



INTRO TO COMPETITIVE SOFTBALL LEAGUE INFORMATION & RULE BOOK

**City of Liberty, Missouri
Parks and Recreation Department**

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LIBERTY PARKS AND RECREATION MISSION STATEMENT

Liberty Parks and Recreation is powered by a team of dedicated professionals who are committed to community impact, improvement, and innovation. We believe that creating community connections by providing the highest quality parks, programs, services, and facilities is essential to a prosperous and healthy community.

Objectives and Goals:

The Liberty Parks and Recreation Youth Intro to Competitive Baseball and Softball program is designed to give all boys and girls, through participation in practices and competitive games, the opportunity to learn and improve the fundamentals of the game of baseball or softball.

Coaches:

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

Sportsmanship:

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

Administration:

The Liberty Parks and Recreation Department facilitates the youth baseball and softball program. Decisions that are rendered by the Parks and Recreation Department are final. The USSSA Baseball and Softball Rule Books are the governing body of rules for our leagues unless superseded by specific youth baseball and softball program rules as set forth by the Liberty Parks and Recreation Department.

Protests:

Officials' decisions in all matters are final. Intent to protest must be so noted in the scorebook by an umpire at the request of the coach within five minutes of the conclusion of the game. The protest must then be reported to the Parks and Recreation Department by the protesting coach the next working day. Report may be made in person or by phone.

Uniforms & Equipment:

- Required uniform consists of a baseball cap/visor, shirt with number, and pants. Player names may appear on the uniform. Uniform shirts shall be the same color.
- Batters and base runners are required to wear approved head protection. Helmets with ear covering at all times during games will be required. Umpires are instructed to rigidly enforce this rule.
- Tennis shoes or rubber cleats ONLY are allowed.
- Game balls are provided by LPR for each game. (11in. ages 10 & below) (12in. ages 12 & above)
- LPR does not provide any equipment unless asked
- Each player must provide their own glove and are encouraged to have their own individual bat and helmet.

Game Time:

Games will start promptly as scheduled. A 5-minute grace period is allowed from the scheduled starting time before a forfeit is declared. Time begins after the 1st game pitch. The umpire's watch is official.

Weather Policy:

The umpire/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions. If lightening is in the immediate area, the game shall be suspended immediately.

Weather Hotline:

816-735-4700 or www.rainoutline.com

Schedule:

All schedules will be posted online at www.teamsideline.com/liberty

General Rules and Regulations for baseball and softball:

- Home team will be the official scorekeeper and shall be notified of all substitutions.
- Pre-game conference between umpires and managers will take place 5 minutes prior to the start of the game. Home/Visitor designation is determined by the schedule unless League Admin says otherwise. Teams will switch home/visitor for the 2nd game of doubleheader (if applicable).
- Dugouts are first come first served.
- Game balls are provided by the City of Liberty Parks and Recreation Department.
- No infield may be taken before games. Please warm up on your side of the infield / outfield. When taking soft toss, no hitting into the fences and please have players stand on dirt to swing.
- Seeding for final league standings
 - Record
 - Head to Head
 - Runs Allowed – Season Total
 - Run Differential (+/- of 8 runs per game)
 - Coin Flip

Softball Specific Rules and Regulations:

- Game lengths are as follows:
 - 8U Coach Pitch – 6 innings
 - 10U and above – 7 innings
- Time limit for designated ages:
 - 8U Coach Pitch – 1 hour 20 minutes
 - Game times are 6:00 and 7:30pm
 - 10U and above – 1 hour 20 minutes – **No Drop Dead Time**
 - Game times are 6:00 and 7:30pm
 - Time begins after the 1st game pitch. Once time has expired, the game will end if the losing team is trailing by the number of allowed runs (6) per half inning +1.
 - Games that are tied at the end of regulation will play 1 extra inning using the ITB rule. After one extra inning, the game will end in a tie.
- Teams are allowed to begin a game with 8 players. If starting with 8 players, they are required to take an out when the 9th spot comes to bat. The 9th player may be added at any time to the end of the lineup. Teams are not required to take an out as a result of an injury or ejection.
 - 8U Coach Pitch – SEE 8U SPECIFIC RULES
- Must bat roster. Late arrivals will be added to the bottom of the batting lineup.
- Run Spreads for games are as follows:
 - **6 runs scored max per half inning for all ages**
 - 12 after 3; 10 after 4; 8 after 5
- If a game is called due to weather, a game will be called complete if:
 - For a 6 inning game, if 3 innings have been played or if the home team has scored more runs after 2 ½ innings
 - For a 7 inning game, if 4 innings have been played or if the home team has scored more runs after 3 ½ innings
- We abide by USSSA pitching rules.
- If a rule is not specified, we follow rules set forth by USSSA.

