches it or not.

6. There will be NO STEALING BASES.

7. Runners must be in contact with the base they occupy until the ball crosses home plate, at which time, she could try to advance. The runner may advance if the ball is hit fairly. If the catcher misses the ball, the runners must return to the base she occupied when the ball was pitched. If she does not return immediately, she can be called out. UMPIRE'S JUDGEMENT

8. OVERTHROWN BALL—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow that goes out of play—awarded by the umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

* 9. A team plays with 10 girls in the field on defense. All players will bat. The batting order will remain the same throughout the game.

10. All eligible players present at the game will be placed in the batting order. If a player arrives after the game has started, they may be placed at the bottom of the batting order.

11. The defense may have one coach in the outfield.

12. There is open substitution on defense. The 10th player/rover will occupy her area on the grass behind the baselines until the ball is hit.

13. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

14. NO THROWING THE BAT!! If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

15. No stepping on or over the plate to hit the ball.

16. NO BUNTING.

17. 6 runs per inning rule. If the offensive team scores 6 runs, their turn at bat is over. They will rotate out to play defense even if 3 outs have not occurred.

18. Games will last 5 innings or 1 hour 10 minutes. Game time begins at the scheduled time, unless previous games goes past the hour.

19. Pitching distance is 30'.

20. Base distance is 60'.

21. Ball circumference is 11".

22. All outfield must be on the grass.

FOX LEAGUE—5th-6th Graders

1. The pitcher must start with the pivot foot in contact with the pitcher's plate. One foot must be in contact with the plate when delivering the ball. The pitching distance is 30'.

2. The base runners must go to the closest base when the defensive team attempts to return the ball to the pitcher when she is standing within the pitching 8 foot radius circle. All play must stop if the ball enters or passes through the pitcher's circle space, regardless of whether the pitcher catches it or not.

3. There will be NO STEALING BASES.

4. Base runners need to learn to slide. They should slide at 2nd, 3rd and home plate if there is a play being made. A play is defined as an attempt to put the base runner out. An attempt is when a fielder has the ball or is in the act of catching the ball. If there is a collision or interference with a play being made, the umpire will call the ball dead and rule the base runner out. All other base runners will return to the base last occupied at the time of the infraction.

BE SMART AND SLIDE!!

5. A team plays with 10 girls in the field on defense. All players will bat. The batting order will remain the same throughout the game.

6. There is open substitution on defense. The 10th player/rover will occupy her area on the grass behind the baselines until the ball is hit.

7. OVERTHROWN BALL—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow if it goes out of play. This will be governed by the umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

8. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

9. NO THROWING THE BAT!! If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

10. No stepping on or over the plate to hit the ball.

11. BUNTING is allowed.

12. No automatic walks.

13. You must pitch to the batter.

14. 6 runs per inning rule. If the offensive team scores 6 runs, their turn at bat is over. They will rotate out to play defense even if 3 outs have not occurred.

15. Games will last 5 innings or 1 hour 10 minutes. Game time begins at the scheduled time, unless previous games goes past the hour.

16. Pitching distance is 30’.

17. Base distance is 60’.

18. Ball circumference is 11”.

19. All outfield must be on the grass.

FAST PITCH LEAGUE —7th - 9th Graders

1. The pitcher must start with the pivot foot in contact with the pitcher’s plate. One foot must be in contact with the plate when delivering the ball.

2. The league DOES PLAY THE 3rd STRIKE RULE. If the catcher doesn’t catch the ball and it is on the 3rd strike, and there are less than two outs and first base is unoccupied, the batter can run to first base. Runner is at risk to be put out.

3. STEALING BASES is ALLOWED. Players can steal bases after the ball is released by the pitcher. Base runners must be in contact with the base they occupy until the ball is pitched. Runners may then make an attempt to steal the next bases. If she chooses not to steal, she must return immediately to the base she occupied before the ball was pitched. Runners cannot stand between bases once the ball goes back to the pitcher. If she does not return, she can be called out. UMPIRE’S JUDGEMENT

4. Base runners need to learn to slide. They should slide at 2nd, 3rd and home plate if there is a play being made. A play is defined as an attempt to put the base runner out. An attempt is when a fielder has the ball or is in the act of catching the ball. If there is a collision or interference with a play being made, the umpire will call the ball dead and rule the base runner out. All other base runners will return to the base last occupied at the time of the infraction. BE SMART AND SLIDE!!

