

**CITY OF LIVINGSTON RECREATION DEPARTMENT GIRLS SOFTBALL RULES AND REGULATIONS**  
**MINI TAILS, MINOR GIRLS AND MAJOR GIRLS DIVISIONS** *Updated, January 2020 Livingston*  
*Parks Recreation and Arts Commission*

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**CITY OF LIVINGSTON RECREATION DEPARTMENT GIRLS SOFTBALL RULES AND REGULATIONS MINOR GIRLS AND MAJOR GIRLS DIVISIONS** Updated, September 2021 Livingston Parks Recreation and Arts Commission

The Divisions will operate under ASA Junior Girls' 12" Fast Pitch Rules with the following additions and/or deletions:

**A. UNIFORM & EQUIPMENT REQUIREMENTS**

**1. UNIFORM-** All players must wear the Jersey and visor issued by the Livingston Recreation Department and a pair of baseball or softball pants. (Please note - Pants are a required part of the uniform to be worn during game play. --- in inclement weather, sweatshirts, jackets may be worn over Game Jerseys if needed. With the exception of the pitcher and catcher players are required to wear the visors when in the field.

**2. SHOES-** All players must wear gym shoes or rubber-cleated shoes. No metal spikes will be allowed.

**3. HELMETS/GLOVES-**Batters & runners must wear protective helmets that have a NSOCE certified stamp on them. Anyone who intentionally removes her helmet during play will be declared out at the end of the play. Gloves can be worn by any player, but mitts may be used by the first baseman and catcher only. Pitchers glove shall be one solid color other than gray or white.

**4. JEWELRY-**No exposed jewelry such as earrings, bracelets, necklaces, or solid hair arrangers are allowed.

**5. BALLS** - Minor Girls will use an 11-inch softball and Major girls will use a 12-inch softball. Game Balls will be provided by umpires for Minor and Major Girls Divisions.

**6. BATS-** All bats must be designated as a "Fast pitch Softball Bat" by the manufacturer, and should have USSSA, USA or NSA Certification. Each bat must have either a rubber or taped handle for safety reasons. The umpire can declare any bat illegal if it unsafe for some reason, or not properly inscribed. If an illegal bat is used, it will be removed with no penalty. If it is brought back to a game and a second warning is given the team using the bat could face a forfeit.

**7. CATCHING EQUIPMENT-** Catchers must wear a mask with skull cap or hockey-style mask, throat protector, chest protector, and over-the-knee shin guards. Coaches are encouraged to check your catcher's equipment before the season begins. If it does not fit your catcher(s) properly or appears to be unsafe, contact your commissioner for help in exchanging equipment. An assistant coach or parent should be assigned to help the catcher with her equipment between innings.

**8. Defensive Fielders Mask** - While not required, all fielders are encouraged to wear a defensive mask, as it increases player safety & confidence.

**B. FIELD RULES (SET-UP)** - The Recreation and Parks Department is responsible for setting up the fields. All coaches should check before game time that the pitching rubber is at the proper length, and that the bases are the proper distance apart. (Coaches and Parents may need to assist with raking & field prep to get games in after a rain). **Batting practice is not allowed on the infield once it has been prepared for a game.** Teams can take ground ball practice yet must do so in Foul Territory, and stay off chalked areas of the field.

**1. HOME TEAM** will occupy the bench on the third base line.

**2. PITCHING DISTANCES** between home plate and the pitching rubber:

- a. Minor Girls Division-**35** feet
- b. Major Girls Division-**40** feet

### **3. BASE DISTANCES**

- a. Minor Girls Division-**60** ft. apart
- b. Junior Division-**60** ft. apart

**4. DOUBLE FIRST BASE-** A double first base may be used for safety purposes. A runner should keep to the foul side when running through first base, but may use either side when rounding. A runner will be declared out if she interferes with a play at first base by touching the fair territory base rather than the extra base in foul territory. If an errant throw pulls the Fielder to the foul side of the base, the fielder may use the base on the foul side to make the play and the runner should then touch the inside (fair) base. This also applies to fielding dropped 3rd strikes from the foul side of first base.

