

2018 HCPRD Supplemental Recreation & Select Softball Rules

To supersede USSSA rules

I. Registration

- A. Every player will register and check select or rec.
- B. All players not frozen to a “Select” team will be advised to go to the try outs. A “Select” team consists of more than 4 freezes (which include head and assistant coach’s children).
- C. Each season, each Association will turn in a roster for each team to HCPRD. If a coach leaves an Association and goes to another Association and begins the season with more than 4 players from the previous season’s roster, then that team is considered a “Select” team at the new Association.
- D. Playing up an age group – A player may only play up one year from their legal age. Example: An 8 year old can move up to play with 9 year olds, but a 7 year old cannot.

II. Try-Outs and Draft

- A. All players attending try-outs will be graded by both the select and rec. coaches. Every player will then be given a composite grade and all players will then be ranked.
- B. Players not attending the try-out that were frozen by a rec. team will be slotted in the highest possible round available. Player not attending the try-out and were not frozen to a rec. team will become hat picks.
- C. Only select coaches that have requested additional players can select players from the try-outs. Coaches can only pick from the players who chose the select league on their registration form. All remaining players will go into the rec. draft.
- D. Rec. players that were frozen will be put into the draft order according to their grade. Coaches will begin an alternating draft only drafting in rounds that they have an open slot.
- E. After all eligible players are drafted; the remaining players are selected by hat pick. Hat pick players cannot be traded.

III. HCPRD Supplemental Rules

- A. Time Limits – No new inning starts after the time limit.
- B. Equipment – No Metal cleats for any age groups.
- C. Minimum Playing Time-minimum playing time will stay the same. Players can be substituted on defense to allow a minimum of one inning of play per game, with no more than two consecutive innings to be spent in the dugout. Free substitution of all players for all age divisions is allowed without reporting the substitutions to the umpire in chief except for the pitching position.
- D. Minimum Players - Once the umpire declares “game time,” each team must have at least eight (8) players present and ready to play without penalty. If a team does not have the required number of

players to start the game, the umpire shall declare a grace period of fifteen (15) minutes (for the first scheduled game only) for the team needing players and game clock will start. If a team is still under the required number of players at the end of the grace period, the umpire shall declare the game a forfeit in favor of the team with the required number of players. If both teams do not have the required number of players after the grace period has expired, the umpire will declare the game a double-forfeit. Minimum number of players to play a game is eight (8) if a team drops below (8) players for any reasons game called and opposing teams wins due to forfeit. **Ten defensive players for 8u-16u will be used. 6u will play all.**

- E. Late Player - Once a game has started, any players arriving late will be placed at the bottom of the official line-up without penalty. A late player may be inserted as a defender on the field only after requesting and receiving time from the umpire.
- F. Sickness or Injury - Players leaving the game due to injury or illness will be able to return to the game one time. No outs will be charged to the team with injured or sick player.
- G. Continuous Batting Order – Continuous batting order for both rec. and select. All age divisions will play offense using a continuous batting order. All players will bat their turn as they appear in the official scorebook based on the line-up card provided by each team prior to the beginning of the game. Players are not required to play defense in order to bat.
- H. Run Rules – Teams are limited to 5 runs per inning. Run Rules are 15 runs after 3 innings, 10 runs after 4 innings and 6 runs after 5 innings.
- I. Infield Fly Rule – No infield fly rule for age groups 10 and under.
- J. Bunt Rule – No bunting for age groups 8 and under. Bunting is allowed in age groups 10 and over.
- K. Sliding the Bat – Players who sling the bat will be given a warning on their first offense. On the second offense of the same player, the batter is called out and base runners may not advance.
- L. Dropped Third Strike – No dropped third strike rule for age groups 10 and under.
- M. Defensive Coaches in 10 and older age groups – One defensive coach may be outside the dugout but not on the field of play.
- N. Pitching/Hitting Rules for the 6 and Under Age Group – The coach will pitch 3 pitches to a batter and if the ball is not put into play the batter will have two opportunities from a batting tee to put the ball in play. If the ball is not put into play after two swings from a batting tee, the batter is considered out. The pitching coach for the offensive team must be at least 30 feet away from the batter when delivering the pitch. **The defensive player must be even with or behind the rubber.** Each batter will have 3 coach pitches and 2 from the batting tee to complete a turn at bat. After the 3rd swing by the batter, she

