

Town of Parker
Girls Fastpitch Softball
Minors - Ages 10 to 12
Majors – Ages 12 to 14

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to NFHS rules if not otherwise specified in this document.

Philosophy:

1. To allow the participants to have fun.
2. To allow all youth an opportunity to participate.
3. To teach proper skills and fundamentals.
4. To provide an environment of sportsmanship & camaraderie.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Field Supervisor:

The field supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Umpires:

One to two umpires will be provided.

Their duties include:

1. Supervising batter's and catcher's area.
2. Calling batters to the plate at a safe time.
3. Keeping catcher at a safe distance from the plate
1. Declaring the ball dead or alive, and positioning runners as necessary.
4. Contacting field supervisor when there are any discrepancies.
5. Determine if defensive players are in proper positions.
6. Calling strikes and balls at the plate (this is a subjective call and the umpire's call is final)
7. Declaring runners out or safe at bases.
8. Administering all rules of the game.

Coaches:

1. The team at bat may have a coach/parent at first and third base. A coach may not interfere with a runner or defensive player while the ball is in play. If this should occur, all runners will be returned to their original base and the batter will be declared out.
2. Coaches are not allowed to interfere with any player or the ball while the ball is in play. If this should happen, the ball will be considered dead, and each runner will advance one base, with the batter receiving first base.

Spectators:

Spectators are asked to sit behind the backstop in the bleachers or down the foul line outside the fence.

We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated. Officials are instructed to stop the game if this becomes a problem.

Players:

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division* to avoid a forfeit.
 - ii. Contact the Softball Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 10 players/Maximum 15 players on roster

2. Participation:

- a. The defense will consist of 10 players for the Minors division and 9 players for the Majors division: pitcher, catcher, 4 infielders and 3 (Majors) or 4 (Minors) outfielders. All players on the roster will bat, regardless if they sat the bench for defense.
- b. Players coming late to a game may be placed at the end of the batting order.
- c. No player may sit on the bench more than one consecutive inning when their team takes the defensive position.
- d. Free substitutions on defense will be allowed between innings only, unless an injury occurs; a player may act as a substitute for an injured player during the inning.
- e. Coaches are asked to rotate players at positions in which they show an interest in playing to give participants equal chance to learn a position.
- f. **There will be no forfeits.**

3. Playing Time Requirements:

- a. Coaches are asked to rotate players at positions in which they show an interest in playing.
- b. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or sports supervisor.

Logistical Information

Player Uniform:

1. Each participant must wear the softball shirts provided by the Recreation Department.
2. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
 - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.

- c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. 10-12 will use an 11” softball
2. 12-14 will use a 12” ball
3. Each coach will be issued the following equipment that must be returned at the end of the season:
 - a. 1 bat, size appropriate for each division
 - b. Box of softballs
 - c. Catcher’s Gear
 - d. Batting Helmets
4. Cleats are recommended but not required. Cleats must be rubber-soled and cannot have removable or metal “spikes”.
5. Each player must provide their own baseball glove and wear it at all times while in the field.
6. Catcher must wear mask, shin guards and chest protector provided by the Field Supervisor.
7. Every batter must wear a batting helmet at bat and when running bases. Helmets will be provided by the Field Supervisor. Players may provide their own batting helmet.
8. Jewelry is *not* allowed.
9. Softballs provided by the recreation department are the only authorized balls that may be used in this program.

Game Locations:

1. O’Brien Park
2. Tallman Park
3. Salisbury Equestrian Sports Complex
4. Bar CCC Park

Field Dimensions:

1. Bases will be 60 feet apart
2. Pitching distance will be 35 feet

Playing Rules

Start of Play:

1. A coin toss shall determine the home team.
2. Line-ups: All players registered on the team and present at the game shall be listed on the batting order.
3. Teams must have 8 players present at game time to begin a game of the game will be declared a forfeit.

Duration of Games:

1. Games will consist of 6 full innings or 90 minutes, whichever comes first.
 - a. When 6 innings are not reached, all games will use a drop-dead time frame. Games will end at 90 minutes regardless of how many outs and regardless of which team is at bat.
2. Each team will bat until 3 outs have been counted or 7 runs, whichever occurs first. Then the teams will switch.

3. In case of inclement weather, a game will be considered complete after 45 minutes of play or 3 ½ to 4 innings.

Score and Standings:

1. No standings are kept.
 - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
2. Score will be kept by a volunteer parent to keep track of the maximum number of runs allowed per inning per team.