### **5. PLAYING FIELD:**

Bases shall be at 60 feet. Coach's boxes shall be 15 feet by 3 feet, and be marked from the first base or third base and towards home plate. On deck circle shall have an 8' radius or 16' circle. the batters boxes shall be three (3) feet by seven (7) feet. It shall be marked 6 inches from the home plate. The front line shall also be four (4) feet in front of home plate, measuring from the center of home plate. The Pitchers plate shall be rubber or wood and measure 24 inches by 6 inches.

## **C. 'OFFICIAL' GAMES & GAME LENGTH**

**1. FORFEITS** - Games will begin as schedule with a forfeit time of 15 minutes. To prevent a forfeit, a team must have the ability to field 8 players or more in all Divisions. The game will start as soon as each team has at least 8 players. The score of a forfeited game will be recorded as 2-0 game time is included in the wait time.

**2. RAINOUTS** - The Recreation Office will be responsible for declaring rainouts during its normal hours up to 2:00 p.m. weekdays and 9 a.m. on Saturdays. Check Field Status on the web at <http://www.livingstoncity.com> or the field closure hotline at (209)394-1900 to see if games are cancelled. If rain starts outside of these hours, the decision will be left up to both coaches.. Once a game has begun, the umpire will decide if, at any point, the field is not playable due to rain, darkness or other conditions. Coaches should contact the Recreation Office to arrange rescheduling. Rainouts should be rescheduled as soon as possible.

**3. NO UMPIRE-** If no umpire is available at game time, the game must still be played; if both coaches cannot agree on a 3rd party umpire, the head coach or his designee should umpire the other team's at-bat.

### **4. GAME LENGTH**

a. **Minor Girls Division-** A complete game is six (6) innings or 1.5 hours whichever comes first, unless the mercy rule is invoked. If a game in progress is called on account of rain, darkness, or time limit, the trailing team must have batted 4 complete innings to be an official game, game is over; not to be continued later. An unofficial game must be rescheduled and started from where it was stopped.

b. **Major Girls Division** - A complete game is seven (6) innings or 1.5 hours whichever comes first, unless the mercy rule is invoked. If a game in progress is called on account of rain, darkness, or time limit, the trailing team must have batted 4 complete innings to be an official game. An unofficial game must be rescheduled and started from where it was stopped.

## **5. TIME LIMIT**

No new inning shall begin after 1 Hour, 20 minutes from the start of the game. In any inning starting, after the 1 hour, 20 minute mark, The Coaches and Umpire are to Confirm that one hour and twenty minutes has passed, and that both teams will be eligible to score unlimited runs in that inning. Should that Inning complete prior to the 1 Hour, 30 minute mark, an additional unlimited run inning will be played. (For timing purposes, a new inning will be considered to start at the 3rd out of the previous inning). Time limits should always be reviewed during the pre-game discussion between the umpire & managers and again towards the end of the game. If no time limits are discussed, the rule does not change. The umpire's decision is final.

## **6. MERCY RULE-**

a. Minor & Major Divisions- Any team leading by 15 or more runs shall be declared the winner after 4 ½ innings of play if the home team is leading, or 4 full innings if the visiting team is leading.

## **7. COMPLETION OF PLAY**

If there are not three outs then on the 10<sup>th</sup> batter, completion of play shall be when a player is standing in the 16' circle and in control of the ball. If the 10<sup>th</sup> batter draws a walk, and forces a runner on third base home, the run counts and the inning is over. A pitcher cannot intentionally walk the 10<sup>th</sup> batter. In the judgment of the umpire, if a pitcher intentionally walks the 10<sup>th</sup> batter, additional batter(s) can be awarded until the pitcher attempts legal pitches. **NOTE THE DROPPED THIRD STRIKE RULE IS NOT APPLICABLE TO MINORS, WHEN COACH IS PITCHING.** See G6 Dropped Third Strike. *\*\*If there are only 8 batters the team will still need to bat 10 times for the completion of play. Also if there are 14 players only 10 batters will still bat for the completion of play.*

