



PO Box 6675  
1 Harry S Truman Parkway  
Annapolis, MD 21401  
(410) 222-7865 • Fax: (410) 222-4120

**Information Hotline:** (410) 222-7312 (inclement weather)      **Web Address:** <http://www.aacounty.org/recparks>  
**E-Mail:** [recandparks@hotmail.com](mailto:recandparks@hotmail.com)

## **2011 - Girls' Softball League Rules**

### **General Information ALL AGES:**

- 1) **Inclement Weather/Field Condition** - Check the website at [www.aacounty.org/recparks](http://www.aacounty.org/recparks) and click on CANCELLATIONS or call the Information Hotline at (410) 222-7312 for cancellations due to weather/field conditions.  
**Weeknight Leagues:** after 3:30 pm    **Weekend Leagues:** after 8:00 am  
Coaches must contact the Sports Supervisor prior to 3pm weekdays if their field is unplayable. On the weekends the home team coach should attempt to contact the opposing coach prior to game time if the field is unplayable. Otherwise games are canceled on a countywide basis. If the game has not been canceled, teams must report to the field and umpires will determine if games are playable.  
**Games must be stopped immediately for lightning or thunderstorms or if substantial rain occurs. Officials will determine whether it is safe to continue or terminate the game. The delay will be 30 minutes from first sighting.** The game will be picked up from the point of suspension (with the same players).
- 2) No alcoholic beverages or tobacco products are allowed on or near the fields at anytime. Please keep all vehicles off county property and park in parking lots only. Each coach is responsible for enforcing these rules. Failure to do so may result in suspension or game forfeitures.
- 3) All teams, coaches and spectators must follow the Anne Arundel County Guidelines and Reference Manual.
- 4) Age Requirements: Team eligibility for Girls' County Softball is determined by the **Players age as of April 1, 2011**
- 5) **\*\*\*\*\*The winning coach must report scores to the Recreation & Parks Department information within a day after the game. The following information should be reported:**
  - League name,
  - Date of the game
  - Home team name score visiting team name and score,
  - # of umpires at the game,
  - any problems;
  - Scores can be faxed to (410) 222-4120 Attn: Sue Hamilton or Nicole Kerfoot or e-mailed to [recadmin@aacounty.org](mailto:recadmin@aacounty.org).
- 6) **Injuries:** A team may play with eight (8) players if a player has been injured and all the substitutions have been used. A team may use a substitute not currently playing to replace the injured player. The team must forfeit the game if they have less than eight (8) players.

- 7) **Blood Rule:** A player, coach or umpire who is bleeding or who has blood on their uniform will be prohibited from participating further in the game until appropriate treatment can be administered. If medical treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the Umpire's judgment. When bleeding occurs, the umpire shall immediately stop the game and call a coach, trainer, or other authorized person to administer to the injured person. Uniform rules will not be enforced if a uniform change is required.
- 8) **Coaching Information:** There shall be no more than two coaches for each team to give words of assistance and direction to their team while at bat. One shall be stationed at 1<sup>st</sup> base and one near 3<sup>rd</sup> base.
- OFFENSIVE CONFERENCE - allowed one per inning (coach to batter); otherwise coaches must stay in the coaches' boxes.
  - DEFENSIVE CONFERENCE - allowed up to 3 per game. After the 3rd conference, a pitching change must be made, if 2 conferences occur in the same inning, a pitching change must be made during the 2nd conference. Defensive coaches must otherwise stay in the dugout.
    - a) First offense, the coach may be warned;
    - b) Second offense warrants removal from the game and grounds. Failure to comply will warrant forfeiture of future games.
- 9) **Schedules/Rainouts:** **Additional games have been built into the schedule for rainouts. No rainout games will be rescheduled. Teams will have a twelve (12) game schedule played in six (6) weeks with NO rain make-ups between April 18 and May 30. Two games per week, including Saturday/Sunday will be scheduled for ages 10U, 12U, 14U and 18U.**
- **Scheduled School Functions: Dates of potential conflict MUST be indicated on the Registration Form at the Team Registration meeting.**
  - **Cancellations/Schedule Changes - Rescheduling/changes will only be considered for school-planned functions that arise after the initial cutoff date or religious holiday on weekdays and weekends. Rescheduling will not be done for missing players or tournaments etc. The Recreation & Parks staff are the only persons that can make schedule changes.**
    - **Cancellation of any game on a week night by a team for any reason must be called into the Recreation & Parks Department no later than 3:30 p.m. on or before the games date by the cancelling team. Otherwise the cancelling team MUST pay the official(s).**
    - **Weekend cancellations must be called into Donna Liberto at 443-336-1603 by 8:00 a.m. on Saturday and 10:00 a.m. on Sunday.**
- 10) **Uniforms**
- a) **All players must wear matching shirts of the same color with numbers.**
  - b) All players/coaches must wear shoes. No metal spikes or detachable rubber spikes are allowed. Molded sole only.
  - c) Hats or headbands are optional on an individual basis.
  - d) If a pitcher wears a sweatshirt under the uniform, it may be **black, white, grey or the uniform color.**
  - e) In all youth leagues, it is mandatory that the catcher wears a mask, throat and chest protectors. Catcher's helmet (girl's skull cap) must be worn at all times. The hockey goalie style facemask made for softball is approved for usage by catchers. If the umpire feels that there is not adequate throat protection built onto the mask, a throat attachment must be added to the mask before using.
  - f) Helmets **with face/mouth guards** are **mandatory** for batters and base runners.
  - g) **No jewelry allowed.**

