



SANDY RECREATION GIRLS SOFTBALL RULES

General

1. No games will be a forfeit. No auto outs in the batting line up. There will be no penalty if a player leaves the game early. Borrow players from the opposing team if your team is short.
2. The entire roster will bat (a player does not have to be playing defense in that inning to bat). Players must wear a batting helmet while batting, base running, and while on deck.
3. The official will enforce starting time. Game time is start time whether you begin on time or not. Games will be strictly on a time limit basis. There will be a drop-dead time of 10 minutes past game time to finish an inning if the losing team is batting. In case of bad weather or darkness, ½ of the available game time will be considered a complete game. Rained out games may be rescheduled at the end of the season.
4. Scores will not be kept.
5. No jewelry is allowed (rubber wristbands, earrings, watches, rings, hard hair adornments, etc). If a player wishes to play with a hard cast, please reach out to Sandy Rec for details.
6. The home team will occupy the third base dugout.
7. All girls must play a minimum of 2 defensive innings per game or half of the available game time. Please be fair with all players defensively and rotate the batting order.
8. Up to 10 players will be allowed on defense, 4 defensive players must play in the outfield.
9. Courtesy runners will be allowed for injured player after player reaches first base. The courtesy runner will be the girl who made the last out. The next time the injured player comes to bat, her spot may be skipped without penalty of the automatic out.
10. Teams **may** use the speed up rule to help the progress of the game and keep it moving. This rule involves the catcher. As soon as the catcher gets a hit/walk and makes it to the base safely, the player who made the last out may become a courtesy runner for the catcher. The catcher will then come to the bench area to put on the catcher's gear. We encourage the coach to have someone assigned to help the catcher get in their gear every game.
11. Players must sit in the dugouts or be behind the backstops for their own safety. Parents, players or anyone standing right behind the backstop/umpire shall not make comments about the calls or shall not coach any player from this area.
12. Play is stopped when a ball is hit to the outfield, returned to the infield area, and touched by a defensive player. The key to this rule is that an infield player must touch it (not have it in possession, just touch it). An outfielder may also run the ball into the infield area to stop play. Any runners may only advance to the

base they were going to when the ball was touched (or run in), however the advance is not automatic, so the runner can be tagged or thrown out.

13. **Anytime there is an overthrow, runners may only advance one base.** The advance is not automatic, so the runner can be tagged or thrown out.
14. Each team must provide a coach, who will always stay with their team, and is responsible for their team's adherence to the qualities of Good Sports Utah: respect, kindness, leadership, positivity, and sportsmanship. Failure to provide the coach will result in a forfeit. Coaches must be 18 years of age or older.
15. Players must wear the current year uniform to participate.
16. All players must be registered through Sandy Parks and Recreation to participate. Players who are not registered may not fill in or sub when a team is short players. The coach is liable if a non-registered player participates in practices or games.
17. Rules may be adjusted at any time if the league Coordinator sees fit.

2nd-4th Grade Machine Pitch Hybrid

1. Size 11” softballs will be used. If the machine is being used, 11” dimple balls will be used.
2. Pitching distance is approximately 35 feet.
3. Games will be 55 minutes.
4. A team may use a player, the machine, or a coach to pitch. It is the responsibility of the coaches to discuss what method(s) of pitching they’d like to use **BEFORE** the game.
5. In each half inning, if a pitcher is being used, and 3 girls have walked, the coach may pitch to their own team and will use a 3 strikes 4 ball count. The machine may also be used instead of the coach (see rule 7).
6. If a pitcher hits 3 batters, she must be pulled from the pitching position for the remainder of the game. The batter does not need to attempt to get out of the way. Another pitcher may pitch, the machine may be used, or a coach may pitch.
7. If the machine is used, each batter will receive 6 pitches off the machine. Please remember it is a machine and does not always throw good pitches. Batters must be swinging the bat. If the machine is used, batters cannot “strike” out and they cannot get a “walk”. If the batter does not get a hit off the pitching machine in 6 pitches they will be called out. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base. Batters hit by a pitch from the machine will not be awarded 1st base.
8. Stealing is allowed, including home base, but not until the pitched ball has reached the plate. If a runner leaves early from the base, the runner will be called out. There will be no stealing if the machine is being used or a coach is pitching.
9. The dropped third strike and infield fly rule will **not** be used.
10. Each team bats until they score 5 runs or 3 outs occur, whichever happens first. Teams then rotate, with the fielding team coming to bat.
11. Coaches may be in the outfield to coach their players if they want, but they may not physically assist any players or touch the ball.

5th-7th Grade Player Pitch

1. Size 12” softballs will be used.
2. Pitching distance is approximately 40 feet but can be adjusted to 35 feet at the umpire’s discretion.
3. Games will be 65 minutes.
4. A team may use a player or a coach to pitch (last resort).
5. In each half inning, after 3 girls have walked, the coach will pitch to their own team, they will use a 3 strikes 4 ball count.
6. If a pitcher hits 3 batters, she must be pulled from the pitching position for the remainder of the game. The batter does not need to attempt to get out of the way. Another pitcher will be brought in to pitch, or the coach may pitch as a last resort.
7. Stealing is allowed, including home base, but not until the pitched ball has reached the plate. If a runner leaves early from the base, the runner will be called out. There will be no stealing if a coach is pitching.
8. The dropped third strike rule will be used. The dropped third strike rule occurs anytime first base is unoccupied, or there are two outs, and the third strike is not caught before the ball touches the ground. The batter is entitled to advance to 1st before being tagged or thrown out.
9. The infield fly rule will **not** be used.
10. Each team bats until they score 6 runs or 3 outs occur, whichever happens first. Teams then rotate, with the fielding team coming to bat.
11. Coaches may not be in the outfield coaching their players. Base coaches are allowed for 1st and 3rd base.