

**KAUKAUNA RECREATION DEPARTMENT
GIRLS FAST-PITCH SOFTBALL LEAGUE RULES**

Revised: 3/22/16

I. League Administration	<ol style="list-style-type: none">1. Commissioner: The league shall be governed by the Recreation Director in collaboration with the Girls Softball Advisory Board consisting of volunteers.2. Rules: National Federation of State High School Associations (NFHS) rules shall be followed except as amended by these rules.
II. Player Eligibility	<ol style="list-style-type: none">1. Grade Level: Grade of current school year at registration.
III. Draft/Team Formation	<ol style="list-style-type: none">1. Families: Siblings shall be put on the same team unless requested otherwise by parents.2. Returning Players: Girls returning to the same grade division, shall be placed on the same team as the previous year if registered before the draft. Girls registered after the draft are not guaranteed placement on their previous team.3. New Players: New players to the division shall be drafted. Girls registering after the draft shall be placed on a team, with the team determination based on maintaining a balance among the teams in roster size, grade levels, and talent.
IV. Coaching	<ol style="list-style-type: none">1. Number of Coaches: Each team may have up to two official coaches. Other parents may help out. Daughters of the official coaches shall be placed on their teams.2. Adult Coaches: A least one (1) adult coach shall be present at each game/practice.3. Base Coaching: One (1) adult coach is allowed to coach at each, first and third base.4. Defensive Coaching: In grades 3-5, one (1) adult coach may coach from beyond the bases while his/her team is on defense.
V. Practices	<ol style="list-style-type: none">1. Practice Frequency: Two (2) weekly practices are allowed before the season; one (1) weekly practice is allowed during the season. All practices are limited to 90 minutes.
VI. Line-ups/Playing Time	<ol style="list-style-type: none">1. Minimum Players: Six (6) players/team are required to play the scheduled game. If a team has less than six, the game shall be declared a forfeit in favor of the opposing team. If the team has less than eight (8) players the coach shall choose where in the lineup to take an automatic out for each player below eight. Coaches are always encouraged to divide the players up and play a practice game should there be a forfeit situation.2. Batting Order: All attending players shall be placed in the batting order. The batting order shall remain unchanged throughout the game. Players arriving after the batting order has been submitted shall be placed at the bottom of the order.3. Submitting the Batting Order: Coaches shall submit the batting order to the opposing coach ten (10) minutes prior to the scheduled game time.4. Defensive Positioning: Up to ten (10) players may be used on defense. When ten (10) are used, four (4) must be positioned on outfield grass.5. Playing Time: All girls shall play a minimum of three (3) innings. Players shall play a maximum of four (4) innings in the infield; two (2) innings at any infield position. Catchers and pitchers are exempt from the infield portion of this rule and continue to be covered under the Pitching rule. Coaches have the option of varying playing time based on player commitment.6. Free Substitution: Substitutions may be made freely on defense.
VII. The Equipment	<ol style="list-style-type: none">1. Game Balls: The Recreation Department shall provide the official game ball. Grades 3-5 shall use an eleven inch (11") ball. Grades 6-8 shall use a twelve inch (12") ball.2. T-shirts: T-shirts have been generously provided by sponsors. They are not to be cut, altered or damaged in any way. Players will not be allowed to participate with damaged or altered t-shirts.
VIII. The Game	<ol style="list-style-type: none">1. Regulation Game: Games shall consist of five (5) innings in grades 3-5 and six (6) innings in grades 6-8.<ol style="list-style-type: none">a) Games tied after the regulation number of innings will go one extra inning only with international tie breaker rules in effect. The player that made the final out of the last inning starts the extra inning as the runner at second base.b) A suspended game with three (3) innings completed in grades 3-5 or four (4) innings in grades 6-8 shall be considered an official game. The game shall end on the half inning if the home team is ahead.c) Games rescheduled due to weather will start over from the beginning regardless

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VIII. The Game Cont.

of the score of the suspended game.

