

RAMMS JUNIOR SOFTBALL LEAGUE RULES (revised January 2008)

1. **Purpose.** The intent of the Program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults that 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.** RAMMS participants in the fifth and sixth grades are eligible to play in the junior softball league. A participant in other grades may play in the league upon request by her or his parent(s) only if approved by the league commissioner.
3. **Rules - General.** In general, the current A.S.A. Official Rules of Softball will be the guide for the RAMMS Junior Softball program. However, there will be some exceptions and additions, which are listed below.
4. **Rules- Local**
 - 4.1 Local Rules Prevail. Local rules supersede any conflicting general rules.
 - 4.2 Participation. All teams "bat the roster". This means that if a team has twelve players present for a game, each player on that team 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 (i.e. left center fielder). On defense no player shall remain off the field (i.e. on the bench) for two consecutive innings.
 - 4.3 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.)
 - 4.4 Pitching.
 - 4.4.1 A pitcher may pitch at any speed and can wind up, so long as the pitcher's pitching hand passes above the shoulder only one time and the softball is released before the pitcher's hand is level with the shoulder.
 - 4.4.2 A batter hit by a pitch shall be awarded 1st base.
 - 4.4.3 If a pitcher hits two batters in the same game, the umpire will warn the fielding coach of the second infraction. Upon the pitcher hitting a third batter, the umpire will ask the fielding coach for a replacement pitcher. Coaches stress accuracy first not speed with your pitchers.

- 4.4.4 A player may pitch no more than 9 outs in one game. A pitcher may be removed from a game and reenter once, as a pitcher, in the duration of the game.
- 4.5 Intentional Walks. There will be no intentional walks in this league.
- 4.6 Pass Balls. There are no pass balls in this league other than an overthrow or missed ball after a batter puts the ball in play. By putting the ball in play, the ball is hit “in bounds” which will constitute a live ball or base running situation/base advancement.
- 4.7 Play Stops. When, in the judgment of an Umpire, all immediate play is apparently complete, he should call time.
- 4.8 Base Running. A base runner may not leave the base (1st, 2nd or 3rd) until a pitch crosses home plate.
- 4.8.1 First ½ of the season runners will not be allowed to steal. At a time determined by the commissioner, stealing will be allowed.
- 4.8.2. 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.
- 4.9 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. Also, any ball hit through the fences will be considered a two base hit. The pitching distance will be 35 feet. Bases shall be 60 feet apart.
- 4.10 Regulation Game. A regulation game shall consist of six innings for the junior league, however no inning may begin more than one hour and 20 minutes after the actual start of the game. If canceled due to rain, four completed innings shall be considered a complete game.
- 4.11 Tie Games. Regulation games ending in a tie score will be played out to completion within the time limitations. Games may end in a tie.
- 4.12 Minimum Number of Players and Substitution 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 in order to avoid an automatic forfeit of the game to an opponent that does comply with the requirement. If a Team has less than 10, but at least 8 of its own players at the start of the game, the

team may use a substitute player from another team in the RAMMS Junior Softball League with the following restrictions:

4.12.1 A substitute player shall play outfield and bat last in the line-up.

4.12.2 If a regular player arrives late; she should immediately be put into the game for the substitute player.

4.13 Call Up Players. 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:

4.13.1 Teams may only use 4th and 5th graders.

4.13.2 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.

4.13.3 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.

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

4.13.5 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.

4.13.6 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.

4.13.7 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.

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

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

4.13.10 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.

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

4.15 Miscellaneous.

4.15.1 No infield fly rule. The intent of this rule is to increase the chances of double and triple plays. 4.14.4 No gloves restrictions.

4.15.2 A player stepping out of the batter's box will not be called out.

4.15.3 No jewelry will be allowed during play. Should the player forget to remove their jewelry, they run the possibility of being called out by the umpire (safety issue).

4.15.4 Players are to have their jerseys tucked in during the game. Should the player forget to tuck in their jersey, they run the possibility of being called out by the umpire.

4.15.5 Coaches may not touch base runners during play with time in (only after time is called by the umpire may a coach touch a base runner). Doing so may result in your base runner being called out due to "Coaches Interference" by the umpire.

4.15.6 HOME TEAM is responsible for keeping the official scorebook. Will sit on the third base dugout (first row of the bleachers). Provide the game balls. And provide for trash pick-up.

4.15.7 VISITOR TEAM will sit in the first base dugout (bench tied to light post standard). Be responsible for raking the field after the game. And provide for trash pick-up.

- 4.16 Modifications. Modifications to the rules where necessary and final interpretation of the rules will be made by the Junior League Softball Commissioner.
- 4.17 Complaints. Any complaint about a coach or player should be directed to the Umpire between innings. Our intent is to eliminate comments directed towards player during the game.
- 4.18 Game Sequence. Players and coaches should report to the field at least one-half hour before the game time.
- 4.19 Field Decorum.
- 4.19.1 The actions of players, coaches and league officials must be above reproach. Rude or offensive conduct or the use of abusive language will not be permitted. Coaches will not smoke during games.
- 4.19.2 In addition to the circumstances described above, the Umpire may at his discretion call timeout 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. The Umpire may deny a time-out 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.
- 4.19.3 A coach 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 space that is six feet wide immediately in front of the dugout, and extending four feet beyond the entrance of the dugout.
- 4.19.4 An Umpire may remove a coach from the game and 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.
- 4.19.5 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.
- 4.19.6 Delay of game tactics may result in forfeiture of the game. When a pitcher does not deliver the ball promptly, the Umpire may call a "ball" with no pitch being made. When a batter does not enter or reenter the batter's box promptly, the Umpire may call for the pitch, which will be, called a "strike".

- 4.20 Sportmanship. Good sportmanship must be exhibited by players and coaches at all times. Be a staunch rooter for your team, encourage individual players, and be polite to the opposing team.
- 4.21 Code of Conduct. As a condition to attending practices or playing in the RAMMS Juniors 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 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.
5. **Standings.** League standings will be determined on a point basis: Win = 2, Tie = 1, Loss = 0.
6. **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 cleans up the area.
7. **Playoffs.**
- 7.1 Time limits. Playoff games will be 1 hour and 45 minutes or 6 innings, whichever is completed first. In the event of a double header and time is an issue then the game will be ruled by time.
- 7.2 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.