## **D. DECORUM & SPORTSMANSHIP**

**1. UMPIRE'S RESPONSIBILITY-**The umpire is only responsible for knowing those rules that govern play on the field itself. There are additional rules governing player eligibility, status in the batting order & various points of emphasis. If the umpire is asked to rule on any of these additional rules, the manager inquiring about the rule must supply the umpire with the written rule before a ruling can be made. Before each game, umpires shall call a meeting with both coaches to go over ground rules and discuss any issues that coaches may have. Umpires should also discuss what kind of strike zone he/she will call on batters.

**2. HARASSMENT OF UMPIRES** by coaches, managers, parents, or spectators will not be tolerated for any reason. Coaches, managers, parents, and spectators are not allowed to say anything about a pitch prior or subsequent to the umpire calling the pitch a strike, ball, or no pitch. Managers are responsible for the conduct of their assistant coaches, spectators & parents.

**3. QUESTIONING CALLS-** Managers & coaches may not question judgment calls made by the umpire, such as ball or strike, fair or foul, safe or out, etc. Managers may approach the umpire if an interpretation of the rules is in question. The manager should ask for time after the play is completed. Both managers, and only the managers, should be present & the discussion will be conducted in a calm & respectful manner. The decision of the umpire is final.

**4. COACHES-** All designated coaches, and other individuals helping coach during practices and games, must be a minimum of eighteen years old. Defensive coaches are not allowed on the playing field; they must remain in the dugout area. Base coaches are not allowed to touch a runner during a play. Managers and coaches are not allowed to stand behind the backstop at any time during live play. **The only individuals allowed in the dugout and on the field are the head coach, one assistant coach and the teams currently playing.** (This means no toddlers, babies, parents, siblings etc..) There will be no exceptions to this rule and a forfeit for the team shall be called after a first warning for this infraction. No person will coach in this league without first being fingerprinted and cleared through the Livingston Police Department and Recreation Office.

**5. NEGATIVE CHATTER** or harassing a ball player on the opposing team is forbidden. Positive chatter or encouragement is always acceptable.

**6. CONSEQUENCES-** Violations of any of the above can result in umpires ejecting the offending party from the field(park), and the team is subject to forfeit if they do not comply. The Livingston Parks Recreation & Arts Commission will review all of these situations to determine if further action is needed.

## **E. PARTICIPATION RULES**

### **TEAMS AND ELIGIBILITY**

1. It is strongly recommended that teams shall consist of not more than 12 players. Although, more can be placed on a roster, remember that all players must play 2 defensive innings every game.
2. **Age for league purposes, is the age attained by a player prior to May 1<sup>st</sup> of the season in question.**
3. Legal age for each division is as follows: (depending on registration numbers division ages may change)
  - a. Minors - ages 9 - 11
  - Majors - ages 12 -14
4. A birth certificate, hospital certificates or baptismal certificate shall determine date of birth. Copies of certificates must accompany registration form for verification. All certificates must be legible and bear the signature of the authorizing agency and the full date must be present.

#### **1. NUMBER OF PLAYERS**

- a. Minor and Major Girl Divisions - Defenses must field 10 players or all available if they have less than 10, a game must start with a minimum of 8 players.
- b. **NO LATE PLAYERS** may be added to the line up once the line up has been batted through. Late players will be added at the bottom of the lineup if the line up has not been batted through.

#### **2. EXCHANGING POSITIONS**

- a. **FIELDERS** cannot exchange positions during an inning except in case of injury. For example, changing a left fielder to right field for a left-handed batter is not permitted; however, if the shortstop is injured, a replacement player can go to right field & the right fielder can be moved to shortstop.

b. PITCHERS - A pitcher changed in the middle of an inning must play the position vacated by the new pitcher. A player on the bench is considered a playing position for this rule (except in Major Girl Division-see below). Each time a pitcher is brought in to pitch, it will be counted as an inning pitched, even if only one pitch is thrown to one batter.

c. Major Girl Division - A player on the bench cannot substitute for the pitcher or any other player in the middle of an inning, except in the case of an injury.