may elect to use the tee. If she elects to use the tee, the batter will have 2 swings off the tee. The batter must hit a fair ball off of the tee that extends beyond the 3 foot arc at home plate or the batter is called out. A fair ball hit off of a coach pitch does NOT have to extend beyond the 3 foot arc and is considered a live ball. No more than 5 combined (coach pitch and tee) attempts at the ball. If a base runner is halfway or more past the base when the thrown ball reaches the infield, the runner is allowed to continue to the next base, but must make the base. Runners are not permitted to advance on an overthrow to first or third bases. Coaches are not allowed to touch base runners while the ball is in play. Should this occur, the umpire shall declare the runner out. The offensive pitching coach must move outside the lines on the 1st or 3rd base lines so as not to interfere with play. If a coach, in the umpire's judgment, intentionally interferes with play, he/she will be warned once by the umpire. On a 2nd infraction, the umpire shall eject the coach from the game. If the offensive pitching coach is hit by a batted ball, the ball is considered to still be live with the offensive coach being considered part of the playing field.

- O. Pitching/Hitting Rules for the 8 and Under "Rec" and "Select" Age Group will be coach pitch. Each batter will get 5 pitches or 3 strikes. If a batter fouls off the fifth pitch, they will continue to get pitches until the ball is put into play or until they are out. The coach must have a foot in contact with the pitching rubber upon release of the ball. If the coach does not have a foot in contact with the pitching rubber when the ball is released, an illegal pitch will be called by the umpire and the offensive coach's allowable pitch count will be reduced by one.**
- P. Pitching Circle for the Age Groups 8 and Under – There will be a half circle to establish where the youth pitcher will stand while the coach is pitching to the batter. The half circle will consist of a line going across the pitching rubber 16 ft. and the circle extending behind the pitching rubber 8 ft.**
- Q. Stealing – in the age groups 10 and older, stealing, including home, is permitted.**
- R. Tie-Breaker Rule - If the game is tied after regulation innings and has not yet reached the time limit, a tie-breaker will be played in which both teams will start their turn at bat with runners on 2nd and 3rd and no outs. The last two girls to bat the previous inning will be on 2nd and 3rd. If the game is still tied after this inning, the game will be declared a tie.**
- S. Protest - Only protest concerning ineligible or illegal players; rule interpretation or playing requirements will be accepted. A protest must be officially declared during the game by the team coach. Notification must also be made to the plate umpire and both scorebooks. RULE INTERPRETATION: must be declared prior to next legal or illegal**

pitch. Failure to declare shall deny a protest. ILLEGAL OR INELIGIBLE PLAYER: must be declared prior to the completion of the game. **Failure to declare shall deny a protest. PLAYING REQUIREMENTS:** must be declared prior to the completion of the game. **Failure to declare shall deny a protest. A written protest and \$50.00 fee must be turned into the league office by 4:00 the next business day. If protest is determined to be legal, the league office shall accept the protest and make a ruling. If the protest is upheld, the \$50.00 fee will be refunded. If the protest is denied the league office will retain the \$50.00 fee.**

T. Unsportsmanlike conduct - the umpire shall have the authority to eject from a game any player, coach, or spectator whose actions, whether physical or verbal, are in the umpire's judgment jeopardizing the continuation of the game or being abusive toward any individual. This includes chanting or taunting directed at a participant of the opposing team by name or position, yelling "swing" or "balk", etc. in an attempt to distract a participant from the opposing team, or taking any action, verbal or non-verbal, in an attempt to distract or intimidate a member of the opposing team. Unsportsmanlike behavior will not be tolerated. The head coach for each team is responsible for the actions of every member of his/her team, including assistant coaches and parents of his/her players. Any person ejected will be suspended from the next scheduled game. A second ejection will result in suspension until the person appears before the HCPRD Rec. Board.

<i>AGE DIVISION</i>	<i>PITCH DIST</i>	<i>BASE DIST</i>
6 & UNDER	35 feet (3 ft. arc in front of box)	45 feet
8 & UNDER	35 feet	60 feet
10 & UNDER	35 feet	60 feet
12 & UNDER	40 feet	60 feet
14 & UNDER	43 feet	60 feet
18 & UNDER	43 feet	60 feet
<i>AGE DIVISION</i>	<i>TIME LIMIT</i>	<i>MAX INNINGS</i>
6 & UNDER	60 minutes	7 innings (or time limit)
8 & UNDER	70 minutes	7 innings (or time limit)
10 & UNDER	80 minutes	7 innings (or time limit)
12 & UNDER	80 minutes	7 innings (or time limit)
14 & UNDER	80 minutes	7 innings (or time limit)
18 & UNDER	80 minutes	7 innings (or time limit)