8U Coach Pitch

Intro to Comp Softball League Rules

General League Rules and Field Dimensions:

- Field dimensions will consist of 60 ft. bases and 35 ft. pitching rubber
- A team can start /end with 8 players, but an out will be declared for the 9th and 10th positions.
- 10 players will take the field on defense. Four outfielders and six infielders. All outfielders must stay behind the baseline or in the grass. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play. The team in the field may also place a coach behind the catcher to help chase balls to help speed up the game.
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. All infielders must remain in position until the ball is hit.
- No infield fly rule.
- No bunting allowed.
- A maximum of 6 hittable pitches or 3 swinging strikes, no walks will be issued. If the final pitch is a foul ball, the at-bat will continue.
- Coaches MUST PITCH FROM THE 35ft DISTANCE
- Base runners may not leave the base until the ball has crossed the plate.
 - Lead offs and stealing are not permitted.
 - On batted balls, once the ball is in control by the pitcher with one foot in contact with the 10ft. circle, base runners must stop at the base they have obtained. If they are halfway to the next base, they will be awarded that base. If the ball goes to the play and not the pitcher it remains live for the purpose of scoring and/or defense to make an out.
 - Umpires shall call "Time" after every play and declare the ball dead.
- If a batted ball hits the pitching coach or umpire, the ball is dead and the batter is awarded 1st base. Runners shall advance one base if forced.

10U Kid Pitch

Intro to Comp Softball League Rules

General League Rules and Field Dimensions:

- Field dimensions will consist of 60ft. bases 35ft. pitching rubber
- On defense, 4 outfielders may be employed
- There will be an expanded strike zone in place for 10U
- No infield fly rule
- Drop Dead on a 3rd Ball Strike
- Bunting is allowed – If a batter goes to bunt, and the pitch can be called a strike, the batter must bunt.
 - ***Batter **MAY NOT BUNT** if a Coach comes in to pitch
- Base running:
 - Base runners may not leave the base until the ball has left the pitcher's hand
 - A runner on 1st of 2nd can advance/steal only one base per pitch even in the event of an overthrow in live ball territory.
 - A runner cannot steal home.
 - Awarded bases apply to all runners. This includes an overthrow into dead ball territory.
 - Runners are not allowed to steal when a Coach comes in to pitch.
 - Runners will be called out if leaving the base early.
- Runners can only score on:
 - A batted ball
 - A hit batter with bases loaded
 - An awarded base when the ball going out of play to include a pitch that goes out of play
- Courtesy runners will be allowed for pitcher and catcher at any time and will be the last batter on base who is not the pitcher or catcher
- If the batter receives 4 balls during an at bat then instead of being awarded a walk, their coach will be allowed on the field to pitch the remaining strikes to the batter. For example, if the batter had 2 strikes on them then the coach will come out for 1 pitch. If the batter has 1 strike then the coach will come out for 2 pitches. If the batter makes contact into fair territory it is a live ball. If the batter swings and misses then the batter is out. *Coaches must pitch from the pitching distance (35ft)

12U Kid Pitch

Intro to Comp Softball League Rules

General League Rules and Field Dimensions:

- Field dimensions will consist of 60ft. bases 40ft. pitching rubber
- Courtesy runners will be allowed for pitcher and catcher at any time and will be the last batter on base who is not the pitcher or catcher
- No drop dead game time, must finish inning
- Drop Dead on a 3rd Ball Strike
- Runners can only advance one base on a walk
- No expanded strike zone
- If a player shows bunt, and the pitch could be called a strike, the player must bunt
- No player is allowed to steal home
- Runners will be call out if leaving the base early

*See “Softball Specific Rules and Regulations” for any special LPR league rules on page 5. If a rule is not specified, we follow rules set forth by USSSA.

14U Kid Pitch

Intro to Comp Softball League Rules

General League Rules and Field Dimensions:

- Field dimensions will consist of 60ft. bases 43ft. pitching rubber
- Courtesy runners will be allowed for pitcher and catcher at any time and will be the last batter on base who is not the pitcher or catcher
- Players are allowed to steal home
- Runners will be call out if leaving the base early

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12/14U Kid Pitch

Intro to Comp Softball League Rules

General League Rules and Field Dimensions:

- Field dimensions will consist of 60ft. bases 40ft. pitching rubber
- 4 outfielders are allowed – *An outfielder may be used in a rover position but must remain behind infielders*
- Courtesy runners will be allowed for pitcher and catcher at any time and will be the last batter on base who is not the pitcher or catcher
- No drop-dead game time, must finish inning
- Drop Dead on a 3rd Ball Strike
- Stealing is allowed
 - Runners must wait until the ball has left the pitchers hand before leaving the base
 - Runners are allowed to take more than 1 base
 - Runners leaving the base early will be call out
- Stealing home is allowed
 - If runners are on 1st and 3rd, the 1st base runner steals 2nd, and the catcher throws down to 2nd, then the runner on 3rd is allowed to steal home.
- No expanded strike zones
- Bunting is allowed. If a player shows bunt, and the pitch could be called a strike, the player must bunt
- Overthrows – If a ball is over thrown, base runners are allowed to advance more than 1 base
 - If a batter is walked and ball 4 is a wild pitch, the runner is allowed to advance more than 1 base

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