

Hobart Girls Softball
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Minor Division Rules

Revised: April 19, 2010

1) Official Rules:

- a) ***Official ASA Fastpitch rules will be followed with the exceptions contained within these rules.***

2) Equipment:

- a) League approved, eleven (11) inch, synthetic or leather covered ball "Optic Yellow" in color.
- b) League approved fastpitch softball bat with ASA approved logo.
- 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.
- e) ALL UNIFORMS WILL BE, LIKE IN COLOR. THIS INCLUDES UNIFORM SHIRTS, SHORTS, BASEBALL PANTS, OR SWEATPANTS, SOCKS AND VISORS/HATS.

3) 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:
 - b.i) Bases will be positioned at sixty (60) feet apart.

- b.ii) The pitcher's mound will be placed at thirty-five (35) feet from Home Plate.
- b.iii) An eight (8) foot radius circle will be placed around the Pitcher's mound, measured from the front of the mound.
- b.iv) There will be a chalk line placed half the distance between 1st and 2nd base, 2nd and 3rd base, and 3rd base and Home plate.
- b.v) The orange and white "Safety Base" must be used at 1st base with the orange part in foul territory.
- b.vi) A Coach's box, fifteen (15) feet in length and three (3) feet wide, measured from the Home Plate side of 1st and 3rd base, towards Home Plate and run parallel to, but eight (8) feet away from the 1st and 3rd base foul lines.
- b.vii) A line is drawn parallel to and three (3) feet from the 1st base foul line, starting at a point half the distance between Home Plate and 1st base.

4) **The Game:**

- a) A regulation game for the Minor Division will consist of seven (7) innings, five (5) innings if there is a ten (10) run margin, or one (1) hour and forty-five (45) minutes, whichever comes first.
- b) If an inning is in progress, it must be completed regardless of the time limit expiration; however, **NO** new inning will begin after regulation time has elapsed unless there is a tie score. An inning begins immediately after the 3rd out in the bottom of the previous inning unless time has expired.
- c) In the event the game is tied at the end of regulation time or innings, the **INTERNATIONAL TIE-BREAKER RULE** will take effect and the game will continue.
- d) A team must start a game with ten (10) players, when available; however, a team may play with no less than eight (8) players. If a team plays with eight (8), an out will be awarded each time the ninth (9) player would have batted.
- e) A team will be given five (5) minutes from the scheduled start time to have at least eight (8) players present and prepared to play before a forfeit is called.

5) **Pitching:**

- a) Official ASA **Fastpitch** rules will be followed.

- b) Pitchers must use a legal pitching motion required by Official ASA Fastpitch rules.
 - c) Manager or Coach must “Coach Pitch” from the pitchers plate or rubber.
 - d) The pitcher must position herself to either the left, right, or behind the pitching plate and within the pitching circle, while the opposing team’s coach is pitching to his/her batter.
 - e) Anyone under the age of eighteen (18) years of age **MUST** wear a catchers mask or batting helmet while warming up a pitcher.
 - f) Pitchers cannot pitch two (2) consecutive innings. (i.e. pitchers must alternate every inning)
- 6) **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) No more than ten (10) players will bat in a half inning. After ten (10) players have batted in the same half inning, that inning is over, regardless of the number of outs, once a defensive player has control of the ball and has touched Home Plate.
 - c) Official ASA **Fastpitch** rules are followed with the exception of the **BASE-ON-BALLS**. When the batter has a count of four (4) balls, the batter will keep her strike count and will receive the amount of pitches from her manager/coach that remain on her strike count. The manager/coach, who will assume the pitching role, will be limited to a member of the team’s coaching staff for that game. **The umpire will continue to call balls and strikes and the batter will have the liability of being struck out.** However, if at the end of the manager/coach pitch, if the batter has not hit the ball or been struck out on pitches, then the batter is considered to be “struck out”.
 - d) The field will be marked as reflected in #3 Field Set-up. The opposing pitcher must remain on the field and must position herself per section 5 subsection d. Once the manager or coach is designated as the pitcher, he/she will assume that role for the entire game. (Exceptions will be made for an emergency situation.) Foul balls **do not** count on 3rd strike.

