

9 - 14 U SOFTBALL

League Structure:

Divisions	Age Eligibility	Game Nights	Game Ball Specifications	Team Fee Resident / Non-Resident
10U Softball	Ages 10 & under, as of January 1, 2024	Tues	11 inch Softball, White or Yellow ball, core of .47	\$200/\$225
12U Softball	Ages 12 & under, as of January 1, 2024	Tues	12 inch Softball, White or Yellow ball, core of .47	\$200/\$225

Registration:

June 17 – July 14, 2024

League Begins:

August 6, 2024

Player Eligibility:

The players age as of January 1, 2024 is the age level they must play in, however players are permitted to play up an age division, but not down an age division.

All registrations are taken online! Visit recdesk.republicparks.com to login or create your account. For coaches who are registering their team, please select the appropriate division and be sure to click the "Coaches Only" portal. Coaches are welcome to bring in a full team of participants or register and have additional players added to round out their roster. For individual participants registration, please select the appropriate division and ensure to click the "Individual Sign-up portal". Each individual participant must be registered by their parent/guardian, to be eligible. Players will NOT be allowed to participate in games until their parent or guardian has completed this step. Coaches, please direct all parents/players of your team to complete their online registration.

Coaches Background Screening:

All coaches and co-head-coaches are required to pass a background check (no cost to the coach) before they will be allowed to coach. Information regarding background checks is available at republicmo.com. Background checks are good for two years at which point a new submission will be required.

Coaches Meeting:

July 30 at 6p.m. @ Republic Community Center.



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Equipment Requirements:

Batters, baserunners, and on deck batters must wear protective helmets. It is recommended that all players within the player-pitch leagues (9U – 14U) use a batting helmet that has a facemask or a C-flap. Any player behind Homeplate (the catcher) must wear a minimum of helmet and mask, during gameplay. Shoes with metal cleats or spikes are not permitted by any player. Exterior jewelry is not permitted on players.

Game Schedules:

Schedules can be reviewed during the coaches meeting and will be released online the following day. Online schedules can be found at teamsideline.com/republicmo. Teams will play a total of 8 games.

Practice:

Teams may sign up for a practice beginning Monday July 29th.

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Rules of Play:

1. Games will last 70 minutes. No new inning shall be started after 70 minutes of play, except for "extra innings". One additional inning will be played to break tie games. If the game is still tied after one extra inning, that game will end in a tie.
2. The umpire will call a captains meeting prior to gametime; coaches should exchange batting lineups and complete the coin-toss to determine home team.
3. Score will be kept by the umpire. Any discrepancies should be cleared up before the start of a new inning. After a new inning has been started, the score from a previous inning will not be changed.
4. This is a player pitch league. Free substitution is allowed in the field, except the pitcher. The starting pitcher may be taken out and re-enter only once. Any substitute pitchers that are removed from pitching may not re-enter the game as a pitcher. Two trips to the mound in one inning requires the coach to remove the pitcher. Players may pitch an unlimited amount of innings per day. Pitchers will follow MSHSAA High School rules on the pitch delivery.
5. Base paths in the 10U age division will be 60ft and pitching distance will be 35ft. Base paths in the 12U & 14U year old age division will be 60ft and pitching distance will be 40ft for 12U & 43 feet for 14U age division.
6. For the 10U divisions, 10 players will be permitted on the playing field; for 12U+ divisions, only 9 players will be permitted on the playing field. 8 players must be present to start the game.
7. Players bat in rotation; all players must be in the batting order. Teams must exchange batting lineups before games.
8. In the 10U age division, 5 runs or 3 outs constitute an inning. In the 12U & 14U age divisions, 7 runs or 3 outs constitute an inning. A 15-run lead after 3 innings or a 10-run lead after 5 innings concludes the game, as a "run-rule".



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9. In the 10U age division the batter is out on a dropped 3rd strike. In the 10U,12U and 14U age division stealing is permitted (10U can only steal second and third, if the catcher throws down to third and over throws the base the runner can't advance to home), however base runners may not leave the base until the ball leaves the pitchers hand. This is a judgement call by the umpire. If the runner leaves the base before the ball leaves the pitchers hand she is out. In the 12U and 14U age groups Batters may steal first base on a dropped third strike as long as 1st base is not occupied. If there are two outs a player is allowed to steal first base on a dropped third strike even if 1st base is occupied. If the batter forgets and walks past his team's on deck circle on a dropped third strike the umpire will call him out.
10. The ball is considered dead when the pitcher has returned to the circle and base runners have returned to their bases or when time is called by the umpire. Leading off is not permitted. The batter is automatically out on a dropped 3rd strike.
11. In the 12U & 14U age division, leading off and stealing are permitted. Batters may steal first-base on a dropped third strike, as long as 1st base is not occupied. If there are two outs, a player is allowed to steal first base on a dropped third strike even if 1st base is occupied. If the batter forgets and walks past their team's on deck circle on a dropped third strike the umpire will call him out.
12. Bunting will be allowed. Swinging 3rd strike fouls will be unlimited.
13. 10 players will be permitted on the playing field. 8 players must be present to start the game. Game time is forfeit time. A 5-minute grace period (with a running clock) will be permitted for the 1st game only. A forfeited game will not be umpired. If a player is injured and cannot bat, he/she is no longer allowed to re-enter the game. If a player is no longer able to play due to an injury their spot in the batting order will be skipped and no out must be taken.
14. Players may play on no more than **two teams per age group** in the youth softball program. Players may play in **two different age divisions** as eligible. A team found using a player who is on another roster in the same age division will forfeit that game and the player will be suspended for the next two games. If the event occurs at the end of a season the player will be suspended for the first two games of the following season.
15. All team members present and dressed out at the beginning of the game must play at least 2 innings of each game. The number of innings played may be monitored. If a coach is found to be playing a player less than 2 innings the team will forfeit that game and the coach will be suspended for the next game.
16. All teams must have a minimum of 12 participating players on their roster and no more than 15.
17. Should a team forfeit two consecutive games without notifying the Recreation Department the team will be dropped from the league. Notification must be given two working days prior to the forfeiture.
18. A defensive coach is permitted in the outfield to assist fielders on where to throw the ball. However, the coach may not at any time touch the ball or the fielder while play is going on.
19. There will be no infield fly rule in the 10U age division. For infield fly to be in effect, there must be less than 2 outs; there must be runners on first and second OR first, second, and third; the fly ball cannot be a bunt or a line drive; and an infielder must be able to catch the ball with ordinary effort.
20. Runners are not forced to slide; this is a non-collision rule. When the ball is caught by a fielder and is in close proximity of any base/plate and in the umpire's discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out. If in the umpire's discretion the collision is malicious, the player can be called out and possibly ejected from the game. This is not a must slide rule, but a non-collision rule.