**3. BATTING ORDER-** The batting order will be continuous (all players on the team bat regardless of when they play in the field) and cannot be changed once the game begins. Any player arriving after the start of the game must be inserted at the bottom of the batting order. Any player re-entering the game after missing a turn due to injury or other circumstances must re-enter the game in the same place in the lineup as she left.

**4. PLAYING TIME-** Every player must play at least 3 full innings in the field during a complete game. At the end of each game, no girl should have sat out more than any other girl, except when not mathematically possible. Innings missed due to leaving early or arriving late, or due to injury, are not considered innings the girl has sat out. No girl can sit a second inning until all girls have sat at least 1 inning and no girl shall sit out for 2 innings in a row.

## **5. PLAYING POSITIONS**

a. MANDATORY INFIELD- At all levels, every player must play at least two innings in a position other than the three outfield positions during a complete game. This requirement must be satisfied in the first 4 innings of the game.

b. MAXIMUM INNINGS IN ONE POSITION

1) Minor Girl Division - A player may not play the same position for more than (3) innings \*with the exception of pitcher. Each entrance into a game a position will be considered an inning, even if it involves only one pitch.

2) Major Girl Division - A pitcher may not pitch more than 4 innings in a six inning game.

3) EXTRA- INNING GAMES – If, and when, a game goes into extra innings, the maximum inning rules are waived.

**6. COURTESY RUNNERS** are optional for pitchers and required for catchers. Are permitted for injured players. The courtesy runner must be the last recorded out and must be entered prior to the succeeding batter.

**7. SUBSTITUTE BATTERS** - In the event a batter cannot continue her at-bat due to an injury or sickness, a substitute will bat and assume the departing player's ball and strike count. A substitute is the batter farthest from the next batter that is not on base.

**8. ROSTERS:** - The roster for each team as finalized by the Recreation Department will be the roster used throughout the season. If a coach allows a girl who is not identified on the final roster for their respective team to practice or to play in any part of any game, the coach violates policy which is all players must be registered through the city recreation department and may

only play on the team they are drafted or assigned to. Violations of this provision will subject the team and coaches to discipline. Discipline to the team for violations of this rule at practice will include but not be limited to forfeiting the next scheduled game on that team's schedule. Discipline for violations of this rule during a game will include but not be limited to a forfeit of that game. The Livingston Parks Recreation and Arts Commission, in its discretion, may disband the violating team for repeated violations of this rule. Coaches who violate this rule will be subject to the disciplinary process set forth in Livingston Youth Sports Policy Guide. Repeated violations of this rule will be grounds, if established through the disciplinary process set forth in the policy, for suspension or removal of the coach and coaches involved.

## **F. PITCHING RULES**

Please refer to the Official ASA Rule Book regarding pitching regulations as they apply to fast pitch. Be especially aware of regulations as they apply to the pivot foot and non-pivot foot. If the pitching plate is unduly elevated, the pitcher may place her foot in front of the pitching rubber, but must remain in contact with it. Either the 'windmill' or 'slingshot' deliveries may be used. A total of five (4) warm pitches will be allowed between innings or at a pitching change, regardless of who is catching.

It is recognized that pitchers are developing their pitching style, and that technical violations may occur. Such violations will be permitted, provided they do not give the pitcher an unfair advantage. An unfair advantage is primarily considered a hop. Any concern with a pitching technique will be discussed between innings, between the managers and the umpire. When the umpire rules the pitch is illegal, he/she should explain the violation to the pitcher and her coach. The umpire should not delay game to instruct the pitcher on how to correct the violation. **No opposing coach, player, or fan may yell comments concerning pitching technique before or during a game.** If any concerns still exist after the game has ended, they should be directed to the Recreation Department.

