

**2010
TWIN CITY
METRO LEAGUE
GIRLS
SOFTBALL
RULE BOOK**



The 2010 Twin City Metro League girl's softball teams will be divided into three divisions. 3rd & 4th, 5th & 6th, and 7th & 8th graders being the three divisions. All divisions will include players completing their respective grade level as of spring of that year.

The league is expected to consist of teams from Suburban Athletics and Menasha Youth Sports.

All divisions expose the players to the fast pitch softball format as played in the local area high schools. Batting the roster with unlimited substitution of defensive players emphasizes player development. Competitiveness is maintained by limiting scoring to five runs in an inning for the 3-4, and 5-6 divisions, and seven runs for the 7-8 division.

LEAGUE OFFICIALS/CONTACTS

The officials of the Twin City Metro League are:

Twin City Metro League Director	Natalie & Jeff Strohmeyer	751-0741
Suburban Athletics	Natalie & Jeff Strohmeyer	751-0741
Menasha Youth Sports Softball	James Brown	751-0820
League Statistician	Natalie Strohmeyer	751-0741

GAME SCHEDULES

League games will be played Tuesday and Thursday evenings. The respective head coach will distribute a copy of the Twin City Metro League schedule to each player.

Players should arrive 30 minutes before the scheduled start of any game to allow proper warm up time.

Games postponed due to rain or conflict with school events can be made up as individual games or a double-header game. Teams are encouraged to make up games at the earliest possible date to avoid scheduling conflicts at the end of the season. The head coaches involved choose the format by mutual arrangement and must notify the league director within 10 days of the rainout of the makeup date or a date will be chosen for you. Suburban Athletics teams must **also** notify Natalie Strohmeyer.

DIAMOND LOCATIONS

Suburban Athletics: (Also maps on website: www.suburbanathletics.com)

O'Hauser Park (Lehl & Strohmeyer Fields)

O'Hauser Park is located along O'Leary Road. about 1 mile West of Irish Road. in the town of Menasha. From Highway 41, go west on Highway 150, turn right on Irish Road. turn left on O'Leary Rd. (the first available road to the west after crossing the railroad tracks).

Lehl Field: Corner of O'Leary Road, and Lee Street.

Strohmeyer Field: South of O'Leary Road, next to the concession stand in the middle of the park.

New Field: South of O'Leary Road, west of Strohmeyer Field.

Mahler Park

Mahler Park is located south of the Neenah city limits on the east side of South Park Drive. Highway 41 south to the Breezewood exit, go left (east) from the highway 41 exit. Breezewood Lane becomes Bell Street on the east of Highway 41. Go east on Bell Street to South Park Drive. Turn right and go south on South Park Drive. The park will be on the left side (east) of South Park Drive. Jr. League diamond is located in the center of the area bounded by the circular roadway through the park.

Clayton Park

Clayton Park is located 1 to 1.5 miles west of Highway 76 on Larsen Road.

From Neenah, go west on highway150 past the Kimberly Clark Research and Engineering Facility. Turn left (south) on the first crossroad (Clayton Road). Go south 1 mile on Clayton road to the stop sign. Turn right (west) on Larsen road. Continue West across highway 76. Park and ball diamonds are located on the south side of Larsen Road.

From Menasha take 441 west to highway 76. Turn left on highway 76 to Larsen Road. Turn right, follow Larsen Road, 1 to 1.5 miles ball diamond will be on the left. (When on Highway 76 there will be signs indicating Clayton Park and where to turn.)

Birr is located closest to the parking lot.

Zienert South diamond is the one farthest away from the parking lot.

Zienert North diamond is the one without an outfield fence.

Keating Park

Keating Park is located in the town of Neenah about 1 mile west of highway 41. From highway 41 in Neenah, take the Breezewood Lane exit and follow the road to the west. The park is in a housing area to the north side of Breezewood Lane. The housing subdivision entrance is about 100 yards east of the stop sign at Woodenshoe Road and marked with a small sign for Keating Park. Turn right (north) from Breezewood Lane and follow the street around the right hand curve to the east. The parking lot for the park will be on the left (north) side of the roadway.

