

## **Framingham Girls Fastpitch Softball**

### **Junior B League Home Rules and Regulations**

The Framingham Girls Fastpitch Softball league will abide by all rules and regulations as stated under GIRLS FAST PITCH SOFTBALL, 18 and under in the Amateur Softball (ASA) rule book. Framingham home rules are as follows:

#### **Zero Tolerance Policy**

Please reference your signed Code of Conduct

#### **Age Grouping and Roster**

- Junior B League teams will consist of 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grade players
- Each roster will consist of no more than twelve (12) players.
- If a Junior B team will have 9 or fewer players available for a game they may call up players from any Intermediate team from the approved list. ( Intermediate called up players may not pitch or catch.) (If we have 5 Jr B teams we will have affiliation.)

#### **Coaches**

- One coach and at least one assistant coach per team
- Coaches and Assistants must attend initial coaches meeting to review rules prior to season and must complete interview, CORI process and a signed Code of Conduct form.
- Practice field assignments to be made by the League

#### **General Pre Game Rules**

- All games will start at 6:00PM unless the board approves an under the lights location prior to the start of the season. A team not fielding 7 players by 6:15PM shall forfeit the game. If the number of players drops below 7 players during a game a forfeit must be taken. Once a game has been forfeited, both teams can still play for fun, but the score and results will not count toward league play. 10 Field Players are allowed on defense. The extra fielder must be in the outfield.
- Outfielders are required to play on the grass.
- A game can be canceled if determined by the umpire that the field is unsafe for the players. All canceled games must be made up within 1 week after the date of the cancellation. Only the Umpire can call a game due to unsafe conditions once a game begins.
- If a league approved umpire is not present at 6:00PM, the two coaches must agree on a replacement umpire. Replacement umpire must use appropriate protective equipment or stand behind the pitcher. Notify the Umpire and Chief on a "No Show"
- If a replacement umpire cannot be agreed upon by 6:10 the game must be rescheduled. Home coach should call 508-380-6681 (cell) or 508-380-6680 (cell) if umpire is a no show.
- Visiting team takes infield at 5:35-5:45 home team takes infield at 5:45-5:55. Home team coaches will discuss all ground rules with the umpire and visiting team at 5:55. Ground rules include field rules set by the town, including items such as curfews.
- The duration of a game is 2 hours or 6 innings whichever comes first. If an inning is not concluded the score will revert to the score of the last completed inning.
- No protesting of a judgment call is allowed. You may ask for a clarification from the umpire related to a call when it involves an interpretation of a rule. Formal protest rules must be applied. Notification of a formal protest must be made to the home plate umpire and opposing coach at the time of the incident and must be noted in the home team scorebook. Your league commissioner must be notified within 2 hrs. at game end specific to the protest
- Games will be scheduled to last 6 innings, where innings 1-5 will have a 4 run limit and inning 6 will be an unlimited run inning. In each inning, play does not stop when the 4th run crosses the plate. Play will continue until the ball is controlled by the pitcher or becomes dead. The intent of the league is to have the final inning of each game be played as unlimited runs.

- A 15 run mercy rule is in effect after the losing team completes 4 at bats (3 1/2 if the home team is ahead). Any team with a 6 run lead or larger may not steal. If a team goes ahead in any subsequent inning, the opposing team must be allowed the opportunity to bat in that inning. For example, the visiting team is ahead by 15 runs in the top of the fourth, the home team must bat.
- A suspended game is an official game if 4 complete innings or 3 1/2 innings (home team ahead) are played. Games called because of darkness or inclement weather reverts to the score after the last complete inning. Any game not considered complete must resume from the point of when it was suspended. Important note, the home book is the official book of record.. Pitching innings will count in the pitching week in which the game was started.
- 35 foot pitching distance.
- Coaches should expedite the game as much as possible. For example, have the catcher ready for the next defensive inning or have a coach warm up a pitcher as the catcher is putting on her equipment. Also let the players know what positions they will be playing before the start of the next defensive inning.
- Both Home and Visiting team coaches are responsible for field set up and take down – including foul lines, bases and scoreboard.
- The umpire will suspend play at the first sign of lightening or thunder with all players instructed to leave the field. The game may resume after a period of at least 30 minutes without lightening or thunder. Play will resume from the point of when the game was suspended which will be recorded in the home team scorebook.

#### **Uniforms and Helmet Rules**

- Junior and Senior level girls must wear approved helmet attire with secured face masks and fastened chin straps..
- All players must wear a league issued uniform including team shirt and navy pants or shorts. Appropriate navy blue softball shorts will be allowed. Sliding shorts, sliding pad on the leg and a visor are recommended but not mandatory. Violations will come before the Disciplinary Committee for action.
- All hair should be pulled back
- No earrings or other jewelry
- All League uniforms shirts are required and must be tucked in.
- Mouth guards are highly recommended for all players.
- Compression pants are highly recommended.

#### **Player Rules**

- Each Junior B player shall play a minimum of 3 defensive innings, sitting no more than 1 consecutive inning. The minimum play rule should be considered early in the season because of darkness. A continuous batting order is to be used consisting of all players present at the game. Players arriving late to a game must be added to the end of the batting order.
- Discretionary benching of a player is allowed. The coach must notify the opposing coach as to such occurrences before the start of or during the game.
- In the judgment of an umpire or coaches that an injury that requires immediate medical attention occurs, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.
- An injured player or discretionary benched player in the continuous batting order is unable to play she will be skipped in the order and the opposing team will not get an automatic out.

#### **Pitching Rules**

- Pitching weeks run Sunday – Saturday. Junior B players are limited as follows:  
Junior B League  
For 2 Games..... 6 innings per week  
For 3 Games..... 9 innings per week
- Pitching innings for makeup games are counted in the week the game is made up – if a fourth game is required in a week due to make up games then pitching inning totals will increase to 12 innings.

- The starting pitcher and the first reliever only can be re-inserted once during a game at the Junior B Level. No other pitcher may be reinserted as a pitcher once removed from that position. Violation of this rule results in immediate ejection from the game of the player and an automatic out at each subsequent scheduled at bat for that player. One pitch constitutes one inning pitched.

### **Stealing**

- Junior B Level - Runners are allowed to leave the base when the ball crosses the plate.
- Only stealing of second and third base is allowed...one base at a time. For example, if the runner is stealing 2<sup>nd</sup> and the catcher's throw lands in the outfield the runner cannot advance to 3<sup>rd</sup>.)
- Double steals (third and second are allowed)
- A runner at third must be batted or walked in

### **Overthrows**

- Runners at the Junior B Level may not advance on an overthrow at second or third and are not allowed to advance from third to home on a wild pitch or passed ball.

### **Dropped Third Strike**

- Batters may not advance on a dropped third strike.

### **Infield Fly**

- There is no infield fly

### **Bunting**

- Bunting is allowed at the Junior B levels. Batter may not fake bunt and then swing away. Batter is out.

### **Playoffs**

- All teams qualify for the playoffs. Schedule TBD
- Players not playing in a minimum of 5 games during the regular season will not be eligible for the playoffs at the coach's discretion – coaches may also exclude a player from playoff eligibility for failure to attend practice sessions and /or other behavior deemed detrimental to the team or the league.
- Playoff rules and schedule are subject to review and modification by the League Board of Directors with any changes to be announced prior to the end of the regular season.