### **1. RE-ENTRY RULE-**

a. A player may re-enter the pitching position **two times during each game**, including extra-inning games. **\*example, pitches first inning removed for the second inning then re-enters for 3<sup>rd</sup> inning. See player position update section E5**

**2. PITCHING LIMIT-** The following limits apply to girls playing in the pitcher's position. Please note that a girl is considered to have pitched an inning even if only one ball is pitched by her in that inning.

- a. Minor Girl Division - No pitcher may pitch more than 4 innings in a 6 inning game
- b. Major Girl Division - No pitcher may pitch more than 4 innings in a 6 inning game.
- c. EXTRA INNING GAMES-If a game goes into extra innings, the re-entry rule is still to be enforced, but the total number of innings a pitcher may pitch will increase by 1 inning.

**3. ILLEGAL PITCHES-** There is a maximum arc of 7 feet from the ground. The purpose of this rule is to encourage a flatter pitch. There is no minimum arc. If a batter swings at an illegal pitch, it shall become a live ball with all following action being legal.

**4. HIT BATTERS-** If a pitcher hits 2 batters in one inning, she must be replaced by a new pitcher. Any Pitcher Hitting (3) Batters in a game must be replaced and cannot Re-Enter the game as a pitcher.

## G. SPECIAL RULES

### 1. RUN LIMIT

- a. Minor Girl Division - Runs are limited to 5 per inning, but are unlimited in the last inning or any extra innings, subject to any mercy rule.
- b. Major Girl Division - Runs are limited to 5 per inning unless the offensive team is behind by more than 5 runs, in which case the offensive team can score enough runs to tie the score. Runs are unlimited in the 5<sup>th</sup> and 6<sup>th</sup> innings, or last declared inning due to time constraints, or any extra innings, subject to the mercy rule.

NOTE: If a game is approaching the time limit (i.e., 15 minutes prior to specified time limit, the managers & umpire should agree that the upcoming inning will be the last inning of the game and the run limit shall be waived. If the inning completed before time expires, an additional no run inning will be played.

**2. LEADOFFS** - There are leadoffs in all Divisions. See Rule G.7. (STEALING) for more specifics for each Division.

### 3. INFIELD FLY RULE -

- a. Minor & Major Girl Divisions - The infield fly rule will apply, only if declared by the Umpire. This can occur when, the batter is out when hitting a fair fly ball (not line drives or bunts) that can be caught by an infielder with ordinary effort, and first and second base; or first, second, and third base are occupied and there are less than two outs. c. If the umpire declares the Infield Fly Rule is In-Effect, the batter is out and the runners may stay safely at their respective bases or may choose to advance at their own risk.

**4. INTENTIONAL WALKS** - None. The pitcher must pitch to every batter in all Divisions.

**5. BUNTING** is allowed in all Divisions; however in an attempt to gradually & safely teach the game, the following restrictions apply to the specific Divisions:

- a. Minor Girl Division - Bunting is permitted at all times; however, a foul bunt after 2 strikes is a strike out. As a safety precaution, fake bunts are not allowed and the batter will be called out if attempted.
- b. Major Girl Division - Bunting is permitted at all times. Fake bunts are allowed.

### 6. DROPPED 3RD STRIKE

- a. Minor Girl Division - The dropped 3rd strike rule will apply. The batter becomes a runner when the third strike hits the ground, providing:
  - 1) first base is unoccupied at the time of the pitch, or
  - 2) first base is occupied and there are two outs. The batter is out if she or first base is tagged with the ball before she reaches the base, or if she reaches the dugout before running to first base. Any base runner can advance at their own risk on any dropped 3rd strike with liability to be put out, whether forced or not. One base maximum advancement for any runner.  
**\*\*\*the dropped third strike rule does not apply if the coach is pitching.**
- b. Major Girl Division - The dropped 3rd strike rule will apply. The batter becomes a runner when the third strike is not caught, providing:
  - 1) first base is unoccupied at the time of the pitch, or
  - 2) first base is occupied and there are two outs. The batter is out if she or first base is tagged with the ball before she reaches the base, or if she reaches the



dugout before running to first base. Any base runner can advance at their own risk on any dropped 3rd strike with liability to be put out, whether forced or not.