Franzoi Park

Franzoi Park is located in the town of Neenah about 1 mile west of CB and ¼ mile south of Oakridge Road. From CB to Radcliff Rd (by quarry) about .7 of a mile, park on the left. Or From CB take Larsen Road to the west about ¼ mile and turn left on Oakridge Road. Go about ½ mile on Oakridge Road and turn left on Harvard Drive. Go two blocks and turn left on Yale Lane. The park is two blocks ahead on the left.

DIAMOND LOCATIONS: (continued)

Menasha:

Youth Sports

East and West diamonds

The Youth Sports facility is located east of Little Lake Butte des Morts.

From Neenah, go east over Little Lake Butte des Morts via the highway 441 bridge. Take the second exit, Midway Road. Turn right (East) on Midway Road at the base of the ramp. Turn right (south) on Earl Street immediately after crossing the railroad tracks. The Youth Sports facility is about ¼ mile ahead on the left side of the road.

Jefferson Park

East, West and South diamonds

From Neenah, take Highway 441 to the Racine Street exit. Take a right on to Racine Street (south) follow Racine Street to 3rd Street, take a left on 3rd Street (east). Follow 3rd Street for the west diamond turn right on Konemac Street for the south and east diamonds follow 3rd Street, turning right on Borenz Court for the south diamond. The east diamond is on 3rd Street.

TWIN CITY METRO LEAGUE FAST PITCH SOFTBALL RULES VERSION 2010

1. OFFICIAL RULES FOR LEAGUE GAMES

- a. National Federation of state High School Associations (NFSHSA) softball rules will apply unless replaced by the rules listed herein.
 - i. These specific rules of the Twin City Metro League apply in place of overlapping or conflicting of NFSHSA rules.

2. GAME CONDUCT

- a. Each girl will dress and act with respect for herself and all others in the league.
- b. Abusive or profane language by anyone connected with softball is prohibited.
 - i. Infractions may be considered unsportsmanlike-like conduct in which case paragraph (f) below may apply.
- c. The use of tobacco or alcohol in any form is prohibited on playing field or in the area of the player's bench while conducting team activities.
- d. Misuse of facilities/equipment is prohibited.
 - i. Infractions may be considered unsportsmanlike-like conduct in which case paragraph (f) below may apply.
- e. Head Coaches are responsible for controlling their players, coaches, fans or parents associated with their players.
 - i. If an adult becomes unruly, the umpire will call time out. The head coaches and umpire will ask the individual to either curtail the objectionable behavior or leave

the park. NOTE: The umpire will not resume the game until the incident is resolved.

- f. The umpire can eject a coach or player from the game for unsportsmanlike-like conduct.
 - i. An ejected player may sit on the bench.
 - ii. An ejected coach or manager must leave the playing field and may not coach from the spectator area.
 - iii. A coach may eject a player on his/her team for unsportsmanlike-like conduct.
- g. Players and coaches will not question the judgment of an umpire.
 - i. Umpires will consider questioning the judgment of an umpire as unsportsmanlike-like conduct, in which case section (f) above may apply.
 - ii. Umpires will call a time out if interpretation of a rule is questioned. The two head coaches and the umpires will hold a conference. The game will continue upon mutual agreement on the proper rule interpretation.
- h. Coaches may request a time out and in a sportsman-like manner discuss with each other and the plate umpire what is expected for the strike zone for the age level of their players.

3. PLAYER ELIGIBILITY

- a. 3-4 Division: girls in or finishing 3rd or 4th grade or less.
- b. 5-6 Division: girls in or finishing 5th or 6th grade or less.
- c. 7-8 Division: girls in or finishing 7th or 8th grade or less.