General Rules:

1. General Game Play
 - a. Ball is declared dead by the umpire. This is generally called when the ball is in the infield and no play is being attempted OR when pitcher has the ball in her possession and is standing in the pitching circle.
 - b. The umpire shall declare the ball “dead” and position all players at the base they were at or the base they were running to.
 - c. One base will be awarded on an overthrow that lands out of bounds.
 - d. The infield fly rule will be in affect when there are less than 2 outs and there are base runners on 1st and 2nd OR if bases are loaded.
2. Defense:
 - a. Defensive positions will consist of a pitcher, catcher, first base, 2nd base, 3rd base, shortstop, and no more than four outfielders for Minors and three for Majors. Each outfielder must be positioned no closer than ten feet behind an imaginary line after the bases.
 - b. Catcher must stay in catcher’s box until ball is hit.
 - c. Infielders may be no closer than 20 feet from home plate prior to the ball being hit.
 - d. Defensive players must be located in standard positions with no extreme oversights.
 - e. Defense must surrender the base to the runner if they do *not* have a play at their base.
3. Pitching
 - a. The distance from the pitching mound to home plate is 35 feet.
 - b. 3 strikes will result in an out and 4 balls shall result in a walk.
 - c. A pitcher who has hit 3 batters will be replaced by a new pitcher for the rest of the game provided the batter makes a reasonable attempt to avoid being hit. The pitcher may play a new position.
 - d. Pitchers will be allowed 5 practice pitches before pitching to their first batter; once they have already pitched during the game, they will only be allowed 3 warm-up pitches at the beginning of their half of the inning.
 - e. **Ages 10 to 12 (Minors) Only:** A Coach-Pitcher may be used *after the player-pitcher has walked 4 opponents within one inning* (walks do not have to be consecutive). The coach pitcher may relieve the player-pitcher for the remainder of the inning (in all innings this occurs) in the following manner:
 - i. Player-pitchers will pitch to their opponent until 4 balls are called after which point a coach/parent from the batting team will pitch, in an underhand motion to the batter. The player-pitcher will stay on the field in a defensive position with at least one foot in the pitcher’s circle.
 1. The count continues from the time the coach/parent enters the game until the

batter completes one of the following:

- a. puts the ball into fair play
 - b. strikes out
 - c. reaches 7 total balls and takes a “Walk”
2. The player-pitcher will then restart with the next batter.
 3. **The coach-pitcher must pitch from within the pitching circle.**
 - ii. After the inning is complete, the player-pitcher will resume pitching as normal.
 - iii. This is optional for the pitching team. Umpires will discuss with the coaches prior to the game to determine if coaches will take the option to bring in a coach-pitcher back up.
 - iv. The coach-pitcher must pitch from within the pitching circle. The player-pitcher stays in the circle and will be responsible for fielding the ball.
 - v. Coaches will pitch to their own team.
 - f. **Ages 12 to 14 (Majors):** There is no Coach-Pitch back up.
 - g. Coaches are encouraged to teach as many players who are interested to pitch.
4. Batting
- a. Batting teams will hit until 3 outs are called or they score 7 runs, whichever comes first.
 - b. A batter that throws his bat will be called out.
 - c. Bunts are allowed.
 - d. Balls and strikes will be called by an umpire; walks and strike outs can be recorded.
 - e. A batter hit by a pitcher will be awarded first base as long as they made a reasonable attempt to avoid the hit.
 - f. Batters may not try to advance to first base on a dropped 3rd strike.
5. Base Runners
- a. Base runners leaving the base path in order to avoid a tag will be declared out.
 - b. Base runners can lead off once the ball has left the pitchers hand.
 - c. Stealing:
 - i. Ages 10-12 - Base runners may steal one base per pitch. Base runners may not steal home. No dropped 3rd strike.
 - ii. Ages 12-14 - Base runners *can* steal more than one base per pitch and can steal any bases with the exception of first base on a dropped 3rd strike. They must not leave the bag until the ball has left the pitchers hand.
 - d. A runner who intentionally runs into a defensive player will be declared out.
 - e. Sliding will be allowed and players should slide to avoid collision.
 - f. When the ball is in possession of the pitcher, base runners must choose a base to return to (the one they came from or one they were running too) but the pitcher can attempt to make a play to tag the runner out. If the pitcher does not make a play, the ball will be declared dead and the base runner will be sent to the nearest base.
 - g. The play shall end when the ball is declared “dead” by the umpire. The umpire shall position all base runners when needed.
 - h. **The clapping of hands or making distracting noises to sidetrack the pitcher will not be allowed and the base runner will be given one warning and then called “out.”**

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one warning.
 - a. A second offense will result in then removal from the game.

- b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Drone Policy:

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums
- Don't fly model craft that weighs more than 55 lbs.
- Don't be careless or reckless with your model craft - you could be fined for endangering people or other aircraft