## **7. STEALING**

- a. Minor Girl Division - Stealing of any base, including home, is allowed after the pitched ball has crossed the plate. Runners may advance at their own risk on overthrows.
- b. Major Girl Division- Stealing of any base, including home, is allowed after the pitched ball has been released from the pitcher's hand. Runners may advance at their own risk on overthrows.

**NOTE:** If a runner leaves a base too soon in any Division, the ball will become dead, a "no pitch" will be declared, and the runner will be called out. In all such cases, all remaining runners will be required to return to the base they were at when the infraction occurred.

## **8. PICK-OFFS**

- a. Minor & Major Girl Division - Pick-offs are allowed by the catcher.

**9. 'WHEEL' PLAYS-** The 'wheel' play is when a batter receives 1st base on a walk and continues running to 2nd base without stopping at 1st .

- a. Minor Girl Division - Not allowed.
- b. Major Girl Division – Not allowed.

**10. FOUL TIPS-** With less than 2 strikes, a foul tip must be over the batter's head to be playable. With 2 strikes, any foul tip caught is an out.

## **11. COLLISION AVOIDANCE RULE**

All base runners must attempt to avoid a collision with a fielder in possession of the ball, or about to field a batted ball. Any runner who remains on her feet and crashes into a fielder making the play in these situations, whether intentional or not, will be called out for interference. Furthermore, if the act is determined to be flagrant or malicious, the offender will be restricted to the bench for the duration of the game. Runners have three options to avoid a collision: 1) slide into the base they are going to, 2) step around a fielder, or 3) pull up and allow themselves to be tagged. Players should learn to slide correctly and safely.

**NOTE:** A collision that occurs when an errant throw draws a defensive player into the path of the runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player. Conversely, a fielder may not impede the progress of a runner who is legally running bases while not in possession of the ball, not about to field a batted ball or not about to receive a thrown ball. Obstruction will be called in these situations, and the appropriate ruling will be made.

## **12. STOPPAGE OF PLAY**

Play is stopped once ANY infielder controls the ball within the circle at the mound. If a base runner is less than halfway to the next base when an umpire calls time out, the play is dead and the base runner must return to the last base touched. Runners may advance at their own risk on overthrows.

## **13. OFFENSIVE CONFERENCES**

Only two offensive conferences per team, with a time limit of 15 seconds each, will be allowed per inning when the umpire grants suspension of play to an offensive player or coach. This includes when any coach or manager confers with a batter, on deck batter, or runner that

requires time to be called or a delay in the natural flow of the game, such as a batter having to leave the batter's box for instructions that require more time than simply getting signs or encouragement from a coach. Per ASA rules, in the event that conferences exceed two in any inning by the offensive team, the coach or manager attempting any additional such conference will be disqualified from the remainder of the game

#### **14. PITCHES THAT HIT THE GROUND**

All pitches are live even if they hit the ground first. Such pitches can be hit by the batter, or if they strike the batter, a hit batsman will be declared and 1st base awarded. The player must make an attempt to avoid being hit. A pitched ball that rolls most of the distance to the plate and in the umpire's opinion hits the batter 'without harm', will be called a ball and not a hit batter.

#### **15. THROWN BATS**

Once any team has been warned, any batter on either team throwing a bat will be declared out. The warning must be communicated to the manager of each team & will apply to both teams.

#### **16. BATTER'S BOX**

Batters must bat from within the painted batter's box. Any batter stepping outside of the box while making contact with the ball will be declared out.

#### **17. FENCES**

Balls rolling under the fence or past the fence extended line are considered out of play and 'dead'. The base runners are entitled only to the base they are advancing to; they are not awarded the extra base in the case of an overthrow.

#### **18. OVERTHROW ADVANCE**

Minor & Major Girl Division runners may advance at will.

#### **19. MANDATORY SLIDING**

For safety reasons sliding is only required at home plate when the ball is being thrown to home plate. If a player does not slide when the ball is being thrown the runner will be called out.