4. EQUIPMENT

- a. All bats should be fast-pitch softball approved.
 - i. Maximum length-34 inches, lightweight bat 32 inches or shorter are recommended for youth fast pitch softball.
 - ii. Maximum diameter at thickest point- 2.25 inches.
 - iii. All bats must have a high friction handle material for a secure grip. The end knob of the bat should be of the same material as the body of the bat and securely attached. End knobs integrated with the grip material are prohibited.
- b. Girls will wear the proper protective equipment during practices and games.
 - i. Batting helmets with an approved facemask are mandatory when batting.
 - ii. Catcher's helmets, throat protector, chest protector and shin guards are mandatory attire when catching.
 - iii. Head Coaches are responsible for enforcing the use of protective safety equipment.
- c. The home team shall provide one new game ball and a suitable back-up ball.
 - i. 3-4 league shall use an 11-inch circumference softball.
 - ii. All others shall use a 12-inch circumference softball.
 - iii. Ball shall be optic yellow, leather and with raised seams.

5. GAME AND PRACTICE ATTIRE

- a. Girls will wear the team uniform as provided by their sponsoring organization. Shorts are acceptable if allowed by your organization. 3-4 league girls must wear gray pants for Suburban Athletics.
- b. Shoes must have a rubber sole and heel.

- i. Girls are encouraged to wear Little League approved baseball shoes, but canvas or leather athletic shoes are allowed.
- ii. Safety concerns prohibit shoes with metal cleats.
- iii. Safety concerns prohibit bare feet on the playing field or in the dugouts.
- c. Players will not wear jewelry. Players will tape pierced earrings to the ear that can't be removed. Players will securely tape medical bracelets or necklaces.

6. **GAME SCHEDULE AND FORMAT**

- a. Games start at different times at the various diamonds in the league. So if possible:
 - i. Each team shall have infield access for warm-up, with each team being offered an equal amount of time.
 - ii. Occasionally your team might have a home game at a different site. You are still responsible for the home plate umpire if you're the home team. Teams hosting double headers for the 7-8 divisions will supply and pay umps for both games.
- b. The game umpire and the head coaches will decide the fitness of the grounds for playing after rain.
 - i. Canceled games must be rescheduled within 10 days of the cancellation and the league statistician must be notified.
 - ii. Rescheduled game should be reported to the league director. The league director will determine a binding date and location for the rescheduled game if no notification is received within 10 days of the canceled game date.
- c. Games of less than 4 ½ complete innings, interrupted or suspended by weather, will resume at the point of interruption/suspension. The score book of the home team is official.

Completed games consist of:

 - i. Seven completed innings.
 - ii. Four and one-half innings in cases of severe weather.
 - iii. A game in which one team is leading by a run differential of 15 or more runs after four innings and 10 or more runs after five innings. The team that is ahead is declared the winner at the end of the said inning.
 - iv. Games played to the maximum time limit.
 - v. Games starting at 5:00pm: time limit is no new inning after 6:20pm
 Games starting at 6:00pm: time limit is no new inning after 8:00pm
 Games starting at 6:30pm: time limit is no new inning after 8:05pm
 Games starting at 8:00pm: time limit is no new inning after 10:00pm
 Note: The next inning begins upon the third out of the previous inning.
- d. Double-header game scheduling for make up game.
 - i. Games deferred due to rain out, etc. can be scheduled as double headers by agreement of the team manager involved. Note: The time limit for both games scheduled as a double header is 1 hour and 20 minutes per game.
 - ii. No new innings shall begin after 1 hour and 20 minutes from the first pitch of the game.
 - iii. The first game of a double header shall begin at 5:30pm, or sooner, to allow completion before dark.
 - iv. Each team shall have infield access for warm-up prior to the beginning of the first game.
- e. Any game played to the allowable time limit with an equal score is a TIE GAME.
- f. **There is no minimum player rule to start, play or finish a game.**

- g. The not caught third strike rule **APPLIES ONLY TO THE 7-8 DIVISION.**

7. LEAGUE WEEKEND TOURNAMENT (July 23rd – 25th)

- a. League standings as of games recorded by the end of day on July 15th will be determined by the following format:
 - i. Best win record
 - ii. Head to head competition
 - iii. Least number of losses
 - iv. Fewest runs allowed in the head to head competition
 - v. Coin flip
- b. A tournament format will be determined by the Suburban Athletics with input from all organizations.