5. A team plays with 10 girls in the field on defense. All players will bat. The batting order will remain the same throughout the game.

6. There is open substitution on defense. The 10th player/rover will occupy her area on the grass behind the baselines until the ball is hit.

7. OVERTHROWN BALL—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow if it goes out of play. This will be governed by the umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

8. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

9. NO THROWING THE BAT!! If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

10. No stepping on or over the plate to hit the ball.

11. BUNTING is allowed.

12. No automatic walks.

13. You must pitch to the batter.

14. 8 runs per inning rule. If the offensive team scores 8 runs, their turn at bat is over. They will rotate out to play defense even if 3 outs have not occurred.

15. Game clock begins at the scheduled time. Games consist of 7 innings with no new inning after 1 hour 20 minutes.

16. The INFIELD FLY RULE applies in this league.

17. PITCHING: No set speed is required. Windmill or full rotation is not required, but is suggested. The balls must not be arched (rising above the batter's head and then dropping in across the plate).

18. Pitching distance is 40'.

19. Base distance is 60'.

20. Ball circumference is 12".

BASEBALL

In youth baseball, all players on the team will be on the batting order and there is open substitution on defense.

If a player has to leave, scorekeepers need to be notified---no penalty to the team.

MINORS LEAGUE---1 hour 15 minute game clock---no new inning begins after 75 minutes.

This is a no walk league. The youth pitcher will pitch to the batter until there is a 3 ball count, and then the coach will come in to pitch a maximum of 3 pitches. The batter can strike out with the coach pitching if they swing and miss. There is a 6 run per inning limit. If 6 runs are scored before 3 outs have occurred the turn at bat is over. GAMES PLAYED OVER IN PARK CITY WILL BE PLAYED USING A PITCHING MACHINE.

MAJORS LEAGUE---1 hour 20 minute game clock---no new inning begins after 80 minutes.

Players can steal base. There is a 6 run per inning limit. If 6 runs are scored before 3 outs have occurred the turn at bat is over.

PONY LEAGUE---1 hour 45 minute game clock---no new inning begins after 105 minutes.

Players can lead off and steal bases.

MINORS LEAGUE—3rd & 4th Graders

1. The pitcher must start with the pivot foot in contact with the pitcher's plate. One foot must be in contact with the plate when delivering the ball. The pitching distance is 40'.

2. A child-pitcher may pitch a maximum of three balls (non-strikes) during a single at bat. After the third called ball, an offensive coach will pitch a maximum of three pitches. The batter will retain their ball/strike count. The umpire will continue to call balls and strikes, though balls will not be counted. The batter must swing and miss for a strike to be called when the coach is pitching. After the 3rd pitch the batter is out unless the ball is fouled off. In this case, the batter will get only one more pitch—no exceptions. There are no walks allowed.

3. The coach is considered part of the field. If he or she is hit with the ball, play continues unless the umpire feels it was intentional. If ruled intentional, the batter is out and the base runners return to the original base.

4. A "Ball Shagger" will be used to retrieve a passed ball and return it to the catcher. The catcher will then throw it back to the pitcher. The ball shagger must be 12 years of age, not influence the players or play and must wear a protective helmet if under 16 years of age. This is meant to speed up play.

6. There will be NO STEALING BASES.

7. Runners must be in contact with the base they occupy until the ball crosses home plate, at which time, she could try to advance. The runner may advance if the ball is hit fairly. If the catcher misses the ball, the runners must return to the base she occupied when the ball was pitched. If she does not return immediately, she can be called out. UMPIRE'S JUDGEMENT

8. OVERTHROWN BALL—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow that goes out of play—awarded by the umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

9. A team plays with 9 players in the field on defense. All players will bat. The batting order will remain the same throughout the game.

10. The defense may have one coach in the outfield.

11. There is open substitution on defense. The 9th player/rover will occupy his area on the grass behind the baselines until the ball is hit.

12. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

13. NO THROWING THE BAT!! If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

14. No stepping on or over the plate to hit the ball.

15. NO BUNTING.

16. 6 runs per inning rule. If the offensive team scores 6 runs, their turn at bat is over. They will rotate out to play defense even if 3 outs have not occurred.

