

# Chariho Girls Softball League Rules

(Not governed by ASA Rules)

1. Limit 3 walks per inning for minors. After 3 walks then a walk is 6 Balls when player is pitching. Unlimited walks for juniors.
2. For all “non-force” plays at a base where there is a legitimate chance to tag the runner out, the runner must slide into the base (this legitimate chance for a tag out is at the discretion of the umpire). The runner will be called out in the event she does not slide. Note: the field player cannot block the base without possession of the ball (interference would be called).
3. **For minors only:** Each team’s pitcher cannot pitch more than 3 innings in a game. The other 3 innings in that specific game will be pitched by the coach. Coaches will pitch the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> innings of an official game. Coaches will pitch to his/hers own team’s players. If a pitcher pitch’s 3 innings in a game that pitcher cannot pitch the next game (Rule applies during the season only). A team must change a pitcher for one (1) complete inning and then the starting pitcher can come back and pitch additional innings. No pitcher can pitch more than 4 innings in a game for juniors. Upon the umpire declaring the final inning, a player must pitch the final inning. Walks are not permitted during coach pitch. In the event of an extra inning game, all previous inning limitations are not considered.
  - a. **For Playoffs Only:** For extra innings, you may have any player pitch for only one inning at a time (ex. Pitcher “A” could pitch an entire extra inning (Inning #8) but may not pitch the next extra inning (Inning #9). Pitcher “A” may however pitch the following inning if needed (Inning #10). This rule would be followed until the tie is broken or the game is called due to time or darkness. (For minors only-Refer to original rules of pitching from above changes.)
4. Any pitcher that hits 2 batters in an inning must be taken out of that inning only. In the event a pitcher hits 5 batters in a game then that pitcher will not be allowed to pitch for the rest of the game. The Batter must make a good attempt to get out of the way of the pitch (a batter hit by a “rolling” pitch does not count as a hit batter). Umpire's discretion.
5. For juniors, an “inning pitched” is defined as  $\geq 1$  out achieved by a pitcher in an inning. For minors it is defined as  $\geq 2$  outs.
6. Game times will be approximately 90 minutes in duration, or 7 complete innings. The last inning will be declared as the game nears 90 minutes in duration. Run limits are not applied in the last inning, as such the last inning will be declared at the top of the inning. It is the responsibility of both managers and the umpire to ensure that the last inning is called, and to monitor the game so that it can be concluded in approximately 90 minutes. Should the last inning continue past 90 minutes, the game will continue until the final inning is complete unless directed by the umpire due to weather or darkness. If game is called by the umpire due to weather or darkness, the score reverts to the last completed inning. A 3 inning game shall be considered a full game. No field warm ups after the 3<sup>rd</sup> inning. Any game called prior to 3 complete innings will be scheduled to continue, exactly how suspended, at a later date.
7. All tie games must stay as they are after 7 innings for juniors and 6 innings for minors. For play-offs only the game continues into extra innings until there is a winner.

8. A team must play with (9 players juniors) and (9 players minors) in the field with a continuous batting order. Where applicable, ALL players **must** sit at least one (1) inning in a game. At a minimum, a team may play with 8 players. If a team cannot field the minimum required 8 players then the team will forfeit the game.
9. There will be a 4 run "cap" rule per inning for juniors and a 3 run "cap per inning for minors, with the exception of the last inning, where unlimited runs are allowed. However, good sportsmanship is expected.
10. A runner can steal after the pitcher releases the ball for juniors only. Juniors are allowed 2 steals to 2<sup>nd</sup> base per inning. A runner can advance anytime on a pass ball and does not count as a steal. (Coach's use discretion on how many time to throw and how often. Do not want to delay game.)
  - a. **For minors only:** Minors can advance a base only on a pass ball outside the catcher circle. In the event a runner takes a lead off of a base and the ball is controlled within the Batter's Circle, The Catcher can throw to the base the runner is leading off of as a force out. No runner may advance on the catcher throw.
11. Minors only are allowed 2 successful steals per inning to home on pass balls only. No stealing of home during coach pitch.
12. Minor infielders may not be positioned closer than the pitcher's mound as the pitch is thrown. Infielders will be able to charge after the pitch is thrown when the batter is bunting.
13. Bunting is allowed at all times in both divisions.
14. All games will have a 15 minute grace period from the official start time. After the 15 minutes, the team without the proper amount of players will have to forfeit the game. But games will start when each team has 8 players. If a forfeit occurs, the forfeiting team shall borrow a player(s) so the game can be played as a scrimmage.
15. A round robin playoff will start at the end of the season. A team's seeding in the play-offs is based on their league record. The play-offs are based on double elimination.
16. Any debate or discussion with the umpire will include both managers at the pitcher's mound to discuss the problem. In the event the discussion cannot be resolved then an E-Board Member will be brought in to resolve the situation.
17. All others rules are governed by ASA rules unless specified by league.
18. Juniors: Face masks will be worn by all girls playing first base, third base and pitching.  
Minors: Face masks will be worn by all girls playing the infield.
19. Umpires will call balls and strikes during the entire game.
20. Minors: While the coach is pitching the pitcher (player) will stand in circle next to the coach.