2. **Run Limit:** In grades 3-5, there shall be a four (4) run limit for innings 1-3. Thereafter, scoring shall be unlimited. In grades 6-8, there shall be a four (4) run limit for each inning except the last inning. Scoring in the last inning shall be unlimited.
3. **Mercy Rule:** Should either team be ahead by eight (8) or more runs after four (4) innings (3 ½ if the home team is ahead), the game shall be declared over.
4. **Pre-Game Warm-Ups:** Pre-game warm-ups shall be completed, and players ushered off the field by five (5) minutes prior to game time. Neither team shall use the pitcher's mound area for warm-ups. An imaginary line running through home plate and second base shall divide the field into two halves. Each team shall be allowed the half of the field on their dugout/bench side for warm-ups. The visiting team shall have the batting cage from 45 minutes prior to game time until 25 minutes prior to game time. The Home team shall have the batting cage from 25 minutes prior to game time until five minutes prior to game time. The cage is off limits to both teams prior to 45 minutes before game time, and after five minutes before game time.
5. **Start On-Time!** Special emphasis should be placed on starting games on time by all umpires, coaches and players.
6. **Time Limit (All Grades):** No new inning may begin after ninety (90) minutes. When known, the plate umpire shall announce the final inning to both teams.

IX. Pitching

1. **Pitching Distance:** The pitching distance shall be thirty-five feet (35') in grades 3-5 and forty feet (40') in grades 6-8.
2. **Expanded Strike Zone:** The strike zone shall be expanded to be: top of shoulders to mid-calf of leg and one ball width on each side of the plate.
3. **Dropped 3rd Strike:** No dropped 3rd strike rule. The batter cannot reach first base if the catcher drops the 3rd strike.
4. **Innings:** Delivery of a single pitch constitutes an inning pitched. Pitchers and catchers are limited to a maximum of three (3) innings. If the game goes to an extra inning, the extra inning does not count toward the three (3) inning maximum.
5. **Coaching on the Mound:** Coaches are allowed one trip to the mound per inning. A second trip in the same inning shall require removal of the pitcher for the inning.
6. **No Walks (Grades 3-5 Only):** No walks shall be awarded in the Grades 3-5 league. Following ball four, the hitter's Coach shall come in to pitch the remaining strikes.

X. Batting/Base Running

1. **Overthrows:** Runners shall not advance on overthrows to the pitcher. Runners are permitted to advance on overthrows to any base.
2. **Stealing/Leading Off:** In Grades 3-5, stealing is not allowed, even if the ball gets past the catcher. Players may lead off after the pitch leaves the **pitcher's (or coach's) hand**. In Grades 6-8, each team shall be allowed three (3) stolen base attempts per inning. Players may lead off after the pitch leaves the pitcher's hand. In a steal situation, base runners may not advance beyond the attempted stolen base if a defensive play is errant in any way. Stealing home is prohibited as is advancing home following an errant pick-off attempt of a runner leading off.
3. **Sliding:** Runners shall slide on close plays. If failure to slide results in a collision or interference on the play, the runner shall be called out.
4. **Courtesy Runners:** Courtesy runners are allowed for catchers, pitchers, or injured players using last batter called out. Coaches are encouraged to substitute courtesy runners for catchers when there are two outs in order to speed up the game.
5. **Infield Fly Rule:** There shall be no infield fly rule in grades 3-5.

XI. Weather / Injuries / Safety

1. **Severe Weather:** If severe weather warning siren sounds, play is immediately stopped for the evening. If lightning is spotted or thunder is heard by the umpire, play shall be suspended immediately until 30 minutes after the final sight/sound of lightning or thunder. The umpire shall determine whether to call the games off for the night or wait to see if play can be continued.
2. **On Deck Swings:** No swinging of bats outside of fenced area.
3. **Catcher's Gear:** Catchers shall wear all catching gear.

4. **Metal Cleats:** Metal cleats are prohibited.
5. **Batting Helmets:** All batters and runners shall wear a batting helmet with facemask.
6. **First Aid Kits:** First aid kits will be available on site.
7. **Injury Reporting:** All significant injuries shall be reported to the umpire. If a player receives a head injury, she shall not be allowed to play for the remainder of the evening and her parents must be contacted immediately.
8. **Infield Masks:** A protective infielder's mask is required to be worn by each infielder. Catchers shall continue to wear the appropriate catcher's helmet/mask.