8. ROSTER AND BATTING ORDER

- a. The batting order will consist of all players present.
 - i. Changes to the batting order are not permitted in any given game, with the following exceptions:
 - 1) Late arriving players may be added to the end of the batting order.
 - 2) Player injury:
 - a) A player may be deleted from the batting order for injury or for any reason causing a player to leave a game in progress.
 - b) A player injured while batting may be replaced by the next legal batter. The replacement batter will assume the ball and strike count of the injured player.
 - 3) In the case of an interrupted/suspended game:
 - a) Players previously deleted for any reason, other than ejection, may be reinstated in their original batting position upon resumption of the game.
 - b) Players not in the original line-up shall be added to the end of the batting order.
 - c) A team may play a maximum of 10 defensive players on the field.
 - d) All girls present must play a minimum of 2 complete defensive innings (6 defensive outs) the field.
 - e) Defensive players may be freely substituted during the game.

9. UMPIRES AND SCOREKEEPERS

- a. The home team is responsible for securing the home plate umpire and the base umpire for the game. The home plate umpire is in charge of the game.
- b. Each team will provide their own scorekeeper. The home team scorekeeper will be the official scorekeeper.
- c. The scorekeepers should compare score books after each completed inning to avoid differences.
- d. The winning team will email the game score for both teams. This will be emailed to the league statistician Natalie Strohmeyer (SAs softball@new.rr.com).
- e. All Suburban Athletics head coaches will need to e-mail the game score and umpires information to Natalie Strohmeyer (SAs softball@new.rr.com).

We ask that umpires be at least high school age, are responsible, dress appropriately (no hip huggers or sandals), wear protective equipment (shin guards, chest protector and facemask) and know the game rules.

10. GROUND RULES

- a. Time out can only be declared by the umpires
 - i. Players, head coaches and assistant coaches may request a time out by directing such request to the umpires, but may not be granted until the ball becomes dead.
- b. Only one girl may be on deck at a time.
 - i. Umpires will suspend play until all other girls are in the dugout.
- c. Any fair ball hit under the fence, lodged in the fence or bouncing over the fence is a ground rule double.
 - i. The defensive player closest to the ball should raise her hand requesting time out when the ball becomes unplayable.
- d. Any fair ball hitting the top of the fence on the fly and going over is a home run.
- e. A ball hit or thrown within the boundaries of the playing field (within the fence line or the backstop and its extensions) is in play and is a live ball unless an umpire declares a dead ball.
- f. If the ball goes out of bounds, into the dugout, behind the dugout, or any other equipment interferes with the playing of the ball, the ball becomes dead.
 - i. The defensive player closest to the ball should raise her hand requesting time out when the ball becomes unplayable.
 - ii. All runners are awarded one base beyond the last one legally touched at the time the ball is declared dead.
- g. Infield fly rule:
 - i. Only the 7-8 division will use this rule.
- h. Offensive play will be limited to five scored runs for the 3-4 and 5-6 division, seven runs for the 7-8 division, with unlimited runs in the declared last inning for all divisions.
 - i. A team's offensive half of an inning will be completed as of the scoring of the fifth or seventh run. NOTE: If the batter has not completed her at bat, the batter will be the first batter of the next inning starting with a clear ball & strike count.
 - ii. If game progress suggests completion in less than seven innings due to the time limit rule, the last inning provision can go into effect by the mutual agreement of the two head coaches and the umpires before the start of the inning. **Note: The home team will always bat under the same run limit restrictions as the visiting team within any inning.**
 - iii. A batter that is hit by a wild pitch which strikes the ground before hitting her, is still awarded her base if an attempt is made to avoid being hit (umpires discretion). Batters are expected to try to avoid being hit by wild pitches according to NFSHSA rule 7-3-4.
 - iv. The 10th player is an outfielder. The four outfielders must be in the outfield at the release of the pitch. If in violation, a no-pitch is called and the batter will be awarded a ball.

