



The 2010 Tri-County Softball League Rules of the Game

National Federation of State High School Associations

The Laws of the Game, as periodically amended and updated by the N.F.S.H.S.A., shall control all Tri-County League softball games except as superseded by these rules. Information about N.F.S.H.S.A. can be found at www.nfhs.org
The Tri-County Softball League is governed by rules designed to meet the following goals:

1. All players will be given the opportunity to play in each game.
2. Sportsmanship will be promoted at all times.
3. Player's health and safety shall be promoted at all times.

GENERAL INFORMATION

Communities	Contacts	General Info
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PLAYING FIELD

<u>Age Division</u>	<u>Baselines</u>	<u>Pitching Distance</u>
12U & 14U	60 ft.	40 ft.

EQUIPMENT

1. Any glove is permitted at any position.
2. 12U-14U will use a 12" ball
3. Only rubber soled cleats or tennis shoes may be worn by players. Only aluminum bats will be allowed.
4. In the interest of safety, the following equipment rules shall be enforced:
 - a. **A protective NOCSAE-approved batting helmet covering the ears with a face guard must be worn by any player who is on deck, at bat or coaching a base. Chin Strap is recommended.**
 - b. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game.
 - c. Catcher's helmets with throat protectors or hockey masks are mandatory.
5. Shirts must be worn inside trousers, if possible.
6. During games, all equipment not in use must be kept behind the backstop.

COACHES

1. Coaches are strongly encouraged to arrange and conduct a meeting with the parents of their players during the first week of practice.
2. Smoking and chewing of tobacco are prohibited in the dugouts and on the field. Coaches who choose to smoke or chew must leave the diamond premises.
3. Alcohol is not allowed in any of the participating recreation complexes.

UMPIRES

In general, the league will furnish two (2) umpires 12U-14U. (If no umpire is available, or if the umpire is unable to continue the game, a neutral umpire may be appointed by mutual consent of the coaches. Please contact the community representative if this occurs.) The umpire's jurisdiction begins the moment they enter the diamond and extends after the game until they leave the diamond. This includes periods of time where play has been temporarily suspended or when the ball is out of play. During the game, umpires should address all concerns with a coach and not a player.

The umpire has the discretionary power to stop a game for any infringement of the rules and to suspend or terminate a game by reason of weather, condition of the field, interference by spectators or for any other cause, which he may deem necessary.

The umpire may warn or caution a player or coach for misconduct or unsportsmanlike behavior; and if it persists, suspend him/her from further participation on the game. If the misconduct or unsportsmanlike behavior persists after a warning or caution has been given, the umpire can eject the player or coach from the game. If a player or coach is ejected from a game, they can no longer play or coach in that game, must leave the recreation complex and will incur a minimum one (1) game suspension from the league.

The umpire is also responsible for:

- Keeping the official game time
- Determining illegal equipment
- Determining runs scored

PLAYER, COACH, & SPECTATOR CONDUCT

1. Coaches are responsible for their players, coaches, and spectators.
2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player and/or coach will not be tolerated.
3. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in league activities. Penalties will be decided by a committee made up of the participating communities.

WARNINGS, CAUTIONS, & EJECTIONS

Warning

A warning may be given by the umpire or field supervisor at any time; this, in general, informs the player, coach, or spectator that his/her play or action on or off the field is of concern to the umpire/field supervisor. A warning need not be given by the umpire/field supervisor before a caution or ejection.

Caution

The player, coach, or spectator is being notified that his/her playing or action is unacceptable. A player, coach, or spectator is to receive a caution for the following actions:

- Continually violating the rules of the game (especially after a warning).
- For acting in an unsportsmanlike manner.
- Dissenting with a decision of the umpire or field supervisor.

Ejection

A player who is ejected must immediately leave the recreation complex and may not play the remainder of the game. The player will also receive a minimum one (1) game suspension from the Tri-County League. An ejection is given to a player for the following reasons:

- Committing a second cautioned offense.
- Persisting in misconduct.
- Using foul or abusive language.
- Exhibiting violent conduct or committing any foul in a violent manner.

The coach is responsible for the actions of the suspended player and must make sure that a suspended player does not become a disruptive influence.

A coach or spectator may receive a caution or ejection for the following:

- Dissenting with the umpire, scorekeeper, or field supervisor.
- Coming onto the diamond without permission and/or not leaving the diamond when requested to do so.
- Using foul or abusive language.
- Unsportsmanlike conduct.
- Not controlling the actions of his/her players, fans, or parents.