- 11) **Forfeits:** Forfeits are not accepted on uniforms, field conditions or equipment that is not mandatory.
- a) Forfeit time for any other reason will be 20 minutes from the scheduled start time of the game (1<sup>st</sup> game if more than one game is scheduled at a location). All other games forfeit time will be game time.

12) **Games:**

- a) Contact the opposing coach for directions to their field.
  - b) Each team will provide 1 new/good ball per game.
  - c) Balls:
    - 11” Incrediball for the 8U league
    - 11” non-restricted for 10U leagues (yellow ball),
    - 12” non-restricted flight for all other leagues.
  - d) **Mandatory participation for every player in uniform: must play at least 6 outs in the field and bat at least 1 time.**
  - e) **No free substitution for any age group.**
  - f) **ALL ages, a team may start with eight (8) players if nine (9) uniformed players are not available, with the ninth (9<sup>th</sup>) spot in the batting order being an automatic out.**
- 13) **Time Limit:** All games have a **1 hour 45 minute** time limit. Innings that have begun will be completed. When an official determines that due to oncoming darkness the “next inning” will be the last of the game, the unlimited rule of the last inning will apply. Should the last inning not be completed, score will revert back to the last completed inning. Coaches should check with the umpire the official time at start of the game.

- 14) **Sliding Rule:** **Players should use sliding to prevent injuries in all age groups.**

- 15) **Officials (No-Show):** If an assigned umpire fails to show for the game, the managers of the teams scheduled may each select a person to act as an umpire. This must be a mutual agreement between both managers and the game cannot be protested once the game starts.
- The individual or organization that is selected as an umpire will be compensated by the Department at the prevailing official’s fee.
  - Teams who cannot agree on a substitute umpire **are not guaranteed** a rescheduled game.
  - Managers are responsible for providing the Sports Supervisor with the following substitute umpires information immediately following the game in order for payment to be processed. A W-9 form must be completed by the substitute umpire in order for payment to be processed. That form can be obtained thru the Recreation & Parks Department or by going on-line to [www.irs.gov](http://www.irs.gov).
    - Game date, time, place,
    - Name of teams playing,
    - Sub-umpire name (first & last),
    - Address (city/state/zip), Soc. security #, and phone #

- 16) To order High School Federation fast pitch softball rulebooks, call (317) 972-6900 or go to <http://www.nfhs.org/>.