- i. Bunt Attempt definition (2-8-2): The definition of a bunt attempt was changed to require the batter to withdraw the bat in order to take a pitch. Holding the bat in the strike zone without withdrawal will be considered a bunt attempt. The change makes bunt attempts easier for the umpire to determine and creates better balance between offense and defense. You cannot fake a bunt, then swing at the ball.

11. PITCHERS/PITCHING

- a. Pitching rubber location.
 - i. 3-4 Division: The pitching rubber shall be 36 feet from the point of the plate to the front edge of the pitching rubber. Pitchers may elect to throw from 40 feet.
 - ii. 5-6 and 7-8. The pitching rubber shall be 40 feet.
- b. Any player on the roster may pitch.
- c. A pitcher once removed from pitching can play another position or move to the bench. The pitcher may re-enter as the pitcher in the same or another inning.
 - i. An inning pitched is counted each time a pitcher enters or re-enters an inning.
 - ii. Delivery of a single pitch counts as having pitched an inning.
- d. A pitcher is eligible to pitch 3 innings per game for 3rd/4th and 5th/6th and four innings per game for 7th/8th.
 - i. A forfeit loss is declared if more than the allowed innings are pitched in a game. Pitching limits are not waived for the playoffs.
- e. Both windmill and slingshot pitching styles are legal.
- f. The pivot foot may remain in contact with, or may push off and drag away from the pitching rubber.
- g. Pitching motion:
 - i. The pitcher must present the ball by bringing the ball and their glove together before beginning the pitching motion. NOTE: The delivery of a pitch begins with the parting of the hands after presenting the ball.
 - ii. The starting stance may include one foot behind the pitching rubber.
 - iii. All motion of the body is forward in the direction of the batter when delivering a pitch. **NOTE: Any backward step from the starting stance is prohibited once the pitcher's hands are parted.**
- h. Illegal pitch
 - i. An illegal pitch as defined in the NFSHSA rules or the above restrictions, is a ball to the batter. The ball becomes dead with any runners on base advancing one base determined by their location before the start of the pitch.
 - ii. Warm up pitches:
 - a) Five warm up pitches are allowed between innings.
 - b) Seven warm up pitches are allowed for a new pitcher entering or re-entering the game.
- i. In ALL divisions if a pitcher hits a batter 3 times in an inning or 5 times in a game, that player must be removed from the pitchers position for the remainder of the game. This "removed pitcher" can play any other position on the field after being removed from the pitching position.

12. INTENTIONAL WALKS

- a. No intentionally walks. Pitcher must pitch to batter and catcher must remain in catchers box.

13. BATTING (this rule applies to 3-4 division only)

- a. **NO WALKS WILL BE ALLOWED.** Upon receiving ball four, the batter will be pitched the remaining strikes by her coach. The batter will assume the strike count as it was at the time ball four was called and will get that many attempts to hit the ball.
EXAMPLE: If the batter has no strikes she gets three chances to hit the ball. If the batter has one strike, she gets two chances. If the batter has two strikes, she gets one chance to hit the ball. In the coach pitch situation:
- i. A swing and a miss constitute a strike. If you fail to swing at the ball this will also constitute a strike **even on the coaches' bad pitches.**
 - ii. A **foul ball** is played as it would under normal circumstances (hitting a foul ball with two strikes would remain two strikes with another attempt).
 - iii. The batter and runners may advance as in a normal play.
 - iv. **NO BUNTING OR STEALING** is allowed in this situation.
 - v. The pitcher must remain immediately next to the rubber on either side and in the pitching circle until the ball is hit.
 - vi. The catcher must remain behind the plate, in the catching position (the crouch), with full gear on until the ball is hit.
 - vii. The coach pitching does not play defense and tries not to interfere with plays.
 - viii. The coach that pitches must be ready to come in to pitch upon ball four, delay will cause a strike to be awarded to the batter (keep the game moving!).
 - ix. Coach must pitch from the rubber.