A coach or spectator who is ejected must immediately leave the recreation complex for the remainder of the game, and will also receive a one (1) game suspension from attending/coaching their team's next game from the league.

Appeals to the game suspension can be made through the local community sports supervisor as a representative of the Tri-County League. These appeals can be made starting the next business day after the infraction.

Protests

1. Only rule interpretations may be protested.
2. Any alleged rules infraction must go directly to the umpire before play is resumed.
3. \$75 fee in cash must be paid to the umpire at the time of the protest.
4. The umpire will immediately notify the other team's coach of the protest.
5. The coach making the protest will then submit in writing what is being protested. Notification and time/date is written the official scorebook by the umpire.
6. The umpire notifies his/her director and the director will notify the League President.
7. The coach making the protest will then write down what is being protested and submit that to the League President, 24 hours following the start of the game.
8. The League President will contact the protest committee.
9. The decision of the protest committee will be final.
10. Committee members from the communities involved in the protest may not vote.

Protests occurring in tournament play will be handled the same way as in league play, except the umpire will notify the tournament director. The tournament director will decide the outcome. The decision of the tournament director is final.

THE GAME

<u>Age Division</u>	<u>Games</u>	<u>Game Limit</u>
12U-14U	12 games	1hr. 30min. or 6 innings
<ol style="list-style-type: none">1. The time limit starts when the umpire says "play ball."2. An inning starts immediately after the last out is recorded of the previous inning.3. No innings will start after the game time limit. Time will be determined by the home plate umpire.4. The last time that you may start a new inning for the 12U-14U old division is 1hr. 29min. 59sec.5. Teams will be allowed to use the field for the allotted amount of time. Any team 10 minutes late or more forfeits the game. The amount of time that a team is late will be subtracted from the time limit if it is less than 10 minutes.6. The 1st game of regular season play will start at 6:15pm. If games are to be made up and/or during tournament play game start times can and will change.7. In regular season and tournament play, teams may start with a minimum of 7 players. If during the game, a team drops down below 7, the game will be considered a forfeit. Only players on the specific team's roster may participate. No borrowing of players is allowed.		

BATTING

1. For ALL age divisions (12U-14U) - Everyone on the team roster will be in the batting order. Participants that show up late for the start of the game will be added to the end of the batting order.
2. There will be a six (6) run limit per inning in all age divisions.
3. The game will be called when a team is ahead by the following runs: 13 runs at the bottom of the 4th inning, and 7 runs at the bottom of the 5th inning.
4. In league play, when a team is mathematically eliminated, it is up to the two coaches whether to continue playing either to the time limit or inning limit. **Whichever comes first.**
5. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All baserunners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpires as a judgment call.

BASERUNNING

Age Division

Lead Offs

Stealing

Dropped 3rd Strike

Infield Fly Rule

12U-14U

No

Yes

Can run *

Yes

* Dropped 3rd Strike – Batter can only run if 1st base is unoccupied when the pitch is made, *or* when there are 2 outs.

The following rules shall govern the “crash rule”, i.e.: the situation involving contact between fielders and baserunners at any base including home.

- a. The runner is called out if he/she does not slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on him/her. Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.
- b. The runner is called out if he/she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- c. PENALTIES:
 - 1) If a baserunner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The baserunner will be called out. If the baserunner deliberately contacts the fielder with great force, the baserunner is subject to ejection in addition to being called out. All other baserunners are returned to the last base touched at the time of the dead ball.
 - 2) If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- d. When the fielder, baserunner, and ball arrive simultaneously at a base, umpires will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

PITCHING AND FIELDING

1. A starting player/pitcher is allowed to be removed and return.
2. Teams in the 12U & 14U divisions can field up to 9 players.

GENERAL

1. NFHS Rules are in order when situations are not covered in these printed rules.
2. League Play: League play will begin **May 10th**. (Teams will play in town games if needed before school is out.) Games will be played primarily on Mondays and Wednesdays. Make up games will be rescheduled as soon as possible by the host town. Games are rescheduled by the host towns Tri-County Softball representative and games are rescheduled according to field availability.
3. Every Head Coach must carry a verified roster with him/her at all times. Failure to produce a verified roster shall result in the player’s removal from the game.
4. Substitutions: Each child should have equal playing time. Substitutions must be made by the top of the 3rd inning. If a team violates the substitution rule, at the time of the violation, all players that have not entered the game must be inserted into the game. Since everyone on the roster is in the batting order, there is open substitution.
5. The international tie breaker rule will be used if the game is tied either at the time limit or 6 innings whichever comes first. If the game is still tied after one international tie breaker rule inning the game is considered complete.