17) **Tournament:** **Weather permitting, an end of season tournament will be scheduled by the Recreation & Parks Department.**

**FEE: \$ 50.00 per team Umpires paid on the field**

18) Officials will be paid cash (ONLY) on the field prior to the start of the game by both teams.

a) *Official fees are as follows:*

8U - Coach Officials **(must have a completed background and when behind the catcher MUST wear a face mask)**

10U 1 Official \$21.00 per team per game (\$42.00)

12U 1 Official \$23.00 per team per game (\$46.00)

14U 2 Officials \$48.00 per team per game (\$48.00 per official)

18U 2 Officials \$55.00 per team per game (\$55.00 per official)

If on a two official game only one official shows the fee will be 1 and ½ game fee as follows:

14U 1 Official \$36.00 per team per game (\$72.00 split between both teams)

18U 1 Official \$41.25 per team per game (\$82.50 split between both teams)

b) If a team fails to pay an official for any reason, that team will have one week to get the funds to the particular official. Failure to pay the official within one week will result in suspension from play and forfeit until payment is made.

## 2011 RULES:

All county leagues play under rules of the National Federation of State High School Associations. The following exceptions are in effect:

### \*\* 8U – Instructional Softball League

1. Games consist of at least 4 innings, In case of darkness, rain, etc., 3 innings is considered a complete game.
2. No new inning will begin after 1hour 45minutes.
3. Field size: 55ft. bases and 32ft to the pitching mound.
4. No infield fly rule.
5. Courtesy runner allowed for the catcher and pitcher after reaching 1<sup>st</sup> base with two outs. The runner must be the last out.
6. **Must bat the entire roster every game. Once the entire roster bats the inning is over.**
7. **Mandatory Participation:** all players in uniform must play. **Minimum participation requirements: All players must play at least 6 outs in the field.**
8. **Pitching** - All Ages: The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitchers rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter.
9. Pitcher may use either a **slingshot motion or a windmill motion** to deliver the pitch.
10. **All pitchers may re-enter as pitcher once per game.**
11. Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm up pitches, whichever comes first.
12. **Illegal Pitch: When an illegal pitch is called, it is a DEAD BALL, result: a ball on the batter and all runners advance one base.**
13. **Coach Pitch** – A player pitches a live at bat to the batter. If the player walks the batter, a Coach will step in to give the batter an opportunity to hit, strikes carry over when the coach steps in to pitch. If the player strikes out it is an out. There are no walks, you hit or strike out. Example: Player pitcher has 3-1 on a batter then throws the 4<sup>th</sup> ball. The Coach Pitcher steps in and the batter still has 1 strike on her, the coach pitches until a) the batter hit the ball in play b) the batter strikes out with 3 strikes.
14. Batter may not run on dropped third strike.
15. **No stealing.** Runner on base may only advance when: ball has been hit or there is a defensive play on any base runner after the ball has been hit. Runner may take a lead when ball leaves pitcher's hand and must retag between pitches.
16. **Base Running** - A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (**Avoid Collision**) This applies to all fielders at all bases. Penalty: Runner can be declared out and (if flagrant) faces ejection from the game. Runners are **awarded two** bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field at the time the ball leaves the fielder's hand. This is a judgment call. Coaches cannot touch or aide base runners while ball is in play. Penalty: runner out.
17. Teams may play 10 players on the field at one time. Additional fielder must play in the outfield or short field position)
18. No bunting.
19. Roster Limit: 12 players

20. Game Official: Coach Umpires
21. Games will be played **primarily** on Saturdays. **Tentative Season begins Saturday, April 9, 2011. Rosters & Contract are due to Recreation & Parks prior to the start of the season.**

