

# 2011 Athens Sandlot Softball Local Rules

## 9U Minors Coach Pitch Division- Board Approved

**General:** These are the regular season rules that have been agreed upon by the Athens Sandlot Baseball League Board. Little League rules will be in effect, except as noted by these local rules. (Athens Sandlot Baseball League (ASBL) is not affiliated with Little League Baseball or the ASA)

**Age Guidelines:** 7 & 8 year olds, as determined by the age of the player on or before Jan. 1st of this year. A 6 year old may request to play in this division but must be in the 1<sup>st</sup> grade. Children under the age of 6 years old will not be permitted to play due to safety concerns.

**Officials:** The umpire is in charge of the game, and will handle all appeals on the field. Only the head coach may address the umpire to resolve any questions. In the event the umpire cannot resolve a situation, the Rookies Commissioner can be called upon to do so. The head coach is responsible for the conduct of his/her players, spectators, and coaches. In the tradition of baseball, “chatter” is encouraged; however, negative chatter or team “chant songs” are not permitted.

**UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** The umpire may give a warning, but can, at any time, eject any coach, player, or spectator. Profanity is not tolerated and may result in immediate ejection from the park.

### I. Start & End of the Game:

A. Line up cards. Each coach shall prepare a team line up card to include:

Batting line up

Members of the team that may be arriving late and may play

Coaches names. (No more than 4 coaches may be used during games.)

B. Pre-Game Warm ups, line ups, line up cards and protocol:

20 minutes prior to the start time: Visitor team warm ups

10 minutes prior to the start time: Home team warm ups

5 minutes prior to the start time: Line up cards delivered to the chief umpire.

Failure to finish a team warm up is not an excuse to delay the on-time start of the game.

On-field pre-game warm-ups may be altered or disallowed due to games running behind schedule, weather, or darkness.

First pitch: Start time shall be called by the umpire.

C. If a team cannot field 6 players within 10 minutes of the scheduled start of the game, the ASBL Board has determined this team shall forfeit the game. A team may play with 6 players and the opposing team shall supply a defensive player that is deep in the batting order for that inning, (or from the bench when possible) to fill in the 7th position (outfield), so the game may be played. This “loaned” player will still bat for his/her team. A forfeit game may be played with less than 6 players, however, the score will not count, and no official score book will be kept.

D. The City of Athens will notify ASBL if the field is not available for use because of field conditions. If the City has approved the field for use but the weather or field conditions are poor, the team coaches must both agree the field is acceptable. Once the game is turned over to the Chief Umpire, only the Chief Umpire may end a game for weather, darkness or time.

E. Games will be 6 innings. Ties to be resolved in extra innings. A game is official after 4 complete innings (3½ if home team is winning).

F. No new inning shall begin after 1 hour and 25 minutes from the official start time of the game, or within 20 minutes of sunset. Sunset times will be posted weekly.

G. There is no time limit on any game that does not interfere with the start of another “game”.

## II. Scorekeeping:

- A. The home team shall be responsible for keeping the official score book. First pitch time shall be noted as called by the umpire.
- B. The official scorekeeper is to record the names of the umpires.
- C. Both teams are to confirm the score at the end of each half inning with the umpire.
- D. The umpire will turn in the Game Summary Sheet to the concession stand after the game. The umpire and both coaches must sign the summary sheet.

## III. Pitching:

- A. The coach/pitcher must deliver the ball (11" optic yellow softball) with at least one foot in the pitcher's circle. The pitch must be made underhand. This rule may be altered for weaker batters, but the coach/pitcher should then move back for the stronger batters.
- B. There will be no walks or hits batsman.
- C. If a ball is hit to an infielder, the coach/pitcher must kneel to avoid obstructing the fielders' throw or view. If the ball is overthrown, the coach/pitcher should leave the field between home plate and first base and return after the umpire has called an end to the play.
- D. If a ball is batted in front of the pitcher's circle, or along either baseline, the coach / pitcher should avoid the ball by kneeling. Do not try to run off of the field - this only creates confusion with the fielders. If the ball is overthrown, the coach/pitcher should leave the field between home plate and first base and return after the umpire has called an end to the play.
- E. If a ball is hit to the outfield, the coach / pitcher should leave the field along the first base line and return after the umpire has called an end of the play.
- F. A coach pitcher must not "bait" a throw from the players while the play is still live. If this is determined by the umpire, runners will return to their original base and the batter will be out. As long as the coach / pitcher leaves the field as directed above, this will not be an issue.
- G. If a batted ball hits a coach pitcher, it is dead. No pitch is counted against the batter.
- H. If a thrown ball hits a coach pitcher it is dead.
- I. The coach pitcher may not coach base runners while in the field of play, however, may give instructions from **foul territory** to runners advancing from 3<sup>rd</sup> base to home.

