



Meridian Township PARKS & RECREATION

GIRLS SOFTBALL (1st-2nd grade)

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis on a low competitive atmosphere. The primary focus should be on individual development (learning all the positions), FUNDamentals, and teamwork. The main emphasis is on having fun, involving the family, and developing a positive self-image. Good sportsmanship is expected at all times from the players, coaches and parents.

Meridian Township youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players and wishes to play, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded! Coaches are responsible for their own conduct as well as the conduct of their players and spectators.

SPORTSMANSHIP

- In order to keep up with our recreation philosophy and sportsmanship, remember to shake hands with your opponents **before** and at the conclusion of the game.
- Coaches, players and spectators are reminded that this is a recreation league and should conduct themselves accordingly.

EQUIPMENT

- Meridian Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. The team equipment will need to be returned promptly at the conclusion of the season so we can keep our inventory updated.
- Players will be allowed to wear rubber cleats only. Steel cleats / metal spikes are not permitted.
- Batting Helmets - shall be worn at all times by the batter and base runners
- Please keep all batters behind the screens. **No on deck batters circles.** On deck batter stays behind the screen and come out when the coaches instruct you to bat. **No hands on a bat while sitting on the bench.**
- Other Protective Headgear - All catchers must wear protective headgear, including a mask, shin guards, chest protector.

PLAYING RULES AND REGULATIONS

Games will be (7) innings and played under official baseball rules. All games, teams and coaches are subject to the provisions of the National Federation of State High School Associations' general rules and regulations, with exceptions and additions noted below.

PITCHING / BASE DISTANCE: Pitcher's mound to home plate = 35 ft. Base distance = 60 ft.

Team Responsibilities

Home team listed first on the schedule use the first base bench and visiting team use the third base bench.

GAME TIME

- **GAME TIME IS 6:15 PM.** (unless otherwise noted)
- The time limit on each game shall be 1 hour and 30 minutes. No inning will begin after 1 hour and 30 minutes after the beginning of play.
- Games called because of the time limit shall constitute a complete game, regardless of the number of complete innings.
- An inning started before expiration of the time limit will be completed. If an inning is not completed, then the last complete inning is the final score of the game.
- A new inning begins at the instant of the third out in the home (last) half of an inning.
- The home half inning need not be played if the time limit has expired and the home team is winning.
- If the score is tied at the end of regulation play of (7) innings

NUMBER OF PLAYERS ON DEFENSE:

- Ten (10) defensive players will be permitted to play at any one time with a maximum of 6 infielders (including the catcher). Infielders shall play first base, second base, shortstop, third base, pitcher and catcher. The pitcher shall be positioned to the side of the pitcher's mound while the coach is pitching in front of the mound. Outfielders must be positioned on the grass outfield. Plays at home plate are allowed.
- All outfielders must position themselves at least 10 feet beyond the infield
- (7) Players are required for a team to begin a game. If the team cannot field a team, please borrow from the other team and play the game.
- Two (2) coaches may be stationed in the field of play on the outfield grass to help position and instruct players between pitches. These coaches can instruct any player while the ball is in play.

SUBSTITUTIONS: SUBSTITUTIONS:

- Free substitution of all players and positions. You can sub in and out during the inning to keep kids focused on the bench.
- **QUICK in and QUICK OUT.** Should not have to delay the game for this substitution

PLEASE HAVE A PARENT HELP WITH CATCHERS EQUIPMENT each INNING. A lot of time is being wasted because of the slow process of getting ready. Please tell a child before the inning is done that he will be the catcher and allow him to start the process of getting the equipment on. You can start the inning without the catcher; they will place themselves behind the plate once they have all the equipment on.

BATTING ORDER

- A batting order comprised of all players present will be exchanged by the scorekeepers prior to the start of the game. This order shall not be altered during the game. ALL PLAYERS PRESENT AT THE GAME WILL BAT.

PLAYING TIME REQUIREMENT:

- As with all Meridian Township Parks & Recreation programs, equal play time for participants is required. All coaches must play all players at least two innings in the field, one of which shall be the infield unless sought otherwise by the player or parent. All coaches are strongly encouraged to have players play several positions.