### 9 - 10 LEAGUES (10U)

1. Games consist of 6 innings. In case of darkness, rain, etc., 4 innings is considered a complete game (3½ if home team is ahead).
2. No new inning will begin **after 1 hour 45 minutes.**
3. Field size: **55 ft. bases and 35 ft. to the pitching mound.**
4. No infield fly rule.
5. Courtesy runner allowed for catcher and **pitcher** after reaching 1<sup>st</sup> base with two outs. The runner must be the last out.
6. **Must bat the entire roster every game.**
7. Maximum **4 run** limit per inning with last inning unlimited.
8. **Mandatory participation;** all players in uniform must play. **Minimum participation requirements: All players must play at least 6 outs in the field.**
9. **Pitching** - All Ages: The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitchers rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter.
10. **Pitcher may use either a slingshot motion or a windmill motion to deliver the pitch.**
11. **All pitchers may re-enter as pitcher once per game**
12. Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm up pitches, whichever comes first.
13. **Illegal Pitch: When an illegal pitch is called, it is a DEAD BALL, result: a ball on the batter and all runners advance one base.**
14. Batter may not run on dropped third strike.
15. **No stealing.** Runner on base may only advance when: the batter is walked, ball has been hit or there is a defensive play on any base runner after the ball has been hit. Runner may take a lead when ball leaves pitcher's hand and must retag between pitches.
16. **Base Running** - A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (**Avoid Collision**) This applies to all fielders at all bases. Penalty: Runner can be declared out and (if flagrant) faces ejection from the game. Runners are **awarded two** bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field at the time the ball leaves the fielder's hand. This is a judgment call. Coaches cannot touch or aide base runners while ball is in play. Penalty: runner out.
17. Teams may play 10 players on the field at one time. Additional fielder must play in the outfield or short field position)
18. No bunting.
19. Roster Limit: 12-15 players
20. Number of Officials: 1
22. Games will be played **primarily** on Tuesdays and Saturdays. **Tentative Season begins Saturday, April 9, 2011. Rosters & Contract are due to Recreation & Parks prior to the start of the season.**

## 10-12 LEAGUES (12U)

1. Games consist of 6 innings. In case of darkness, rain, etc., 4 innings is considered a complete game (3½ if home team is ahead).
2. No inning will begin **after 1 hour 45 minutes.**
3. **60 ft. bases and 40 ft. to the pitching mound.**
4. Courtesy runner allowed for catcher and **pitcher** after reaching 1st base with two outs. The runner must be the last out.
5. **Teams must bat the entire roster.**
6. Maximum **5 run** limit per inning with last inning unlimited.
8. Mandatory participation; all players in uniform must play. Minimum **participation requirements: All players must play at least 6 outs in the field.**
9. **Pitching** - All Ages: The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitchers rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter. **Pitcher may use either a slingshot motion or a windmill motion to deliver the pitch. All pitchers may re-enter as pitcher once per game.** Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm up pitches, whichever comes first. **Illegal Pitch: When an illegal pitch is called, it is a DEAD BALL, result: a ball on the batter and all runners advance one base.**
10. Teams may play 10 players on the field at one time. Additional fielder must play in the outfield or short field position)
11. **Dropped 3<sup>rd</sup> strike and infield fly rules are in effect.**
12. **Bunting is allowed.**
13. **Base Running** - A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (**Avoid Collision**) This applies to all fielders at all bases. Penalty: Runner can be declared out and (if flagrant) faces ejection from the game. Runners are **awarded two** bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field at the time the ball leaves the fielder's hand. This is a judgment call. Coaches cannot touch or aide base runners while ball is in play. Penalty: runner out. **Runners may leave the base after the pitcher releases the ball, the ball is NOT dead when it crosses the plate. Runners may steal any base.**
14. **Roster Limit: 12-15 players**
15. Number of Officials: 1
16. Games will be played **primarily** on one weeknight and Saturdays or Sundays. **Tentative Season begins Saturday, April 9, 2011. Rosters & Contract are due to Recreation & Parks prior to the start of the season.**

## 12-14 LEAGUES (14U)

1. Games consist of 7 innings. In case of darkness, rain, etc., 5 innings is considered a complete game (4½ if home team is ahead).
2. No inning will begin **after 1 hour 45 minutes.**
3. 60 ft. bases and 43 ft. to the pitching mound.
4. Courtesy runner allowed for catcher and **pitcher** after reaching 1st base with two outs. The runner must be the last out.

