

Hobart Girls Softball  
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## Midget Division Rules

Revised: April 19, 2010

### Official Rules:

Official ASA Fastpitch rules will be followed with the exceptions contained within these rules.

### Equipment:

- a) League approved, eleven (11) inch, vinyl covered "Ragball" or "Safe-T" ball "Optic Yellow" in color.
- b) League approved fastpitch softball bat no larger than twenty-seven (27) inches.
- c) NOCSAE approved batting helmet and face guard.
- d) NOCSAE approved Catcher's gear consisting of Hockey Style Catcher's Mask, Chest Protector, and Shin Guards.

### 2) Field Set-up:

- a) **MANAGERS AND COACHES FROM BOTH THE HOME AND VISITING TEAMS ARE RESPONSIBLE FOR BOTH THE SET-UP AND CLEANUP OF THE FIELD PRIOR TO AND AFTER GAME.** (Refer to Manager/Coach Responsibilities)
- b) Playing surfaces must be prepared in the following manner prior to the start of every game:
  - i) Bases will be positioned at fifty-five (55) feet apart.
  - ii) The pitcher's mound will be placed at thirty-five (35) feet from Home Plate.

- iii) An eight (8) foot radius circle will be placed around the Pitcher's mound, measured from the front of the mound.
  - iv) There will be a chalk line placed half the distance between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base, and 3<sup>rd</sup> base and Home plate.
- 3) **The Game:**
- a) A regulation game for the Midget Division will consist of five (5) innings or one (1) hour.
  - b) **NO SCORE WILL BE KEPT;** however, the number of outs executed will be monitored to determine the end of a team's at bat. Managers and coaches will officiate the game and may remain on the playing field for the duration of the game.
  - c) If an inning is in progress, it must be completed regardless of the time limit expiration.
  - d) A team must start the game with at least eight (8) players, but will field and bat all available players.

#### 4) Pitching:

- a) Manager or coach will pitch three (3) pitches, if ball is not hit into field of play, the ball is then placed on the tee.

#### 5) Batting:

- a) Each player on a team's roster and present for the game will be listed on the batting order and bat for the entire game. If a player arrives after the game has started, she will be placed at the end of the batting order.
- b) The batter must take a full swing at the ball, and upon contact, the ball must travel beyond the eight (8) foot arc to be in play. **Bunting is not allowed.** Should the ball not travel beyond the arc, the ball is ruled dead, runners **MAY NOT** advance, and the batter will be given another opportunity to hit.
- c) The hitter must make the majority of the bat come in contact with the ball instead of hitting the tee. Should the bat not hit the majority of the ball, the ball is ruled dead, runners **MAY NOT** advance, and the batter will be given another opportunity to hit.
- d) All batters/runners **MUST** keep their helmets on while outside of dugout.

#### 6) Base Running:

- a) **THERE IS NO STEALING OR SLIDING!!!**
- b) Each runner may leave the base only after the batter has hit the ball.
- c) An out may be made at any base; however, all play stops after the pitcher has control of the ball and is in the pitching circle. Until that time, the base-runners may advance at their own risk, unless they are put out.
- d) If the pitcher is inside the pitching circle and has control of the ball, base-runners, who have not reached the hash marks located half the distance between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base, or 3<sup>rd</sup> and Home, must return to the base from which they came. However, if the base-runners have reached the hash marks, they may advance to the next base. **All play stops when the pitcher has control of the ball and is in the pitching circle.**