

## Grand Lake Fall League Rules 3<sup>rd</sup>-5<sup>th</sup> Grade Division 2018

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1. All teams must bat all players dressed. If you have 12 players, you must bat all 12. Please turn a line-up card with complete names and numbers into the diamond official 10 minutes before your scheduled time
2. Free defensive substitution. This does not mean the batting order. We do not want the leadoff hitter coming up at the beginning of every game. **Must rotate batting order. (ex. If the number 3 batter makes the last out of the game. The number 4 batter should bat leadoff the next game.** This allows batters an equal amount of time at bat.
3. No player can sit out more than two consecutive innings. Try not to make it the same players sitting out all of the time.
4. Time Limit: The game ends at 1 hour regardless of the situation. The score will revert to the last completed inning.
5. All High School softball rules will apply unless otherwise noted.
6. Do not become abusive with the umpires or the diamond officials.
7. No Pre-Game Infield.
8. Coaches have your players hustle in and out. This will allow us to have more games that are complete. When your team has two outs, please have your catcher get the gear on.
9. Players are encouraged to bring their own helmets, catcher's equipment, and bats. No bats will be provided. Helmets must have a facemask.
10. Games will start as scheduled or as directed by diamond officials.
11. No infield ball after the first inning
12. No teams are to practice. The league is about playing when the weather is still nice. We do not to interfere with fall school sports.
13. There is a maximum limit of six (6) runs to score per team per inning in the Jr. High and 3<sup>rd</sup> -5<sup>th</sup> Grade division. No team can score more than six runs per an at bat.
14. A pitching machine will be used (approximately 40 ft.) If a ball hits the pitching machine it will be a dead ball. Batter will receive one base as well as any other runners.
15. Speed will be set at between 35-40 mph or 48-52 rpm; both coaches will come to an agreement within this range varying with each machine.
16. A complete game is six innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 10 runs after 4 innings.
17. A half (1/2) of an inning will consist of three outs or six runs.

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18. The pitcher must be in a reasonable pitching position within 8 feet directly left or right of the pitching machine.
19. A starting team shall consist of ten (10) players, (four (4) outfielders). Outfielders must be positioned in the grass until contact with the ball.
20. No metal spikes.
21. Catchers must wear full protective gear.
22. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
23. If a player arrives late, she will be placed at the bottom of the batting order
24. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
25. No intentional walks are allowed.
26. No bunting, stealing, walks, or leading off allowed.
27. All infielders with the exception of the catcher shall play behind a parallel line to the pitching machine until the pitch has crossed the plate.
28. Each batter will get 3 swinging strikes or five (5) pitches; a foul ball on the fifth pitch constitutes another pitch or pitches until the batter hits fair or strikes out. If the pitched ball cannot be hit, the pitching machine may be adjusted at any time. (Three strikes is an out.)
29. Any batted ball hitting the pitching machine prior to touching a fielder is a dead ball. The batter is awarded first base and all runners advance one (1) base.
30. Stopping the lead runner (or ball in control in the infield) will result in the play being called dead. It is the umpire discretion when play has stopped.
31. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead. If the minimum innings have not been played, play will begin where the game was stopped.
32. No Infield Fly Rule
33. Runners can advance on a passed ball; they must leave before the catcher secures the passed ball. Runners may not advance from 3<sup>rd</sup> base on a passed ball.