

Soledad Softball Rules and Bylaws

Soledad-Mission Recreation District Softball Rules and Bylaws- Age 5-7

As a general rule refer to your ASA rule book for any questions regarding rule of play with the following exceptions. These exceptions were made to cultivate an environment of learning and improvement of skill rather than competition.

Soledad Bylaws and League Requirements: *In order to ensure each child has an equal and fair chance to play the following is the only bylaw specific to Soledad-Mission Recreation district Softball programs (Soledad/Greenfield)*

All players must play 6 consecutive outs and 1 at bat each game. The Coach is responsible for ensuring the bylaw is enforced and document plays in their scorebook. The District will also be checking scorebooks, and maintaining a District Scorebook to maintain this rule is upheld.

- Coaches must document all disciplinary steps, missed practices or games, or late arrivals. Coaches must be able to produce these documents at any time when requested to do so by the Soledad-Mission Recreation District. Without proper documentation on all players, no player may be benched or lose playing time for disciplinary reasons.
 - If this requirement is not met:
 - a. **Then** a player must start and play in all innings of the immediately following game, the coach will also receive a warning.
 - If this happens a second time, to the same player or any other player on a team which has already received a warning:
 - a. **Then** the coach will be suspended for a game.
 - If there is a disciplinary issue a coach must bring disciplinary form and provide supporting documentation at the Soledad- Mission Recreation District 24 prior to game time. Disciplinary action must be approved by SMRD staff.
1. **Pitching Distances:**
 - a. **5-7-** 6 Attempts from the Tee until 4th week of games. Beginning 4th week of games coaches pitch from a marked 20 foot distance, 6 pitches per player.
 2. **Batting**
 - a. Every inning whole line up completes an at bat, starting the 4th week after the 1st inning outs will be counted.
 - b. Ball used will be a 10in ASA approved ball.
 3. **Base Running**
 - a. Any hit results in a single base advance. Or Base to base running.
 - b. All players must slide at home if there is a play at the plate.
 - c. Players may only slide head first when returning to a previous base.
 - d. At first base with a double bag, or a chalked double bag, the runner must touch only the orange or chalked bag. The first base player may only tag the white bag.
 - e. Unlimited courtesy runners are allowed, the runner must be the last out on the team.
 4. **Field Play**
 - a. Minimum of 6 players is required to start the game.
 - b. Maximum of 10 players on the field with the 10th "rover" playing in the **outfield**.
 - c. When an opposing team only has 8 players.
 - d. 5 Players is a forfeit.
 5. **Game Time and Innings**
 - a. **5-7-** 1 hour time limit
 - b. **Umpires will call last inning. Last inning is unlimited runs.**
 6. Dugouts are for players and approved SMRD Coaches only. Siblings, parents, friends, must sit in spectator areas. All players and coaches in the dugout must be behind the fence line. With the exception of the batter on deck, and those on the field.

Soledad Softball Rules and Bylaws

Soledad-Mission Recreation District Softball Rules and Bylaws- Age 8-10

As a general rule refer to your ASA rule book for any questions regarding rule of play with the following exceptions. These exceptions were made to cultivate an environment of learning and improvement of skill rather than competition.

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- Coaches must document all disciplinary steps, missed practices or games, or late arrivals. Coaches must be able to produce these documents at any time when requested to do so by the Soledad-Mission Recreation District. Without proper documentation on all players, no player may be benched or lose playing time for disciplinary reasons.
- If this requirement is not met:
 - a. **Then** a player must start and play in all innings of the following game, the coach will also receive a warning.
- If this happens a second time, to the same player or any other player on a team which has already received a warning:
 - a. **Then** the coach will be suspended for a game.
- If there is a disciplinary issue a coach must bring disciplinary form and provide supporting documentation at the Soledad- Mission Recreation District 24 prior to game time. Disciplinary action must be approved by SMRD staff.