6. **End of Season Tournament: There will be an end of season tournament held for each age division. A single elimination format will be used plus include a 3rd place game.**
7. Tri-County Softball League Tournaments will be held on the following dates: **July 7-11, 2010.**
8. Home teams must provide one (1) new game ball & one (1) slightly used for each league game.
9. The home team will provide the official scorekeeper.
10. Players, coaches, and/or spectators cannot use sayings, yells, and/or chattering on the field of play, from the dugouts, or bleachers that is directed to a specific player/position (ex. Batter, batter swing), or such sayings to or about the pitchers. Sayings, yells or chattering will be defined as two or more people singing or chanting in unison. Each team will be given one warning. Any further violation will result in the offending team forfeiting.
11. The Field Supervisor will determine the readiness of the field for play of all ball games.
12. **The Complete Game: For the all divisions, games are complete at 3 innings or 2 ½ innings if the home team is ahead. If the game is not completed as stated in the above specifications, the entire game will be played for the make-up. A game is also considered complete if at least one half of the allotted time limit is completed.**
13. If lightning is present, all games will stop immediately. The games can be restarted after a minimum of a 20 minute delay if the conditions are deemed safe by the Field Supervisor.
14. The Field Supervisor/Head Umpire will have power to rule on all infractions.

Ball Park Directions

<p>Baldwin 66006</p>	<p>Baldwin Intermediate School (Baseball/Softball) (100 Bullpup Drive) – ¼ mile west on 56 Hwy from 56 Hwy and County Road 1055 intersection. Fields on the south side.</p>
<p>De Soto 66018</p>	<p>Miller Park (Baseball/Softball/Soccer) (8205 Ferry Rd) – Heading West on K-10, exit on Kill Creek Rd., head north, turn left or West on 83rd, make a quick right then left (still 83rd) at the “T” in the road then turn Right on Ferry. Heading East, Exit on Lexington Ave. Turn North or Left on Lexington then turn North or Left on Ottawa then East or Right on 83rd then North or Left on Ferry.</p> <p>Sunflower (Baseball/Softball) (36500 W. 103rd) – Heading West on K-10 exit on Edgerton Rd. then turn South or Left on Edgerton then at the “T” in the road turn Right on 103rd and ball fields will be on the Left. Heading East on K-10 exit on Evening Star Rd. and turn South or Right on Evening Star then turn East or Left on 103rd St. and the ball fields will be one-half mile on the Right.</p>
<p>Eudora 66025</p>	<p>West Ball Fields (Baseball/Softball/Soccer) (1338 W. 12th) – K-10 exit on Church St. and go North to 12th St. then take a left and go West for about a mile.</p> <p>Youth Field/Community Aquatic Center (Baseball/Softball/Basketball) (1638 Elm)– K-10 exit on Church St. and go North to 14th St. or first stop sign then take a Left or West for a block and at the stop sign turn Left or South and go for a quarter mile to the ball fields and community center.</p>
<p>Gardner 66030</p>	<p>Westside Park (Baseball/Softball) (321 Bedford) - From US-56 W. come into Gardner and turn right onto Warren, then an immediate right on Bedford. Take until it dead ends into the complex parking lot.</p> <p>OR</p> <p>From US-56 E. come all of the way through Gardner and turn left on Warren, then an immediate right onto Bedford. Take until it dead ends into the complex parking lot.</p> <p>Celebration Park (Baseball/Softball) (32701 W. 159th) - From US 56- Turn North on Center St and continue to 159th st. Turn left on 159th and continue west, the park is on the corner of 159th and Kill Creek Road</p>
<p>Spring Hill 66083</p>	<p>Main Complex (Baseball/Softball) (900 N. Washington)- Highway 169 to 199th then go East this turns into Webster St. then go to North St. and go West on North St. and ball fields will be behind the Sonic.</p> <p>Intermediate School Field (Baseball/Softball) (300 E. South St.)- South on Webster to South St. (215th St). Turn left. Fields are on your left just past the School.</p>
<p>Wellsville 66092</p>	<p>Saddle Club Park (Baseball/Softball) (320 Pendleton)– on the corner of 10th St and Highway. 33 at the South end of town.</p>