RUN AHEAD RULE:

- Total runs scored per half inning will be limited to five (5) unless team is trailing by more than five (5) runs. On the play in which the fifth run is scored, play will continue and additional runs after 5 will be allowed to score until play has stopped with a dead ball situation. At the end of the play, teams will switch from offense to defense and vice-versa.

EXAMPLE: A team has already scored 4 runs in an inning and has a runner on first base. The batter hits a home run. Both the person on first base and the batter are allowed to score, giving that team a total of 6 runs.

SCORING IN THE LAST INNING:

- Both teams shall be allowed to score an unlimited number of runs in the last inning! The coaches will determine which inning will be the last based on the time limit.

PITCHING:

- Coaches pitch to their own team. The pitcher (youth player) must stay within a 6' foot radius of the pitching rubber until the ball leaves the coach's hand. The player at bat shall have five (5) allotted pitches in which to hit the ball. An allotted pitch is one that is either (a) in the strike zone or (b) swung at by the batter, regardless of whether the pitch is in the strike zone. If the batter fouls off the fifth (5th) or subsequent last pitch, the batter is entitled to another pitch
- Coaches move up in front of the pitching rubber with a bucket of balls
- Catcher catches the ball and tosses back behind him to another coach, that coach will place them in a bucket that is close to the fence.
- Balls and Strikes shall not be called.
- If a batter fails to place a ball in play on one of the five (5) allotted pitches, the coach will place a ball on a batting tee and the player will hit off the tee.
- Have a coach READY to place the Tee down right away, to keep the game moving.
- If a batter is struck by a pitch, NO base is awarded and the pitch count does not advance for that batter.

OVERTHROWS

- There is no advancement of runners if a ball is overthrown into an out-of-play area. This rule is intended to keep force plays in youth baseball and applies to overthrows to first base
- When an overthrow remains within the playing field, runners can advance only one (1) base, AT THEIR OWN RISK. The ball remains live until runners have advanced one (1) base, or the ball is returned to the pitcher (coach or designee)

- Note: In 1st and 2nd grade, no advancement by runners after the ball reaches infield (i.e., as soon as the ball is returned to the infield area, whether or not the ball is in the control of an infielder, the play is dead).
- In no case can a runner score from third or second base on an overthrow. All runs must be batted in.

STEALING: Base stealing is not allowed.

WALKS: There are no walks. The coach of the batting team will pitch until the batter hits the ball on a pitch or hits off the Tee.

SLIDING: **Sliding is allowed and encouraged to slide. Runners** must be instructed to slide feet first or attempt to avoid making contact with any defensive player at any base. 2. Defensive players must provide a running path for the base runners

BUNTING: Bunting is allowed

INFIELD FLY RULE: Does not apply.

LEADING OFF: There is no leading off. Players must remain on the base until the ball is hit.

Player Participation

- Players on each team should play at least three (3) innings at a defensive position in each game, unless injured, arrive late or the game is shortened. Players should not sit out two consecutive innings in one game; however, they can sit out more than one inning in a whole game.
- Players cannot remain in the same defensive position for more than two (2) innings per game.
- No forfeits try to have at least seven (7) players are to begin the game If the team cannot field a team; you can borrow from the other team. Please play the game no matter what the circumstances are.

UMPIRES

- Note: Umpires ARE NOT provided, one (1) parent or coach. from each team will be an umpire. **(please do NOT argue a call)**

INCLEMENT WEATHER / RAINOUTS

- All games must be played on their scheduled dates unless weather or conditions of the playing field warrant postponement. If the Parks & Recreation Department cancel games, teams will not be allowed to play anyway, regardless of whether or not the weather changes.
- Coaches or parents may call the Meridian Township Parks & Recreation Sports Information Number at 853-4688 after 5:00-5:15 p.m. After 5:15 it will be up to the coaches at the field.

RESCHEDULING Meridian Township will try reschedule the game could be that Friday of that week or a practice time.