7. Pitching Distances:

- a. **8-10-** Pitching Distance 35 Ft., clearly chalked line,
- b. **Pitching Circle-** There is no pitching circle for this age group. "Dead Zone" is inside the bases once the pitcher has the ball play comes to a stop.

8. Pitching Motion

- a. 1 foot must begin on the rubber or chalked line.
- b. Only forward steps may be taken
- c. Double stepping:
 - i. **8-10-** Not allowed. *Best to get players out of this habit*

9. Pitchers

- a. There is no pitch limit, or limit to substitutions in the pitcher position.
- b. **COACH PITCH 8-10 ONLY till April 3rd. Starting on games on April 3rd player pitch only.**
 - i. 6 pitches from Player, within the 6 pitches pitcher must strikeout batter or batter needs to put ball in play. If not 3 pitches from Coach at the 35ft distance there is no walks if batter doesn't hit the ball in play they are an automatic out.
 - ii. Batter **must** get a hit to get on base. No hit means no advance.

10. Batting

- a. Coaches may choose to bat the whole line up, or just those on the field, substituting as the game progresses
- b. Ball size for this age group is 11in ASA approved.
- c. **Strikes and Strike Zones**
 - i. **8-10** umpire may choose to "open" the strike zone, as of 4th week of game play a regular strike zone will be enforced.
 - ii. **8-10** no drop third strike rule Batter is out.

11. Base Running

- a. All players must slide at home if there is a play at the plate.
 - i. **Play at the Plate Zone**
 - 1. Play at the plate zone will be chalked. Anytime the ball enters that zone, as a player is running for home, the player must slide.
- b. Players may only slide head first when returning to a previous base.
- c. **Stealing**

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- i. 8-10- All bases except home may be stolen.
 - ii. Player can run home on overthrow back to pitcher.
- d. Players may lead off a base after the pitcher has released the ball.
 - e. At first base with a double bag, or a chalked double bag, the runner must touch only the orange or chalked bag. The first base player may only tag the white bag.
 - f. Courtesy runners can be used once per inning or at anytime with two outs for pitcher and catcher only. No player in lineup can be used as a courtesy runner. Only Substitutes can be used (does not count as their at bat).

12. Field Play

- a. **8-10** Minimum of 8 players is required to start the game. If a team is playing with only 8 players, the team must take an out when the 9th slot comes up in the batting order.
- b. **8-10** Maximum of 10 players on the field with the 10th "rover" playing in the **outfield**.
- c. When an opposing team only has 8 players, the other team must play 9 players on the field.
- d. 7 Players is a forfeit.

13. Game Time and Innings

- a. **8-10** Time limit is 1 hour and 30 minutes
 - i. It is up to the umpire's discretion to call last inning within the last 10 minutes game time.
 - ii. Innings must be played to completion.
 - iii. No inning may be started after time limit has elapsed.
- b. **Umpires will call last inning. 5th inning is unlimited runs.**
- c. Runs per inning
 - i. **8-10** Run Limits 5 runs per inning
 - ii. **In the event a team has 4 runs, players on base, and the batter hits a ball in play ALL RUNS SCORED COUNT.**
- d. **If a tie exists at the end of the final inning or at the end of the game time, then an international tie breaker inning will occur.**
 - i. **Starting** the next inning and each inning thereafter, the offensive team will begin its turn at bat with the player who was the last out on second base and with one out. The game then continues as any other inning would.
- e. **8-10** A full game is considered 5 innings.

14. Summer Travel Teams, All Star teams.

- a. Participants from surrounding cities maybe chosen for Summer ASA travel teams, or all star teams, or may try out for travel teams. If not enough players can be found within the respective Rec League Programs (i.e. Soledad Rec Softball (Greenfield/Soledad), KC Rec Department (king City), Gonzales Youth Softball League (Gonzales).
 - i. As long as ASA rules and regulations are followed.
 - ii. Individual ASA registration must be paid, released by the Spring Rec League, and up to date to compete in any ASA sanction tournaments.
 - iii. Also copies of bylaws from each/all Rec Leagues where players reside must be in the hands of the coach/organizer.