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21. Batters, baserunners, and on deck batters must wear protective helmets. Catchers must wear full catchers' gear.
22. In the softball league, only softball bats may be utilized; no T-Ball bats or baseball bats are permitted. If the batter throws the bat, they will receive one warning and will be called out if it happens a second time. If the bat is thrown and hits a defensive player, the batter will automatically be called out.
23. Players must have numbers on their uniforms for easy identification.
24. Every field will use a double first base and both bases can be used by defense and offense.
25. No protests are allowed on judgement calls of the officials. The official score sheet will be final. Concerns about officials must be made to the recreation supervisor. All protests must be filed by the head coach or the assistant coach at the Activity Center within twenty-four hours of the violation.
26. Coaches are prohibited from coaching more than two teams in the same league.
27. Coaches and participants are required to express post-game acknowledgements and "good games" to the opposing team, as an act of displaying good sportsmanship.
28. Each team will be given up to 3 coaches passes for free entry into the ballpark. All other persons, excluding players, over the age of 12 and under the age of 65 must pay a \$3.00 entry fee and 65 and older must pay \$2.00.
29. Unsportsmanlike conduct will not be tolerated. If a coach, player, or fan is ejected from a game, they must leave the park immediately. If the same person is ejected from another game, they will be suspended indefinitely from the Republic Parks & Recreation programs pending a meeting with the Recreation Supervisor and/or the Community Services Director. Further problems from the team may result in a forfeit of the game.
30. The Coaches Code of Ethics must be signed by the head coach and the assistant coach online or at the coaches meeting, prior to the season beginning.
31. The Recreation Supervisor reserves the right to make final determination on any rules or interpretations that may arise throughout the season.

Lightning/Weather Policy: During outdoor athletics events, if lightning is detected with a 0-8 mile radius of the facility, all games in progress will be shut-down. If lightning has not yet approached the 8-mile-radius, the site-supervisor reserves the right to shut-down games if there is a storm inbound. There will be no delaying games. At the time of shutdown, all participants and spectators must exit the facility.

- **If a game is shutdown during gameplay, prior to the halfway point of the game:** The game will be replayed on a different date, completely restarting the game with a score of 0-0.
- **If a game is shutdown during gameplay, at or after the halfway point of the game:** The game will be marked as completed, with a final score of whatever the score is at the time of shutdown.
- **Resuming play for upcoming games in the day:** The remaining teams participating in the day, will be able to enter the facility once a 20-minute period without lightning has passed. The Site-Supervisor will be closing off the facility entrances with signage, once the facility becomes closed due to weather.
- The Site-Supervisor reserves the right to shutdown games, for the safety of all participants and spectators.



PITCHING MODIFICATIONS FOR 10U SOFTBALL

- All batters start with player pitch. There are **no walks!** When four balls have been called on a batter, coach pitch rules apply, as follows:
 - Coaches pitch to their own batters.
 - No called strikes during coach pitch. Swinging and missing a pitch and foul balls will count.
 - The coach must pitch from the rubber.
 - The fielding pitcher must stand within the pitcher's circle.
 - The adult fielder is not allowed to field the ball. If the adult pitcher fields the ball the batter will be called out and the base runners must return to where they started.
 - The coach can then pitch up to 4 pitches, based on the number of strikes on the batter, which are retained from the player pitch.
 - Runners are not allowed to steal when the coach is pitching to a batter.
 - The maximum number of pitches allowed is 4 minus the # of strikes on the batter.
 - The only way someone can walk is if they are hit by a pitch.
 - The batter is not allowed to bunt when the coach is pitching.
- Number of Pitches Remaining for Coach Pitch:
 - **The number of balls called, minus the number of strikes on batter, equals the number of remaining pitches**
 - 4 balls - 0 strikes = 4 pitches remaining
 - 4 balls - 1 strikes = 3 pitches remaining
 - 4 balls - 2 strikes = 2 pitches remaining
 - When the maximum # of pitches is reached, the ball must be hit fair or the batter is out except if the final pitch is fouled off, then the batter is given an additional pitch until the ball is hit fair or they swing and do not make contact. Foul balls and poor pitches count as pitches. A batter can also strike out by swinging and missing a pitch(es) before the maximum number of pitches is reached.

All players in the 3U – 8U divisions will receive medals at the completion of a terrific season!

*Coaches, parents, and participants should be mindful of good sportsmanship. and set a good example!
Thank you and let's have a great season!