

RAMMS SOFTBALL FRESHMAN LEAGUE RULES January 2008 Revised

1. **Purpose.** The intent of the Program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning how to win and lose while they are learning something about the game.
2. **Eligibility.** Children in the second, third and fourth grades are eligible to play in the freshman softball league. A child in another grade may play in the league upon the request of a parent only if approved by the league commissioner.
3. **Rules.** The rules of A.S.A. slow pitch softball govern games, except as modified below.
 - 3.1 **Participation.** All teams "bat the roster." This means that if a team has twelve players present for a game, each player on that team that is not injured bats every twelfth time. On defense a team will have 10 players in the field consisting of the regular infield positions of softball and four outfielders. On defense every player must play at least every other inning in the field.
 - 3.2 **Six Run Rule.** A team's time at bat shall end after the earlier of three outs or the team scores six runs in any half inning; provided that if the team was losing when the team's time at bat began, the team may score as many runs as necessary to tie the score plus an additional six runs; provided further that the six run rule shall not limit the number of runs that can score while the ball is in play (for example, if a team is up 5 runs with bases loaded and the batter hits a home run, all 4 runs will count).
 - 3.3 **Pitching.** The freshman league uses the pitching machine during the game with the machine being operated by a coach from the hitting team. A batter shall receive a maximum seven (7) pitches or three strikes per at bat. A batter shall receive additional pitches only when the batter fouls the seventh pitched ball or later pitches. If deemed by the umpire that the seventh pitch is not hittable, an additional pitch may be granted. There are no walks. A batted ball hitting the machine, the electrical cord suspended in the air from the pitching machine or the pitching coach shall be ruled a single with all runners advancing to the next base. For safety purposes, a small circle is placed around the machine and the defensive pitcher should not go into the small circle to field a ball. If the defensive pitcher inadvertently enters the small circle to make a play, the Umpire shall call a "do-over," with the play being called dead. Any runners shall return to the base previously occupied and the hitter shall return to the plate with the same count as she had prior to hitting the ball.
 - 3.4 **Play Stops.** If the pitcher has both feet in the circle and control of the ball the play is to be called dead by the umpire. During the course of a play

the pitcher may cross the plane of the circle for continuous play without the ball being called dead.

- 3.5 Base Running. A base runner may not leave the base until the ball is hit. No stealing. If the play is called dead and a runner at that point has touched across the halfway mark to the next base, she may advance to the base. If a batted ball is interfered with by players or fans on another field or the ball goes through an opening on another field, the batter and base runner(s) will be awarded the base their going to plus one base at the time of the interference or ball going out of play.
- 3.6 Field Layout. The field will be defined by the chain link backstop and the outfield fence and chalk lines connecting the backstop and the fence. A chalk line will mark the limits of the outfield until the fence is put up. Any ball crossing this line will be considered a two-base hit and all runners will advance two bases. Any ball that is clearly hit over the chalk line in the air will be a homerun.
- 3.7 Regulation Game. A regulation game shall consist of six innings for the freshman, but no inning may begin later than one hour and 10 minutes after, the actual start of the game. If canceled due to rain, four complete innings shall be considered a complete game. Regulation games ending in a tie score will be played out to completion within the time limitations.
- 3.8 Minimum Number of Players and Substitute- Players. A team must have at least 8 of its own team members present on the field at the time the game is scheduled to begin or the team forfeits the game to its opponent if the opponent complies with this requirement. If a team has less than 10, but at least 8 of its roster players at the start of the game, the team may use a substitute player from another team in the RAMMS Freshman Softball league with the following restrictions: 1. A substitute player may not play for any one team on such teams consecutive games. 2. A substitute player must play in the outfield and bat only after all regular players have batted. 3. If a roster player arrives late, the player must be immediately put into the game for the substitute player. 4. If a team is not going to have ten (10) of their own players for a game, they may “call up” players from another team as follows:

3.8.1 Teams may only use 2nd or 3rd graders from their own division.

3.8.1.1 A team may only use the same player to help out ONE time during the season, except in the second game of a conditional double header. This includes a player(s) who has participated in a forfeited game that was played or partially played.

3.8.1.2 The added player or players must not have a game of their own on that day. An exception to this would be if the called up

player's own game ends prior to the game for which she is being called up.

3.8.1.3 Any player that is asked to help out and shows up for a game must be permitted to play.

3.8.1.4 The only exception is in the event a team has only ten players and a player must leave prior to the completion of the game, the team may call up a player. The Head Coach has the option of either not entering the called up player in a fielding position until the regular player has to leave, or alternating her every other inning in the field with ONLY the player that has to leave the game. The called up player must be in the batting order the entire time she is present on the field. The converse shall be true if a player is known to be coming late.

