

CITY OF BROOKFIELD
MODIFIED FAST PITCH SOFTBALL LEAGUE RULES AND PROCEDURES
Grades 7&8
2019

PROGRAM OBJECTIVE

The primary purpose of the leagues is to offer youth an opportunity to participate and enjoy a recreational experience in a healthy competitive setting. The emphasis is upon participation, character development, good sportsmanship, and enjoyment.

All games will be played according to the WIAA rule book. Local rules and adaptations will supersede where applicable. Two competing teams or coaches may not agree to alter any rules.

FIELD DIMENSIONS

Between Bases
60 feet

Pitching Distance
40 feet

Home to Second
84' 10¼"

I. PLAYERS AND SUBSTITUTES

A. Line-ups and Batting Orders

1. **FIVE MINUTES** prior to the start of the game, both coaches must submit the official line-up card, listing the batting order, to the plate umpire.
2. Teams may begin and play a game with only eight (8) players. A team shall not be permitted to start or continue a game with less than eight (8) players. Result – forfeit.
3. Teams having less than thirteen (13) players on the roster may begin and play a game with only eight (8) players.
4. There will be a ten (10) minute grace period for the start of the game if a team has less than the appropriate number of players to start.

B. Continuous Batting Order Rule

1. Teams **MUST** list **ALL** players reporting for the game in the batting order prior to the start of the game. Each player will then bat in the line-up order for the entire game.
2. Late arriving players are assigned to the last position in the continuous batting order.
3. No player listed in the batting order may leave the order unless they become injured. In the event a base runner becomes injured, the player who made the last out will become the pinch runner. If a player leaves the game due to an injury, their position in the batting order is left vacant, and **NO PENALTY WILL BE ASSESSED**.
4. Players removed from the game or batting order due to injury may not re-enter the game for a minimum of one (1) complete inning. However, after one (1) complete inning, coaches may request of the Head Umpire that the player in question be allowed to re-enter the game. The Head Umpire will only allow a player to re-enter a game if it is in the best interest of the player. The decision of the Field Site Supervisor is absolutely non-debatable.

II. THE GAME

A. Start of the Game

1. The Head Umpire shall have final authority in determining the amount of pre-game practice to be permitted which should be concluded five (5) minutes prior to the scheduled game starting time. Practice will be permitted to teams playing the second game only if there is sufficient time to accommodate both teams.
2. Teams shall be prepared to start games at the designated time.
3. There is a ten (10) minute grace period for the start of the game if a team has less than the appropriate number of players to start. **(See rule V. A. 4)**
4. The starting time of the game must be noted on the score sheet.
5. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of official time, the game will end and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.

B. Length of Game

1. All league games will be six (7) innings or a seventy-five (90) minute time limit. No new inning will start after the time limit expires. Clarification – A new inning begins immediately after the third out of the previous inning has been made provided there is time remaining.
2. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
3. No extra inning games will be played. Games ending in ties will be recorded as half a win and half a loss.
4. A game called due to weather conditions, or darkness, will be regulation if a minimum of (3) three innings at bat have been played. Games tied will also be regulation. At the point the game is called (assuming the game is complete according to the above), the last complete inning will constitute the final score.
5. The Head Umpire has authority to determine if a game is to be stopped due to rain, darkness, or other conditions. In the absence of the field supervisor, the umpire-in-chief will have this authority.
6. Any second game on the schedule will receive the full time limit from the time the game starts.
7. The Head Umpire's watch is the "official time". In absence of the field supervisor, the plate umpire's watch will be the "official time".

C. General

1. Re-Scheduled Games

- a. Coaches will have 72 hours to rescheduled any game cancelled due to weather. Please contact the local supervisor, John Clemins or Barbara O'Donnell, with rescheduled game information.
- b. Rescheduled games will be held as the listed field on the schedule. However, in an attempt to play the game, another field may be used.
- c. Rescheduled games will be on held on Friday evenings or Saturdays.
- d. If coaches exhaust all attempts to rescheduled any game, the game will be listed as a tie game for both teams.
- e. Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.

2. **Official Score Book** – The HOME team will be responsible for keeping the score during the game. The umpires will verify the score after each half inning with the official scorecard. At the conclusion of the game, both coaches must sign the scorecard in order for the score to be official.
3. The team bench is restricted to players and four (4) coaches. For safety reasons, players in the bench area should remain seated and behind the fence.
4. **FORFEITURE OF GAME** – Teams will forfeit a game when:
 - A team will automatically forfeit when an adult coach is not available at the team's bench at the scheduled starting time.
 - An ineligible or suspended player is used.
 - An ejected player refuses to leave the premises.
 - A team fails to field the minimum number of players by the scheduled game time.
 - Continued unsportsmanlike conduct after a warning by the umpire or authorized official of the Brookfield Parks & Recreation Department.
 - Should both teams forfeit a game due to ineligible players, then both teams will receive a loss in the standings.
 - The Parks, Recreation & Forestry Department should be contacted at least three days prior to game date if a team plans to forfeit its game.
 - Intentional violation of the minimum playing time rule may result in the forfeiture of the game.

