

# Duxbury Youth Softball League Information

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## Conduct

- Unsportsmanlike conduct by any player, coach or fan is unacceptable.
- Significant offenses will result in expulsion from the league. It is expected that coaches be role models and exhibit exemplary sportsmanship at all times.
- Coaches are expected to monitor the behavior of the players and fans associated with their teams.
- Alcohol consumption and smoking are prohibited on or near the fields.
- Profanity, taunting, chanting and any derogatory comments are not allowed and will result in a minimum suspension of one game after a warning and possible expulsion from the league.
- Positive cheering and acknowledgement of strong play, (even by the opposition) is strongly encouraged. However, spectators and fans should avoid coaching from the bleachers or sidelines. Let the coaches do the coaching so that the players' focus will remain on the field and in the game.
- Umpires should be treated with utmost respect at all times. Calls are not to be disputed; the umpire's call is final. Coaches can discuss calls for clarification, but arguing calls, or publicly criticizing calls, will not be tolerated.
- Players should be taught by example just how important it is to treat the umpire with respect.
- Players should be encouraged to respect the league equipment and the fields. Clean up field area after every game.
- Player uniforms should be neat, shirts tucked in, visors worn.

## Safety

- If lightning is seen, game should be called.
- Coaches are responsible for maintaining a safe environment during practices and games.
- All players not at bat, on deck, warming up at a safe distance, or playing in the field, must stay on the bench.
- Only the current batter and on deck batter should have a bat in their hands with their helmet on.
- The double deck batter should make sure no one enters the on deck areas.
- All batters, on deck batters, base runners, and player base coaches must wear helmets.
- All catchers must wear full protective gear, in warm ups and in games.
- All equipment must be kept behind the fences during games.
- Players are not allowed to wear any jewelry.
- Shorts are acceptable only when worn with sliding gear. Otherwise long pants are required. Players will not be allowed to play if they do not adhere to this rule.
- Runners involved in close plays at a base must slide. No warnings will be issued and the runner will be called out if she doesn't slide.

## Game Preparation

### The Games - Freshman Division (Grades 1-2)

- All games – Saturdays 9:00-11:00 (one weekday game per team will be scheduled for mid-season).
- Games are a maximum of 2 hours in length.
- If either team does not have a minimum of 7 players, exchange of players should be made so the game can still be played. No penalty.

### The Games – Sophomore, Junior, & Senior Divisions (Grades 3-4, 5-6, & 7-12)

- Games start at 6:00 pm weekdays. If either team does not have a minimum of 7 players by the beginning of the 2<sup>nd</sup> inning, the game will be forfeited. Exchange of players should be made so that the game can be played, but a loss will be posted for the forfeiting team with an 8-0 score.
- Coaches should have their players arrive ½ hour prior to game time.
- The home team scorebook will be the official scorebook of the game. Scorekeepers should confirm score after each half inning.
- Six innings constitutes a complete game, with a minimum of four innings required for a legal game. If the home team is ahead after 3-1/2 innings, this would be considered a legal game. In the event that a game does not achieve the requirements of a legal game, it should be picked up at the top of the last complete inning and finished to the 4th inning minimum.
- An inning should not be started after 7:45 pm.
- Games should end by 8:00 pm, unless the final inning is in progress and conditions allow going past 8:00 pm.
- No regular season game should go beyond 8:15 pm.
- If a regular season inning is unfinished at 8:15, or when the umpire calls the game, the final score for the game reverts back to score at the end of the previous inning.
- Playoff & Championship games cannot end in a tie.

### The Games (All Grades)

- The Home team should be positioned on the first base side of the field and should provide game ball.
- The Home team is responsible for providing the bases and umpire equipment and returning them to the shed (or the Alden box for the Alden fields only).
- The game can be called at the discretion of the coaches based on lighting or weather conditions.
- The cancellation of a game due to inclement weather or poor field conditions will be decided by the home team coach at least 1 hour before the scheduled start of the game. A call will be made to the visiting team coach and the umpire(s).
- The Home team coach is responsible for rescheduling postponed games as soon as possible.



# Junior Division (5<sup>th</sup>-6<sup>th</sup> Grades)

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## Game Logistics – Junior Division (5<sup>th</sup>/6<sup>th</sup> Grades)

### Bases and Equipment

- Double 1<sup>st</sup> base.
- 11" Yellow Ball.
- 36' pitching distance.
- 60' Base paths (standard).
- Batting helmets with cages and chin straps (player provided).

### Umpires

- Youth Umpires, (7<sup>th</sup>–12th Grade Players).

### Rules

- Players Pitch.
- Nine players (3 outfielders), unless both coaches agree on 10 players (4 outfielders) prior to game start.
- Outfielders must remain on the outfield grass before the ball is hit. No creeping in to the infield.
- Infielders cannot be positioned closer to home plate than the pitchers rubber.
- Five runs maximum or 3 outs will end every inning, except the last inning. Unlimited runs in the last inning.
- An inning starting between 7:30 and 7:45 pm should be designated the "last" inning. Coaches should agree to what will be called the "last" inning prior to the start of any inning late in the game to avoid misunderstandings.
- Regular season games can end in a tie. Playoffs and the Championship Game cannot end in a tie.
- A continuous batting order will be used.
- Pitchers are limited to 7 innings per week.
- All players must play the field at least 3 innings or half of the game. No player sits twice before all players have sat at least once.
- All players should get equal time playing both infield and outfield positions.
- Home team coach must report game results to the Division Coordinator as soon as possible after a game.
- Playoff seeding determined as follows:
  1. Won/Loss record
  2. Least runs allowed.
  3. Most runs scored.
  4. Head to head.
  5. Coin toss.
- All coaches prior to the start of the playoffs must agree to any rule modifications for playoff games.

### Rules to note:

- There are no intentional walks.
- Bunting is allowed, and encouraged, as it is a big part of Fastpitch softball. A batter may not pretend that they are going to bunt and then pull back and swing at the pitch. This is a safety issue if the third baseman runs in for the bunt and the batter swings and hits.
- Stealing is allowed only after the pitcher releases the ball. Stealing of home is not allowed.
- The base runners must remain in contact with base at all times prior to a pitched ball leaving the pitcher's hand. Runners can be called out if leaving the base early.
- Sliding is mandatory on all close plays. No warnings will be issued and the runner will be called out if she doesn't slide. The umpire will call out a player after one warning is issued for throwing the bat.
- No extra base advance on catcher overthrows on steal plays.
- No advance to home from 3<sup>rd</sup> base on passed balls or wild pitches.
- ASA pitching rules apply. The pitcher must start with both feet in contact with the pitching rubber. A pitcher is not allowed to take more than one step in front of the pitchers rubber before she releases the ball. The back foot must remain in contact with the ground at all times, until the ball is released. There can be no backward or rocking motion.
- The base runner must commit to a base forward or back, once the ball is in the pitching circle. (Look back rule – Rule 8-8-T-1).
- No dropped third strike rule, but should be taught.
- Infield Fly Rule When an infield fly is declared by the umpire, and when there are runners on 1<sup>st</sup> & 2<sup>nd</sup>, or on 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> with one or no outs, the batter is called out immediately whether the ball is caught or dropped. Runners may advance at their own peril whether the ball is caught or dropped.
- Overthrows. If the ball goes out of play, the runners will be awarded two bases governed by the positions of the runners when the ball leaves the fielder's hand.