

SCC PM Rules

1. Field Markings

a. There shall be a white line which is three feet in length marked at the 30' distance between 1st base and second base, second base and third base, and third base and home. **We will NOT be chalking these lines, umpires will just use the ½ way point as a reference for runners.**

i. The purpose of this line is to serve as a GUIDELINE for the field umpire to determine if a runner is awarded the base he was going to at the time of the dead ball or if he needs to go back to the base he came from

ii. This line should be painted across the base path

iii. While this line is intended to be used as a GUIDELINE, in the end it is the judgment of the Umpire who will make the final determination of where the runner needs to go.

iv. As this is a JUDGEMENT call on the part of the umpire, coaches may not dispute the umpire's call. .

2. Time limit for all games, regardless of location, will be 90 Minutes. This means that no new inning shall start after 90 minutes has passed.

3. Pitching machine:

a. No manual powered pitching apparatus shall be used

b. The front legs shall be set at a distance of forty (40) feet from the back point of the home plate for baseball, girls should be 35 feet.

c. Pitching machine will be set at 34-35 MPH

4. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must stay behind the baselines.

5. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed. An umpire may give a verbal warning if warranted.

6. Each team is allowed to score a maximum of 5 runs per inning, with the exception of the sixth inning in which if the game reaches that point then teams will be allowed to score unlimited runs, but only bat the maximum roster for the highest rostered team. Ex. Roster of 10 vs 16, all 16 kids may bat on the team of 16 / Roster of 10 would be able to bat 6 additional kids

a. This rule is in effect only if the game gets to the 6th inning

b. Both teams must have an equal opportunity to score unlimited runs in the last inning, unless the home team is winning in the bottom half of their inning

7. Teams are required to bat their entire roster and may use free substitution on defense, but the batting order must remain the same. a. Roster for the purposes of this rule includes the players present for the game and in uniform.

8. No Bunting

9. Defense coaches are not allowed on the field of play and must coach from the dugout.

10. After the ball is secured by an Infielder inside the infield (which would be the area approximate to where the infielder normally plays) the play is considered a Delayed Dead Ball, and that call is made by the umpire.

a. If a defensive player makes a play on the runner, then the ball becomes live and that runner can advance at his own risk or be tagged out. If the runner is more than half-way to the

next base at the time of the delayed dead ball, he will be awarded that base. If not, the runner goes to the last attained base.

b. Umpire's call is final

c. Players can score from 3rd on an overthrow at 1st / 2nd / 3rd / etc, however not on a pass ball from machine to catcher.

i. Rule still is in play they must be past the line before the ball is back in the Infield

11. No intentional walks

12. The infield fly rule is NOT in effect

13. The batter shall receive a maximum of (5) pitches or three (3) swinging strikes.

a. If at any time the umpire determines that a pitch was not hittable then the umpire may award the batter an extra pitch. However, if the batter swings at the ball then that pitch does count as one of his 5.

b. If on the 5th pitch the batter hits the ball foul, then he will get another pitch to hit. This will continue until either the batter swings and misses, puts the ball into play or in the umpire's judgment looks at too many strikes without swinging

14. The defensive player listed as the pitcher must have one foot in the pitching circle, no closer than parallel to the pitching machine and cannot leave the pitching circle until the ball is hit.

a. Pitcher must wear a helmet

15. Courtesy runner for the catcher of record only from the previous inning.

a. The courtesy runner must be the player that made the last batted out.

b. If no outs have been recorded, the courtesy runner will be the last batter from the previous inning.

c. PLEASE USE courtesy runners so catchers can get equipment on and we can keep games moving along

16. When a batted ball hits the pitching machine (including the electrical cord that is hanging off the machine, then the ball is dead, the batter is awarded first (1st) base and all runners on base will be allowed to advance one base.

a. If the ball hits the electrical cord that is on the ground, it shall still be a live ball.

17. Home team needs to supply one umpire

18. Bases will be set at 60 feet

19. Runners can only take one base on an overthrow and no more than 2 overthrows per play

20. Games will be 6 innings in length or time limit. Any game that is shortened due to time, weather, darkness, etc..

a. The new inning begins when the third out in the bottom half of the previous inning is made.

21. It is the responsibility of the head coach (or acting head coach) to ensure that players, coaches and fans exhibit proper sportsmanship **at all times**. Ejected players, fans and coaches will be required to depart the field of play immediately. Failure to oblige will result in forfeiture of the game.

a. If a player, coach or fan gets ejected for any reason they are automatically suspended for the next SCC game. It is the responsibility of the head coach to enforce this.

b. Coaches, it is 100% up to you to make sure your fans are acting appropriately and at NO point saying anything negative toward our umpires.

22. Rosters

a. A player cannot be rostered (or play) on multiple teams within an age group regardless of the division(s).

i. Exception: If your team will have less than 6 players, we will allow 2 players to be pulled from another team - Any added players must bat last and play the OF.

23. **Game Speed** - One major goal this year is to keep our games moving. A batter may see up to 5 pitches in 1 AB, obviously more if they have a full count and have a few foul balls. A batter may also be out after 3 pitches, on a strikeout of 3 pitches.

Additional Notes / Rules

- Batters may get as many bases as they are able, it is up to the coach to send runners - as in the past the umpire had to signal if you could get an additional base, that is NOT the case anymore.
- Overthrows can result in runners scoring from 3rd base
- All Girls softball infielders are required to wear a facemask