17. Games will last 75 minutes. Game time begins at the scheduled time, unless previous games goes past the start time.

18. Pitching distance is 40’.

19. Base distance is 60’.

20. A Pitcher is not allowed to pitch more than 3 innings a day and no more than 6 innings per week.

MAJORS—5th & 6th Graders

1. The pitcher must start with the pivot foot in contact with the pitcher’s plate. One foot must be in contact with the plate when delivering the ball.

2. This league DOES NOT PLAY THE THIRD STRIKE RULE.

3. STEALING BASES is ALLOWED. Players can steal bases after the ball crosses home plate. Base runners must be in contact with the base they occupy until the pitched ball crosses home plate. Runners may then make an attempt to steal the next bases.

4. Base runners need to learn to slide. They should slide at 2nd, 3rd and home plate if there is a play being made. A play is defined as an attempt to put the base runner out. An attempt is when a fielder has the ball or is in the act of catching the ball. If there is a collision or interference with a play being made, the umpire will call the ball dead and rule the base runner out. All other base runners will return to the base last occupied at the time of the infraction. BE SMART AND SLIDE!!

5. INFIELD FLY RULE is in this league.

6. OVERTHROWN BALL—Players may advance on overthrown balls with the chance of being put out. One base on an overthrow if it goes out of play. This will be governed by the

umpire. If the ball remains in the playing field boundaries, it is a live ball and more bases could be taken.

7. A team plays with 9 players in the field on defense. All players will bat. The batting order will remain the same throughout the game.

8. There is open substitution on defense

9. Batter/base runners must wear a protective helmet. If a helmet falls off, replace it promptly. If a helmet is removed intentionally, the player may be called out.

10. NO THROWING THE BAT!! If a bat is thrown, both teams will receive a warning. After a warning, any bat thrown will result in an out.

11. No stepping on or over the plate to hit the ball.

12. BUNTING is allowed.

13. No automatic walks. You must pitch to the batter.

14. 6 runs per inning rule. If the offensive team scores 6 runs, their turn at bat is over. They will rotate out to play defense even if 3 outs have not occurred.

15. Game clock begins at the scheduled time. Games consist of 6 innings with no new inning after 1 hour and 20 minutes.

16. Pitching distance is 46'.

17. Base distance is 60'.

18. A Pitcher is not allowed to pitch more than 6 innings a week.

2017 Pony

RULES

1. Game length will be 7 innings or no new inning after 1 hour and 30 minutes. In the event there is a tie and the time limit has expired we will use the International Tie Breaker for 1 inning to break the tie. A runner will be placed on second base at the start of the top and bottom half of the inning. If the tie is not broken that inning the game will end in a tie. **Exception:** (If it is the last scheduled game of the day, continue with another inning of International Tie Breaker, starting the runner on third base and continuing play until the tie is broken. However, if daylight becomes an issue then the game will end in a tie.)
2. 12 run rule after 5 innings.
3. Pitchers are allowed to pitch 8 innings in one week (please keep in mind how much they have pitched during the week in any other games).
4. Once a pitcher leaves the mound they can not re-enter as a pitcher, they can move to other positions but may not go back in to pitch.
5. Unlimited Defensive substitutions.
6. On offense you can hit 10 or more in the batting order, but designate prior to the game. If you hit nine the re-entry rule will be in place; starters can re-enter one time in the same spot in the order.
7. Home team will be official scorer unless otherwise designated by umpire. Put starting time in the book.
8. We will enforce an *avoid contact* or must slide rule at all bases. *Malicious contact-runner will be ejected.* It is the desecration of the umpire if the runner is trying to avoid contact or a collision.
9. *A must slide rule will be in effect when an infielder is attempting to turn a double-play at second base.* This rule is for the protection of the baserunner.
10. No speed up rules. Every player needs to learn to run the bases
11. There are no restrictions on the size of bats.
12. Keep your team hustling on and off the field.
13. Show respect to the umpires, your opponents and most of all to this great game.
14. Players can lead off and steal.
15. Bases will be 80 feet and pitchers distance is 54 feet.
16. If the team that is batting goes through batting order twice, inning is over, no matter how many runs were scored.