- e) When a manager/coach is on the field, pitching to his/her batter, the manager/coach is allowed to coach only the batter. The manager/coach will not be allowed to coach any of the runners and once the batter becomes a runner, the manager/coach can no longer coach that player from the pitching circle. The manager/coach MUST remain on the field, in the pitching circle until the play is over or rule dead. The manager/coach will become part of the playing field and if hit with or comes in contact with the ball, the ball will remain a live ball and in play. The manager/coach is required to leave the field once the play is over. The manager/coach will then resume their normal coaching positions.
 - f) When a pitched ball hits a batter, and in the umpire's judgment the batter made a good faith effort to avoid being hit with the pitch, the batter will be awarded 1st base. This excludes pitches thrown by coaches.
 - g) **BUNTING IS NOT ALLOWED!!**
 - h) A batter must maintain control of her bat at all times. A batter who, in the opinion of the umpire, throws her bat will be subject to the following:
 - h.i) 1st offense, umpire warns batter and Score Keeper notes score book.
 - h.ii) Each subsequent offense by same batter results in batter being out.
 - i) All batters/runners **MUST** keep their helmets on while outside of dugout. A batter who fails to keep her helmet on will incur following penalties:
 - i.i) 1st offense is a warning to both benches.
 - i.ii) Each subsequent offense will result in batter taking an automatic out for her next at bat. Umpire will direct the score keeper to note this in the score book. An exception is if this out would be the 3rd out of the half inning, then the batter will not be out, however she will be "skipped" in the batting.
- 7) **Base Running:**
- a) **THERE IS NO INTENTIONAL STEALING OR SLIDING!!!**
 - b) 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.

- c) Managers/coaches are to remain in the coach's box while the ball is in play. The first offense will result in the manager/coach being warned. The second offense will result in the manager/coach being ejected.
- 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 1st and 2nd base, 2nd and 3rd base, or 3rd 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.**
- e) An overthrow is defined as any ball that gets past the player having the ball thrown to them.
 - e.i) Any ball kept in front of the player is not considered an overthrow.
 - e.ii) Any ball that is caught and dropped, or falls out of the fielder's glove is not considered an overthrow.
- f) Runners are awarded bases on the same principal as returning the ball to the pitching circle. The halfway hash marks will be used to determine if a runner/batter is allowed to advance to the next base.
- g) All overthrows are considered a judgment call by the umpire and are not arguable.
- h) An overthrow to any base will result in the ball being declared dead and all runners being awarded the base that they are closest to at the time of the overthrow. The hash mark located halfway between each base will be used to determine closest base.
 - h.i) Example 1: Bases Empty – Play at First: The batter will be stopped at first base.
 - h.ii) Example 2: Runner on First – Play at Second: The runner on first will be stopped at second base and the batter will be stopped at first base.
 - h.iii) Example 3: Runner on Second – Play at Third: The runner on second will be stopped at third base and the batter will be stopped at first base.
 - h.iv) Example 4: Runner on First – Play at First: A fielder throws the ball to first base with a fast base runner advancing to second. The base runner rounds second and

passes the hash mark before the overthrow occurs. The batter is awarded first base and the runner is allowed to advance to third.

- i) The only exception to any overthrow rule is the pitcher in the pitching circle. There is no overthrow rule when throwing the ball to the pitcher in the pitching circle.

8) **Substitution:**

- a) EPs and subs must be substituted into the defense every other inning after the 1st inning.
- b) A violation of the above could result in the ejection of the manager.

9) **Injury/Illness:**

- a) In the event a player is injured or becomes ill during the game, one of the following will occur:
 - a.i) If the removal of the injured/ill player leaves the team with nine (9) or more players, the player is skipped in the batting order with no penalty.
 - a.ii) If the team is left with eight (8) players, an out is awarded each time the injured/ill player would have batted.
 - a.iii) If the team is left with seven (7) players, the game is ruled a forfeit.