15. NO IPODS OR CELL PHONES ON THE FIELD.

- 16. **Dugouts are for players and approved SMRD Coaches only. Siblings, parents, friends, must sit in spectator areas. All players and coaches in the dugout must be behind the fence line. With the exception of the batter on deck, and those on the field.**

Soledad Softball Rules and Bylaws

Soledad-Mission Recreation District Softball Rules and Bylaws- Age 11-14

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- If this requirement is not met:
 - a. **Then** a player must start and play in all innings of the following game, the coach will also receive a warning.
- If this happens a second time, to the same player or any other player on a team which has already received a warning:
 - a. **Then** the coach will be suspended for a game.
- If there is a disciplinary issue a coach must bring disciplinary form and provide supporting documentation at the Soledad- Mission Recreation District 24 prior to game time. Disciplinary action must be approved by SMRD staff.

17. Pitching Distances:

- a. **11-14** Pitching distance 40 ft., in ground rubber , Pitching Circle 8ft. Radius
- b. **Pitching Circle**- Ball is dead within this circle unless an attempt is made

18. Pitching Motion

- a. One foot must begin on the rubber or chalked line.
- b. Only forward steps may be taken
- c. Double stepping: **Never allowed**

19. Pitchers

- a. There is no pitch limit, or limit to substitutions in the pitcher position.

20. Batting

- a. Coaches may choose to bat the whole line up, or just those on the field, substituting as the game progresses
- b. **Strikes and Strike Zones**
 - i. **11-14 only- After a drop third strike a player may run to first base if the base is not occupied, with less than 2 outs. If 2 outs exist the player can advance whether the base is occupied or not.**

21. Base Running

- a. All players must slide at home if there is a play at the plate.
 - i. **Play at the Plate Zone**
 1. Play at the plate zone will be chalked. Anytime the ball enters that zone, as a player is running for home, the player must slide.
- b. Players may only slide head first when returning to a previous base.
- c. **Stealing is allowed.**
- d. Players may lead off a base after the pitcher has released the ball.
- e. At first base with a double bag, or a chalked double bag, the runner must touch only the orange or chalked bag. The first base player may only tag the white bag.
- f. Courtesy runners can be used once per inning or at anytime with two outs for pitcher and catcher only. No player in lineup can be used as a courtesy runner. Only Substitutes can be used, (does not count as their at bat).

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- g. **11-14 only-** If the pitcher has the ball in hand and is inside the pitcher's circle and a player rounds 1st base on a walk, they must commit to run to second base.
 - i. If the ball is not in the pitcher's circle and the player on a walk rounds first base, they have the option to return to first.

22. Field Play

- a. **11-14** Minimum of 8 players is required to start the game. If a team is playing with only 8 players, the team must take an out when the 9th slot comes up in the batting order.
- b. **11-14** Maximum of 10 players on the field with the 10th "rover" playing in the **outfield**.
- c. When an opposing team only has 8 players, the other team must play 9 players on the field.
- d. 7 Players is a forfeit.

23. Game Time and Innings

- a. **11-14** Time Limit is 1 hour and 45 minutes
 - i. It is up to the umpire's discretion to call last inning within the last 15 minutes game time.
 - ii. Innings must be played to completion.
 - iii. No inning may be started after time limit has elapsed.
- b. **Umpires will call last inning. 7th inning is unlimited runs.**
- c. Runs per inning
 - i. **11-14** Run limits 5 per inning
 - ii. **In the event a team has 4 runs, players on base, and the batter hits a ball in play ALL RUNS SCORED COUNT.**
- d. **If a tie exists at the end of the final inning or at the end of the game time, then an international tie breaker inning will occur.**
 - i. **Starting** the next inning and each inning thereafter, the offensive team will begin its turn at bat with the player who was the last out on second base and with one out. The game then continues as any other inning would.
- e. **11-14** A full game is considered 7 innings.

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25. NO IPODS OR CELL PHONES ON THE FIELD.

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