### **H – SPECIAL RULES – MINOR DIVISION ONLY**

"NO WALK RULE" GIRLS SOFTBALL- Minor Division 9-11yrs.

Pitchers must pitch in a fast ball style. No slow pitch delivery. The goal is to teach the fast pitch delivery and not to destroy her confidence and to put the ball in play for the fielders.

When the count reaches three balls, the offense coach will complete the remainder of the pitches.

Sample: On a 3-0 count the coach will throw 3 pitches

On a 3-1 count the coach will throw 2 pitches

On a 3-2 count the coach will throw 1 pitches

Foul ball on the 3<sup>rd</sup> strike the batter will be given another pitch

This will eliminate walk around the bases and keep the players interested in the game.

## **I. SPECIAL RULES- Mini Tail Division Only**

**PURPOSE:** The Livingston Youth Softball League is designed for recreational enjoyment with an emphasis on developing fundamentals, having fun, fair play, and above all, good sportsmanship.

### **PLAYING FIELD**

1. A 16 foot circle around pitchers mound. A 10 foot arc from home plate shall be drawn between and first and third base across the playing field.
2. Bases will be at 50 feet.

### **PLAYING RULES**

1. Games are 1 hour. No new inning will begin 5 minutes before the time limit. An 11inch official softball shall be used. **No Umpires will be assigned.**
2. Coach pitch – the defensive pitcher shall be in a designated area, not more than 6 feet behind or to either side of the pitching rubber. From this position, the defensive pitcher is allowed to move out of the circle after the pitch is thrown. Each defensive pitcher shall deliver 5 pitches **\*\*\*with the pitching machine** from the 35 foot pitching rubber . If a ball is not hit the batter is out. The pitching coach shall also be the outfield umpire. Defensive Coach shall be the home plate umpire. If the defensive pitcher is not in the proper position when the pitch is thrown, the pitch will be considered no-pitch, and will not count towards the five pitches.
3. **Defensive players must wait until the hit ball passes the infield foul line to attack ball.**
4. A ball must be hit before a runner can leave the base. No Stealing in this Division.
5. **One base on an overthrow. CANNOT STEAL HOME. One overthrow per play.**
6. Ten (10) players shall take regular positions in the field. Eight (8) players are needed to start the game. Rover must play in the outfield. Game time is forfeit time.
7. The pitcher shall take a normal position on the pitcher’s mound, and the catcher shall be behind the plate.
8. **All team members will play on defense at least 1 inning at all games.**
9. A player may not be terminated from the team for missing practices.
10. If a player quits the team, he or she may not play for another team.
11. All players’ names shall be listed on the score sheet in order and will bat in rotation. This order will remain during the game. **ALL PLAYERS WILL BAT DURING ENTIRE GAME**, regardless of playing defense at the time.
12. **No official score shall be kept** only an official line up will be kept by the line-up-keeper.
13. .No food, alcohol, or glass bottle beverage containers are allowed in the dugouts.
14. Players must be kept in the dugout area.
15. Complaints should be directed to Recreation Services. **THERE ARE NO PROTESTS.**