3.8.2 Any Head Coach that uses a player from another team must list both the called up player(s) name and team name and report to the league Commissioner upon completion of the game. Both first and last names should be listed. This information will be recorded and maintained by the league Commissioner or his/her designee. Updated listings of all called up players will be provided to the coaches upon request.

3.8.3 A team should not call up a player if they expect ten (10) of their own. In no case may a team call up more than three (2) players. If called up players are used to avoid a forfeit then a total of nine (9) players will be allowed to play.

3.8.4 Any violation of any part of this rule shall result in an automatic FORFEIT of the game in which the violation occurred.

3.8.5 The intent of this rule is to prevent a team from forfeiting when players are missing. It is NOT to build a super team.

3.8.6 If a player is injured or becomes sick during the game and can no longer play in the game, the injured or sick player will not be called out at anytime that player would come to bat in the lineup, but no substitute will be allowed to play and the team must finish the game with its remaining players.

3.9 Speed-Up Rule. Coaches are encouraged to have their teams run on and off the field between innings. The umpire will allow no more than two minutes to elapse between the last out and the first pitch when the teams change field positions.

3.10 Miscellaneous.

- 3.10.1 No infield fly rule.
- 3.10.2 No glove restrictions.
- 3.10.3 A player stepping out of the batter's box will not be called out.
- 3.10.4 HOME TEAM is responsible for keeping the official scorebook. Will sit in the third base dugout. Provide the game balls. Set up the pitching machine and return it to the storage room. And provide for trash pick-up.
- 3.10.5 VISITOR TEAM will sit in the first base dugout. Be responsible for raking the field after the game. And provide for trash pick-up.
- 3.11 Modifications. Modifications to the rules where necessary and final interpretation of the rules will be made by the Freshman Girls Softball Commissioner.
- 3.12 Appeal. In order to appeal a play, a Coach must do the following: 1. when the ball is dead after the play a coach must call TIME OUT. The Coach may then make his/her appeal directly to the Umpire. The Umpire then makes the call from the appeal. 2. All positions must be played throughout the game with a minimum of 3 outfielders, if 9 players, (20 feet back of base path) and 6 infielders.
- 3.13 P. Game Sequence. Players and coaches should report to the field at least one-half hour before game time.
- 3.14 Q. Field Decorum.
 - 3.14.1 The RAMMS code of Conduct will govern the conduct of all coaches, players, parents, spectators, and officials during RAMMS' sponsored activities. As a condition to attending practices or playing in the RAMMS Softball program, all coaches, players and parents shall acquaint themselves with the RAMMS Code of Conduct & Discipline & Rules, which can be located on the RAMMS' website at: WWW.RAMMS.org. As soon as feasible following the league draft and prior to playing in a regular season game, the player and her or his parents shall deliver to the team coach an approved RAMMS form acknowledging and agreeing to abide by the Code of Conduct.
 - 3.14.2 Time-out may be called by the Umpire when all legal play has stopped and no further play is possible. Time-out is "granted" by the Umpire. It is not "taken" by a coach or player. A time-out may be denied by the Umpire when there is no apparent reason for the time-out, or delay of the game is a possibility. A coach may not leave the dugout area until time-out is granted.

- 3.14.3 Coaches must remain in "the area of the dugout" at all times except during a time out. The "area of the dugout" is defined as inside the dugout or the space that is six feet wide immediately in front of the dugout, and extending four feet beyond the entrance of the dugout.
 - 3.14.4 An Umpire may remove a coach from the game and the vicinity of the playing field and/or remove all spectators from behind the backstop when they protest his calls or interfere with the proper conduct of the game. Decisions involving an Umpire's proper judgment may not be appealed.
 - 3.14.5 Only coaches and eligible players may be in the dugout area during the game. When a team is at bat, all players except the batter, base runners, base coaches and the on-deck batter will remain in the dugout. Each head coach shall appoint one player to keep bats and extra equipment in the dugout. Coaches may be base coaches or appoint base coaches.
 - 3.14.6 Delay of game tactics may result in forfeiture.
 - 3.14.7 Good sportsmanship must be exhibited by players and coaches at all times. Players, coaches and parents should be a staunch rooter for their team, encourage individual players, and be polite to the opposing team.
4. **Cleanliness.** Littering of the grounds with cups, paper, candy wrappers and other debris will not be permitted. All coaches will be responsible for maintaining the cleanliness of the playing fields and dugout areas. Coaches will not allow their players to leave the field until the team has cleaned the area.
5. **Playoffs.** Playoff games will extended to 1 hour and 30 minutes. 1. Substitutions. Girls that have been nominated to play in the end of the season East/West game shall be ineligible to play as a sub during the playoffs. The league commissioner shall provide an eligibility list to the coaches. A player that is eligible can only sub once in the playoffs. A player that is chosen for the end of the season East/West game may play as a sub in the league above, no more than one time.