5. **Pitching** - All Ages: The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitchers rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter. **Pitcher may use either a slingshot motion or a windmill motion to deliver the pitch. All pitchers may re-enter as pitcher once per game.** Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm up pitches, whichever comes first. **Illegal Pitch: When an illegal pitch is called, it is a DEAD BALL, result: a ball on the batter and all runners advance one base**
6. **OPTIONAL: Teams may bat the entire roster.**
7. Maximum 5 run limit per inning with last inning unlimited.
8. **Mandatory participation;** all players in uniform must play. **Minimum participation requirements: All players must bat at least 1 time if not batting entire roster and play at least 6 outs in the field.**
9. **NO FREE SUBSTITUTION if not batting the entire roster.**
10. Dropped 3<sup>rd</sup> strike and infield fly rules are in effect.
11. Bunting is allowed.
12. **Base Running** - A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (**Avoid Collision**) This applies to all fielders at all bases. Penalty: Runner can be declared out and (if flagrant) faces ejection from the game. Runners are **awarded two** bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field at the time the ball leaves the fielder's hand. This is a judgment call. Coaches cannot touch or aide base runners while ball is in play. Penalty: runner out. **Runners may leave the base after the pitcher releases the ball, the ball is NOT dead when it crosses the plate. Runners may steal any base.**
13. Roster Limit: 12-15 players
14. Number of Officials: 2
15. **Games will be played primarily on Mondays and Saturdays. Tentative Season begins Saturday, April 9, 2011. Rosters & Contract are due to Recreation & Parks prior to the start of the season.**

#### 14-18 LEAGUES (18U)

1. **Player must have been in High School during the calendar year of the season they are playing.**
2. Games consist of 7 innings. In case of darkness, rain, etc., 5 innings is considered a complete game (4½ if home team is ahead).
3. No inning will begin **after 1 hour 45 minutes.**
4. 60 ft. bases and **43 ft.** to the pitching mound.
5. **Pitching** - All Ages: The pitcher must start with one or both feet on the pitcher's rubber, hands apart and to the sides. The ball may be in the glove or bare hand. Both feet must be within the 24" width of the pitchers rubber. Prior to presenting the ball, the pitcher may rock or step backward while keeping the pivot foot in contact with the pitching rubber. After presenting the ball, the pitcher may take one step, which must be forward (toward the batter) and simultaneous with the underhand delivery of the ball to the batter. **Pitcher may use either a slingshot motion or a windmill motion to deliver the pitch. All pitchers may re-enter as pitcher once per game.** Between innings or when a pitcher relieves another, the pitcher is allowed one minute and not more than 5 warm up pitches, whichever comes first.

**Illegal Pitch: When an illegal pitch is called, it is a DEAD BALL, result: a ball on the batter and all runners advance one base.**

6. Dropped 3<sup>rd</sup> strike and infield fly rules are in effect.
7. Bunting is allowed.
8. **Base Running** - A runner should slide, give themselves up, or attempt to go around a fielder who has the ball and is waiting to make a tag. (**Avoid Collision**) This applies to all fielders at all bases. Penalty: Runner can be declared out and (if flagrant) faces ejection from the game. Runners are awarded two bases on an overthrown ball that goes out of play. Bases are awarded by the runners' position on the field at the time the ball leaves the fielder's hand. This is a judgment call. Coaches cannot touch or aide base runners while ball is in play. Penalty: runner out. Runners may leave the base after the pitcher releases the ball, the ball is NOT dead when it crosses the plate. Runners may steal any base.
9. Courtesy runner allowed for catcher and pitcher after reaching 1st base with two outs. The runner must be the last out.
10. 12 run slaughter rule in effect after 5 completed innings. (4½ if home team is ahead.)
11. **Mandatory participation**; all players in uniform must play. **Minimum participation requirements: All players must bat at least 1 time and play at least 6 outs in the field.**
- 12. NO FREE SUBSTITUTION!**
13. Roster Limit: 12-20 players
14. Number of Officials: 2
15. Games will be played primarily on Thursdays and Sundays. **Tentative Season begins Saturday, April 9, 2011. Rosters & Contract are due to Recreation & Parks prior to the start of the season.**