14. BASE RUNNING/STEALING

- a. A batter/runner who hits the ball and safely reaches first base followed by over-running first base, may immediately return to first base without liability of a tag out provided she does not show an intent to advance to 2nd base.
- i. Rounding first base with the intent of advancing to 2nd base puts the batter/runner in play, with liability of tag out if played upon.
 - ii. The judgment of the umpire on "intent to advance" will be final.
- b. A batter/runner failing to slide into a base is out **if all three** of the following apply:
- i. There is contact with a defensive player.
 - ii. A properly positioned defensive player in possession of the ball or in a position to receive a ball in flight to the defensive player.
 - iii. In the judgment of the umpire, the contact could have been avoided by sliding. NOTE: The judgment of the umpire is final. This is a discretionary call to promote safety.
 - iv. In the 3-4 division all runners stealing 2nd or 3rd base must slide into the base whether the runner is played on or not. Penalty: the runner **will** be called out. There is no stealing home.
 - v. **In 3-4 division:**
 - 1) Upon stealing 3rd base and the catcher throws the ball past the 3rd baseman. The runner cannot run home.
 - 2) A runner can only steal one base per batter.
- c. A batter making a third strike is immediately out in the 3-4 and 5-6 divisions. For the 7-8 division the "not caught third strike" rule is in effect.

- d. Leading off from base/stealing.
 - i. 3-4 and 5-6 division.
 - 1) Upon the pitched ball touching the ground, or:
 - 2) Upon the pitched ball crossing home plate.
 - ii. 7-8 division: Runners may lead off from the base occupied upon the release of the ball from the pitcher's hand.
 - iii. After one warning for leading off early, the runner will be declared out. The ball is declared dead and a no pitch is declared.
 - iv. Runners leading off are subject to tag out, while not in contact with a base.
 - v. Runners may advance (attempt to steal) to the next base providing the pitch does not result in a foul ball, batter hit by pitch, or any other dead ball situations.
Note: In 3rd/4th there is no stealing on a coach pitched ball.
 - vi. 5-6 Division: A runner may try to steal home plate, with the liability of a tag out, only in the following circumstances:
 - 1) The pitcher does not catch the return throw from the catcher.
 - 2) The ball is either dropped or overthrown past the pitcher in typical cases.
 - 3) The catcher or pitcher throws the ball to another defensive player in an attempt to make a play on any base runner. **NOTE: The catcher must throw the ball back to the pitcher; it cannot be handed from the catcher to the pitcher.**
 - vii. 3-4 Division: there is no stealing home.
 - viii. 7-8 Division: As in national federation rules.
- e. Look-back rule is in effect (per NFHS rule 8-7):
When the pitcher has possession of the ball inside of the pitching circle, runner(s) may stop once, but then immediately return to base or attempt to advance the next base. This rule is intended to eliminate base runners from dancing back and forth when the pitcher has the ball in the 16ft pitching circle.

15. RUN RULES

- a. 15 run rule after 4 innings and 10 run rule from the 5th inning on. The team that is ahead is declared the winner at the end of said inning.

FUTURE DIRECTORS FOR THE METRO LEAGUE DIRECTORSHIP AREA AS FOLLOWS:

Each league will supply the director for a two-year term on a rotating basis.

2010 Suburban
2012 Youth Sports