



**DELHI PARKS & RECREATION
14 & UNDER GIRLS FAST PITCH SOFTBALL
2019 RULES AND REGULATIONS – REVISED 6/4/19**

The 2019 edition of Michigan High School Athletic Association Softball Rules shall govern play with the following exceptions:

I. Eligibility

- A. League and League Tournament Play: Players must live in the community in which they play for or attend their school system. League is for players age 14 & under as of January 1. Communities who do not have a 12 & under team, 12-year olds may play in the 14 & under division.

II. Home Team/Community Responsibilities

- A. The home team shall provide a field for play two (2) nights per week throughout the season. Bases are 60 feet and pitching rubber 43 feet.
- B. The home team provides two (2) umpires and responsible for their payment. Game ball is 12" and provided by home team, 1 new & 1 used.
- C. The community shall be responsible for providing umpires the league rules and Michigan High School Athletic Association rules (not ASA rules).

III. Rain out Policy

- A. The home team or agency will determine by 4:00pm on the day of the scheduled game if field conditions warrant postponement. After 4:00 p.m. the decision shall be made by the umpires at the field.
- B. Rescheduling: If the game is postponed prior to 4:00pm the home team or agency must contact the visiting team manager. A make-up date will be agreed upon by both teams and the home team's community organization.
- C. Lightning/Thunder Rule: If lightning or thunder is present at your game, play must be suspended for 20 minutes each time an umpire sees lightning or hears thunder.

IV. Winning Team Responsibility

- A. It shall be the responsibility of the winning team to phone in the final scores to the League Office within 24 hours of game time. Scores may be recorded by calling the Hotline at 699-3891 ext. 3056 or emailing tim.tilma@delhitownship.com

V. The Game

1. A team needs seven (7) players to begin play. No outs will be taken for the 8th and 9th position.
 2. Arrive early if infield practice is desired. No infield practice five (5) minutes before game time.
 3. Umpires and coaches of both teams must have a pre-game meeting. The five (5) pitch warm-up must be enforced. Teams must be on the field ready to play when the pitcher has completed warm-ups.
 4. A game shall consist of six (6) innings. In case of an inability to complete the game, the completion of four (4) innings and/or one (1) hour and 30 minutes will constitute a game.
 5. If the score is tied at the end of 6 innings and time remains in the time limit teams may play one (1) extra inning. For the end of the season tournament, if the game is tied after 6 innings then the International TieBreaker rule will be used in which a runner will be placed on 2nd base at the beginning of each at bat. The runner will be the last batter of the previous inning.
 5. An inning shall not start after one (1) hour and 30 minutes of play. Games times are 5:30 & 7:15p.m. Take turns being home team.
 6. Every player must play at least two (2) innings in the field per single game and four (4) innings total for a double header.
- A. Pitching
1. A pitcher may not pitch more than six (6) innings per night, eighteen (18) outs per night or make more than three appearances in one game.
 2. For the end of the season tournament, a pitcher may not pitch more than three (3) innings per game or six (6) innings per night, eighteen outs or make more than three appearances in one game.
 3. Pitching - Pitching rule will follow the MHSAA rule. Refer to the MHSAA pitching rule for clarification.
 4. Pitching distance is 43 feet.
- B. Batting
1. Teams **MUST** bat all players present at game. If an injured player misses their spot in the batting order, they will be out of the game. Their injury must be reported to the opposing coach prior to their half of the inning so their position in the batting order will be skipped and

will not result in an out. If the player is not reported to the opposing coach that player must bat or will be considered an out.

2. Late arriving players must be added to the end of the batting order.
3. Any pitched ball that hits a batter in the batter box, the batter is awarded first base, whether the ball has contacted the ground.

C. Base running

1. Sliding/Avoiding Collisions

- a. When a play is being made at a base, it is the baserunner's responsibility to avoid contact the defensive player whether they have the ball or not. Therefore, the baserunner must slide or avoid contact.

A player who maliciously or intentionally runs into a player is automatically ejected and declared out, unless he/she scored prior to committing the infraction.

- b. Contact or a collision is considered malicious or intentional if the contact is the result of intentional excessive force and/or there is intent to injure. The absence of either of those does not preclude the presence of something malicious or intentional.

2. May steal home plate on a passed ball or regular steal.

D. Scoring

1. A team may score a maximum of 10 runs per inning in league play. Last inning only, visiting team may score 10 runs and home team may score more than 10 runs to tie the game, they may not win. There is a 10-run mercy rule after the 4th inning. Runs will be unlimited in tournament play.

E. Equipment

1. NO JEWELRY, WATCHES, ETC.
2. Metal spikes are ALLOWED to be worn by players.
3. Face masks for batting helmets are recommended.