## IV. Batting:

- A. Each batter will receive up to 5 pitches or 3 strikes. A foul ball on the fifth pitch will result in additional pitches being given until the batter misses or doesn't swing at the pitch.
- B. If the batter received 5 pitches and did not have 3 strikes; she will be permitted to hit off the tee.
- C. Run Rule: Innings 1-4 up to 4 runs per team per inning unless the time constraint determines inning 3 or 4 to be the last inning. Otherwise, innings 5 & 6 are limited to 8 runs per inning.
- D. Teams will bat in a continuous batting order - all roster players will bat in order. A late arriving player will be added to the end of the batting order. A player who does not bat due to any reason other than injury or sickness will be forced to take an out, at the discretion of the umpire.

**IV. Batting: cont.**

- E. No Bunting.
- F. If the umpire judges that a bat has been thrown, one warning will be given PER TEAM per game. Repeated offenses will result in an automatic out and all runners must return to their original base.
- G. Please keep batboys, coaches and on deck batters off of the playing field until time is called.

**V. Fielding:**

- A. Two defensive coaches will be allowed on the field to verbally instruct their players. The coaches must stay in the outfield grass at all times and far enough away from the bases to avoid interfering with an overthrown ball. Before the pitch, remind your players where the play should be attempted, and help them make the correct decisions. Yelling every movement **after** the ball is hit is not teaching the players to develop their instincts!
- B. A Maximum of 10 players are allowed on the field on defense. Only six players are allowed in the infield. The outfielders must play at least 15 feet in the outfield grass at the start of the pitch.
- C. The Athens Sandlot Board has determined that minimum defensive play for each player shall be nine (9) defensive outs per six (6) game. Player safety may determine defensive positioning. No player shall remain on the bench for more than three (3) consecutive outs. Compliance with this local rule is on an honor system only. **HOWEVER**, managers suspected of not complying will be closely scrutinized, and if found delinquent shall be subject to discipline by the Board, which may include forfeiture of subject game(s).
- D. The player pitcher must have at least one foot in the pitching circle at the start of the pitch.
- E. The player pitcher must wear a heart guard. A batting helmet with a face guard is optional.
- F. UMPIRE SHALL STOP PLAY WHEN THE LEAD RUNNER STOPS (HESITATES) FORWARD PROGRESS OR WHEN AN INFIELDER CALLS TIME OUT ONCE THE LEAD RUNNER HAS STOPPED FORWARD PROGRESS. "FORWARD PROGRESS" AND GRANTING "TIME OUT" ARE THE UMPIRES JUDGEMENT.
- G. In the event of injury, the umpire shall immediately declare a dead ball; all runners receive the base they are headed to.
- H. Defensive players must not position themselves in the base paths before or during the pitch. Opposing coaches should alert one another to monitor this problem.
- I. Defensive players must yield to base runners if no play is being made- in other words, do not stand on the base or in base runners path to run bases. Again, coaches, keep an eye on this.
- J. Each team shall assign a coach to insure the catcher is ready at the end of the inning with a cup, mask/helmet and catchers glove and be ready to take the field. If there are 2 outs and the catcher is on base, you should use the last player that made an out as a pinch runner, in order to get the catcher ready.
- K. The infield fly rule is not in effect.

**VI. Running:**

- A. Runners are not allowed to lead off or steal bases. Leaving a base before the ball crosses the plate will result in the runner being called out. A runner can only advance on a play beginning with a batted ball.

**VI. Running: cont.**

- B. No appeals for runners missing a base or failing to tag up on a fly ball. If seen by the umpire, the batter will call the runner out after the play has completed.
- C. To encourage our fielders to make plays; there is a limit of advancing one base on an overthrow. **There is only one overthrow per at bat.** An overthrow is defined as a ball that is not caught by the intended fielder. Runners advance at their own risk and can be put out.
- D. **Slide or Avoid Rule:** On any play on a runner at 2<sup>nd</sup>, 3<sup>rd</sup>, or home, for the purpose of avoiding collisions, **the runner must slide or otherwise avoid contact with the defensive player.** Any collisions will result in the runner being called out and the ball will be dead.
- E. If there are 2 outs and the catcher is on base, you should use the last player that made an out as a pinch runner, in order to get the catcher ready, only if a catcher is being utilized.
- F. In the event of an injury, the ball is dead, the runners receive the base they are headed to.

**VII. Substitutions:**

Coaches shall notify the Chief Umpire of:

- Arrival of late players who will be put entered into the line up (end of line up only).
- Any injured or sick player that is being removed from the line up.

**VIII. Home Team:**

- A. The schedule will determine home team and the home team shall occupy the 3rd base dugout.
- B. The home team shall drag the playing field and fill in any divots around the pitchers rubber, bases, etc., after the game as well as remove and or replace any rain tarps for the pitcher's mound and home plate areas.

**IX. Uniforms:**

- A. Complete uniforms must be worn, as supplied by Athens Sandlot Baseball. Hats must be worn facing forward; shirts must be tucked in. No modifications of uniforms are allowed- example: cutting off sleeves, adding names, etc.
- B. Coaches and umpires will wear Sandlot League shirts.