



DELHI TOWNSHIP PARKS & RECREATION GIRLS INTERMEDIATE SOFTBALL (3-4)

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved are allowed to participate on an equal basis in a low competitive atmosphere. The primary focus should be on individual development (learning all the positions), FUNDamentals, and teamwork. The main emphasis is on having fun, involving the family and developing a positive self-image. Good sportsmanship is expected at all times from players, coaches and parents.

The Delhi youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players and wishes to play, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

GENERAL PROGRAM GUIDELINES

COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded. Coaches are responsible for their own conduct as well as the conduct of their players and spectators. Any coach who is ejected by a volunteer umpire for misconduct shall be ineligible for the next game. The Delhi Parks & Recreation office retains the right to further disciplinary action if the infraction warrants it. All ejections need to be reported to the Parks & Recreation office the next day after the incident.

SPORTSMANSHIP

Maintaining our recreation philosophy and sportsmanship, shake hands with your opponents at the conclusion of the game.

EQUIPMENT

The Delhi Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. Return team equipment at the conclusion of the season so we can keep our inventory updated.

PLAYING THE GAME

PITCHING / BASE DISTANCE: Pitcher's mound to home plate = 35 ft.
Base distance = 50 ft.

HOME TEAM RESPONSIBILITIES:

The home team shall be responsible for keeping score. Home team uses first base bench.

VISITING TEAM RESPONSIBILITIES:

The visiting team shall be responsible for providing a volunteer base umpire. Visiting team uses the third base bench.

HOME PLATE UMPIRE: Will be the coach of the batting team and they will set up behind the pitcher who's on the mound. They will call balls and strikes from that position. When the pitcher throws ball four the coach steps in and pitches until they hit it or strike out.

GAME TIMES: Game times will be 6:00 p.m. and 7:15 p.m. with the majority of the games beginning at 7:15 p.m.

TIME LIMIT: FOR THE 6:00 GAME - Time permitting, we'll attempt to play 7 innings. No new inning shall start after 7:00 p.m. for the first game regardless of starting time. The first game shall terminate at 7:15 p.m. regardless of score or inning. FOR THE 7:15 GAME - No new inning shall start one hour after the actual starting time of the second game. Completion of a half inning occurs the instant the 3rd out is made.

DARKNESS: If an umpire calls a game due to darkness or inclement weather, it shall be a legal game.

NUMBER OF PLAYERS ON DEFENSE: Teams shall field 10 players, with the extra player being used in the outfield.

POSITIONING OF OUTFIELDERS: All outfielders must position themselves at least 10 feet beyond the base paths.

SUBSTITUTIONS: Free substitution of all players and positions.

KEEPING SCORE: Home team is the official scorekeeper. Coaches encouraged to confirm the score each inning.

BATTING ORDER/LINE-UP CARDS: A batting order comprised of all players present will be exchanged by the coaches prior to the start of the game. This order shall not be altered during the game. ALL PLAYERS PRESENT AT THE GAME WILL BAT.

PLAYING TIME REQUIREMENT: Equal playtime for participants is required. All coaches must play all players at least two innings

in the field, one of which shall be the infield unless sought otherwise by the player or parent. All coaches are strongly encouraged to have players play several positions.

Note: A pitcher may not pitch more than two innings in a game.

Coaches are NOT obligated to play a player who does not appear for practices/games or a new player that has not made at least two practices. Coaches that implement this rule must notify the opposing coach, umpires and parents of the player.

PROTESTS: There will be no protests allowed. All disputes will be settled by the home plate umpire. Coaches, players and spectators are reminded that this is a recreation league and should conduct themselves accordingly.

RUN AHEAD RULE / INCLUDING THE LAST INNING: Total runs scored per half inning will be limited to five (5) unless team is trailing by more than five (5) runs. On the play in which the fifth run is scored, play will continue and additional runs after 5 will be allowed to score until play has stopped with a dead ball situation. At the end of the play, teams will switch from offense to defense and vice-versa.