III. GENERAL PLAYING RULES

A. Pitching Rules

1. No player will be allowed to pitch more than four (4) innings in one game. One pitch constitutes an inning.
2. Prior to starting the pitch, the pitcher shall take a position with the pivot foot on or partially on the top surface pitchers plate. Non-pivot foot should be with or behind the pitchers plate.
3. The pitcher may not throw to a base while a foot is in contact with the pitchers plate after having taken the pitching position.

STARTING THE PITCH

The pitch starts when one hand is taken off the ball after the hands have been placed together.

LEGAL DELIVERY

- The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
- The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- The delivery must be an underhand motion with the hand below the hip and the wrist not farther from the body than the elbow.
- The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
- The release of the ball and follow-through of the hand and wrist must be forward and past the straight line of the body.
- Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- The pitcher must not make another revolution after releasing the ball.
- The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".

B. Batting Rules

1. There will be a continuous batting order. No team will be allowed to score more than ten (10) runs per half inning. Once a team has scored 10 run during play will stop and the teams will switch sides.
2. Any combination of three strikes (swinging, called or missed) shall be an out except for a third strike tip or foul ball.
3. Bunting is allowed. Bunted third strike is out if ball is tipped or fouled.
4. If, in the judgment of the umpire, a bat "is thrown" by the batter at bat, that respective team will be issued a warning by the umpire. Any other member on that same team that "**throws a bat**" in that game will **automatically be declared out** and the ball becomes dead at that point.
5. If, in the judgment of the umpire, a helmet "is thrown" by any player, that respective team will be issued a warning by the umpire. Any other member of that same team that "**throws a helmet**" in that game will be automatically **ejected from the game**.
6. When a pitched ball, not swung at, touches any part of the batter while in the batter's box, it is a dead ball and the batter is entitled to one base.

C. Base Running

1. The runner needs to establish a stationary lead-off, no more than six (6) feet) prior to the start of the pitch. The runner may advance once the ball has crossed the plate or is hit by the batter.
2. Headfirst slides are not permitted and base runner will be called out if they slide headfirst into any base.
3. Advancing to home is allowed on a passed ball/foul pitch twice per inning.
4. There will be no stealing home plate.
5. The batter may advance to first on a dropped 3rd strike by the catcher.

When the catcher fails to catch the third strike before the ball touches the ground and there are:

- Fewer than two outs and first base is not occupied at the time of the pitch
- Any time there are two outs

6. Sliding is allowed at all bases and home plate. For safety reasons, players must slide at any close play. Players that do not slide will be called out.

D. Double Bases

1. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
2. When a play is being made on the batter/runner, the defense must use the WHITE portion and the batter/runner the ORANGE portion of the base.
3. The batter/runner must use the ORANGE portion on the first attempt at first base, however should he reach and go beyond first base, he must return to the white portion.
4. Should the batter/runner round the base on a hit to infield or to the outfield, he **must** return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

IV. PLAYER CONDUCT

- A. Players are responsible for their conduct at all times.
- B. By the act of participating, all teams, players, manager, and coaches acknowledge that they are acquainted with and will abide by all League Rules.
- C. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for suspension (up to one calendar year) by the Recreation Supervisor of the Parks and Recreation Department.
- D. Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute suspension for the duration of the current season.
- E. An ejected player will immediately vacate the playing area and resist from further comment or action. For the purpose of this rule, the “playing area” will be taken to mean, “far enough away from the field of play so that the ejected player, in the opinion of the officials, has no effect whatsoever on the game, its players, officials or spectators”.

- F. Bench conduct by players and coaches must be positive and directed towards players on your team. Players and coaches who make negative comments towards another team or an official will not be tolerated.
- G. Coaches must control the players on their teams. Our staff will expect your assistance if a player cannot control themselves.

H. **SPORTSMANSHIP**

- Each player, coach and parent should exhibit good sportsmanship throughout the season.
- Any questions regarding rules and regulations of the league can be directed to officials in a non-threatening manner.
- Yelling at umpires, coaches and/or players will not be tolerated, and anyone who violates this rule will be asked to leave the playing site.
- During each practice there should be time for the coaches and players to discuss teamwork and sportsmanship.
- Communicate to your players that good sportsmanship is an important part of the program.

Revised 2019