16. Three (3) outs shall end an inning, or after the complete line up has batted. Whichever comes first. COACHES MAY AGREE TO BAT THROUGH THE LINE UP VS THE 3 OUTS SO ALL THE GIRLS MAY BAT.
17. Rubber cleats or tennis shoes only.
18. The infield fly rule will not be used.
19. Play ends when the ball is returned to the pitcher /player, **not to the pitching coach. Coach must move out of the way for the player to catch the ball, if it is determined that the coach was in the way the ball becomes dead and the runners will be told to go back to the base the previously occupied base**, or an infielder is holding the ball and play has stopped, or in the judgment of the umpire, play should stop. Pitcher then returns ball to the pitching coach and the next batter takes their regular turn.
20. No smoking or chewing tobacco by the coaches while on the field.
21. **NO PROFANITY OR EQUIPMENT THROWING WILL BE TOLERATED.**
22. A child may be warned or called out by the umpire for throwing the bat on the first occurrence; however, a second violation is an automatic out.
23. **Score will not be kept.** Each team must provide someone to keep track of their lineup and batting order. Trophies will be given to all players for participation.
24. **MISSING PRACTICES** – At the discretion of the coach, players missing two (2) or more practices are subject to one (1) inning of play (offense and defense).
25. Since this is an instructional league a team may place two coaches in the outfield to instruct players however coaches may not touch the fielders during a play.
- \*\*26.** When players hit the ball off the batting tee, it must go at least past the infield foul line to be playable. A hit ball not passing this foul line on the ground shall be declared a foul ball and a strike on the batter (except on third strike). Each player shall have no more than three strikes. (This is 3 swinging pitches and then 2 tries off the T.) Strikes are three swinging pitches, no walks. The t- shall not be used for the 7 year olds after the season's halfway mark. 8 YEAR OLDS MAY NOT USE THE TEE AT ALL AS THEY NEED THE PREPARATION FOR THE NEXT DIVISION IN WHICH THE PLAYERS PITCH TO ONE ANOTHER.
27. **3 Contact Rule** - A team can not meet for any reason more than 3 times per week. (*implemented 3/2008*)

***“Rule Suggestion”- Every child must play 1 inning in as an infielder and 1 inning as an outfielder per game.***

## **J. SUGGESTIONS TO COACHES**

1. Provided adequate training of skills and strategy through practices or practice games.
2. Please encourage the batters to swing. It does the player little good to walk all the time.
3. Give opportunities to players to play as many defensive positions as possible. Exception: Each manager should be certain that a player's skills are developed enough to allow them to play a position without endangering themselves or others. Girls who pitch or catch must have enough skill to throw strikes and catch pitches. Umpires can request coaches to change any player in these positions who are endangering them or the batters, or if they are unfairly delaying the game.
4. Get on the field quickly between innings. Post a roster of the playing positions for the entire game.
5. Assign the responsibility for taking the warm-up ball into the field to specific positions such as first base for the infield, and center field for the outfield.

6. Delegate a coach or player to help catchers with their equipment. The catcher should have shin guards on unless she is batting.
7. Please call on the Recreation Department or Parks Recreation and Arts Commission for advice, videos on pitching technique, or other coaching clinics.
8. Provide each player adequate notification of the team's schedule of games and practice. Good communication with the parents, as well as the girls, is essential.
9. Parents should be certain that a nutritional snack and beverage are provided to the players when needed.

## **K. BATTING CAGE REQUIREMENTS**

*These guidelines have been developed by the City of Livingston to govern usage of the batting cage area at the Alvernaz Baseball Field. These guidelines are to be adhered to at all times. Failure to follow these guidelines will result in immediate termination of usage privileges by all offending users. City of Livingston personnel reserve the right to terminate usage privileges at any time.*

1. Only City of Livingston-approved user groups will have access to the batting cage area During Scheduled times.
2. Batting Cages may not be used by the public during LHS practices or games.
3. All users of the batting cages understand they use the facility at their own risk. The City of Livingston is not liable for any personal injury or equipment damage sustained in or around the batting area.
4. During city league assigned usage **only** registered program participants may use the batting cages. No parents, other relatives, or friends are allowed inside of the cages.
5. The batting cage area must be supervised by an approved adult during scheduled usage.
6. All users are expected to keep the batting cage area clean and free of litter and pick up all trash at the conclusion of usage.
7. All users must wear batting helmets when entering the cage and while batting (The city does not provide helmets).
8. **Only one person** will be in the cage at one time.
9. Pitching machine operators are the only ones allowed to adjust the machine speed. **NO ONE ELSE**
10. The pitching machines should never be used in wet or extremely windy weather.
11. If there is a line of batters each batter will receive 12 pitches at a time. Batters may have as many time up to bat as time scheduled permits.
12. Any equipment malfunction, damage to the batting cage area, or potential hazards must be reported by the user immediately upon notice to the City of Livingston supervisor on-site.