EXAMPLE: A team has already scored 4 runs in an inning and has a runner on first base. The batter hits a home run. Both the person on first base and the batter are allowed to score, giving that team a total of 6 runs for the inning. Teams would then switch from offense to defense and vice-versa.

IF A TEAM IS TRAILING BY MORE THAN 5 RUNS: The trailing team will have the opportunity to tie the score. Total runs per half inning will be limited to the number of runs behind. On the play in which the tying run is scored play will continue and additional runs will be allowed to score until play has stopped with a dead ball situation. At the end of the play, teams will switch from offense to defense and vice-versa.

EXAMPLE: A team is behind by 7 runs. The team has already scored 5 runs in the inning. The bases are loaded. The batter hits a triple. All three base runners are allowed to score, giving that team a total of 8 runs in the inning.

PITCHING: A WINDMILL pitch will be utilized. Sidearm or whip-pitch (arm in backward motion cannot exceed 6 inches to the side of the body) shall not be allowed. If a pitch hits a batter they're awarded first base. A batter is out on a called third

strike. Pitchers cannot pitch more than two (2) innings per game and no more than four (4) innings per week.

HELMETS: Protective helmets issued by the Parks and Recreation Dept. shall be worn at all times by the batter and baserunners.

LEADING OFF: A player may leave the bag by two (2) steps when the ball leaves the pitcher's hand. If a play is made on the runner, she may try for the next base. If no play is made on the runner, the player must return to the base previously held. If the player leaves the bag before the ball leaves the pitcher's hand, the player shall be called out.

OVERTHROWN BALLS: A batted ball in play, base runners may advance to the base in which they were going to and then 1 extra base for the overthrow. Example: Batter hits ground ball to 3rd, fielder overthrows first, runner may go to second at their own risk. Once they get to 2nd they must stop regardless of where the ball is at the time. Defense will get the ball back to the pitcher and resume the game.

STEALING: Base stealing is not allowed in Girls Int. Softball.

WALKS: There are no walks. After the fourth ball the coach of the batting team will pitch until the batter hits the ball or strikes out. A batter may be called out on a called third strike. The pitcher must stay within a 6-foot radius of the pitching rubber until the ball has left the coach's hand. The coach may use a windmill delivery from the pitching rubber.

SLIDING: Sliding is allowed.

BUNTING: Bunting is not allowed in Girls Intermediate Softball.

INFIELD FLY RULE: Does not apply.

CATCHER MISSING A THIRD STRIKE: A batter is out immediately after they have three strikes, regardless of whether or not the ball is caught by the catcher.

BACKSTOP: Parents, spectators or coaches are NOT allowed behind the backstop during play.

UMPIRES

- A) Volunteer umpires may eject any player, coach or spectator from the playing area. If the umpire encounters a lack of cooperation after an attempted ejection they have the authority to award the victory to the appropriate team.

- B) Home plate umpire will keep the official time of the start of the game and determine ground rules (out of play lines).
- C) Home plate umpire will warn batters about throwing their bats and take disciplinary action when necessary. Disciplinary action will include calling the batter out after the first warning.

INCLEMENT WEATHER / RAINOUTS

Games must be played on their scheduled dates unless weather or conditions of the playing field warrant postponement. If the Parks & Recreation Dept. cancel games, teams will not be allowed to play regardless if the weather changes.

Coaches may call the Delhi Township Parks & Recreation Sports Information Number at 694-3433 at 4:30 p.m. or visit www.cancellations.com to find out the status of the games.

RESCHEDULING

The Parks & Recreation Department may reschedule all postponed games based on availability. Coaches will be notified by the Parks & Recreation Department regarding the make-up date.

UNIFORMS/ATTIRE

Home team wears white and visiting team wears green. Home team is listed first on the schedule. Shorts are permitted, however the Delhi Parks & Recreation Department encourage long pants as a safety precaution.

FOOTWEAR

Players will be allowed to wear rubber cleats only. Steel cleats / metal spikes are not permitted.