



A Golden Past.
A Shining Future.

GLYNN COUNTY RECREATION & PARKS DEPARTMENT

Athletics Division

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Our Mission: *To provide quality, year-round recreational activities, facilities, and services that are safe, fun, and enhance the quality of life for all Glynn County citizens.*

Glynn County Recreation and Parks Department 2019 Youth Softball Rules and Regulations

Governing Authority

1. The Manager of GCRPD, or her designee reserves the right to all final decisions.
2. The 2019 USA Softball Rulebook and the 2019 GRPA rules will be used in all divisions except as noted in the General League Rules and League Specific Rules.

General League Rules

A coach is required to notify GCRPD's Athletics Division immediately after finding out that a player on his/her official GCRPD roster has decided not to play. The Athletics Division will verify this with the parent/guardian. Once verified, another player from a Hold List (if available) will be assigned. No coach may add a player to his/her team on its own. All players must be registered with GCRPD. Any coach using an illegal player will be suspended from coaching immediately and will be required to meet with GCRPD's Athletics Division/Management staff in which there is not a guarantee of receiving coaching privileges back.

All teams that play in GCRPD's program will be issued uniforms supplied by GCRPD. No uniforms other than the ones given to the coach for his/her team will be allowed to be worn unless prior approval is given by GCRPD's Athletics Division. Coaches wanting to purchase additional uniforms must have the design, color of jersey, etc. approved by GCRPD's Athletic Division before the uniforms are purchased. Coaches not following this policy will be removed as a coach immediately and will be required to meet with GCRPD's Athletics Division/Management staff in which there is not a guarantee of receiving coaching privileges back.

1. The age control date for youth softball on or before September 1, 2019.
2. The age divisions for youth softball are as follows:

*Little Bits	(7-8)
*Mites	(9-10)
*Midgets	(11-12)
*Jr. & Sr.	(13-17)

3. All children will participate in every game provided they attend practice, conform to rules, and present no disciplinary problems. GCRPD's Athletics Division has the option of disciplining a child if necessary.
4. All players that are present for a game will be inserted in the scorebook and must bat in that order for the entire game.
5. Players arriving late for a game must be inserted at the bottom of the batting order and must be inserted in the rotation as soon as possible.

6. A game may be started with eight (8) players. The game will be a forfeit if there are less than eight (8) players present. If both teams have less than eight (8) players present, both teams will forfeit. If a team begins a game with eight (8) players, it must take an out in the ninth (9th) spot of the batting order until a ninth (9th) player arrives to fill the spot.
7. There will be a **10 MINUTE GRACE PERIOD** for the **FIRST GAME ONLY**. If the 10-minute grace period is used, the 10 minutes **WILL NOT BE ADDED TO THE END OF THE GAME**. The grace period is used only to get the minimum number of players needed to start the first game for that night.
8. The scorekeeper will keep the official game time. Both coaches will be made aware of the starting time. **NO NEW INNING WILL START WITH FIVE (5) MINUTES OR LESS LEFT IN A GAME. This means that if the clock has a 6 or more showing in the minute location when the third out is recorded, then another inning will be started. Otherwise, the game is over.**
9. There must be one (1) coach who has completed the mandatory Concussion Training with each team at all times.
10. No coaches or players will be allowed on the field using tobacco or alcohol products or wearing tobacco or alcohol related material.
11. GCRPD's Athletics Division recommends that a coach have no more than three (3) scheduled events per week.
12. Coaches or players demonstrating unsportsmanlike conduct (i.e. using bad language, throwing bats, helmets, and gloves etc.) will be ejected from a ball game and will not be allowed to participate in the next game. If a coach or player is ejected a second time, he/she will not be allowed to participate in the remainder of the season. **ANY COACH EJECTED FROM ANY GAME WILL NOT BE ALLOWED TO COACH OR ASSIST AN ALL-STAR TEAM. ALSO, ANY COACH WHO REMOVES HIS/HER TEAM FROM THE FIELD WILL BE SUSPENDED FROM COACHING ANY GCRPD YOUTH SPORTS PROGRAM INDEFINITELY.**
13. If there is adequate time and field space available, games that are cancelled due to inclement weather will be rescheduled. A game that cannot be completed (except due to time limit), will be completed from the stopping point on a newly scheduled date. The game will continue with the lineup and the field assignments the same as when the game was stopped. If a player is not available for the continuation, then a player that was not available for the first game may be entered in to the open position in the lineup. A game will be considered complete if the home team is ahead after the visitor's bat in the top of the fourth inning, or if the home team has completed the bottom of the fourth inning.
14. If a game is tied after the time limit or the maximum number of innings for that league has been played, the game will remain a tie.
15. The speed up rule will be used in all leagues (if the catcher is on base with two outs, the player who made the last out will replace her). This rule will not apply when the home team has its last at bat.
16. The home team will occupy the first base dugout.
17. The catcher is required to wear catcher's equipment.
18. Teammates including the catcher are allowed to chatter on the field. Catchers may **NOT** talk directly to the batter while in the batter's box. No player may use or make a negative comment/remark to any player or team. This applies to players in the dugouts as well.
19. Batters must wear batting helmets at all times. Chins straps are recommended.
20. No head first sliding is allowed. A dive back to a base is not considered a slide.

21. Slingshotting of a bat is the judgment of the umpire. There will be one warning per team. After a team is warned, slingshotting of the bat will result in an out. This is a delay dead ball; the player is called out after the play ends and all preceding action stands.
22. A team that believes a runner missed a bag must appeal to the umpire.
23. No jewelry including plastic or rubber jewelry is to be worn during games. This means no watches, earrings, bracelets, necklaces, etc.
24. There will be one (1) offensive and one (1) defensive conference allowed per inning.
25. The run rule for all age divisions is as follows: eight (8) runs after five (5) innings, 10 runs after four (4) innings, and 12 runs after (3) three innings.
26. The mandatory play rule will apply in all leagues. All players will play in each game. All players must be listed in the batting order. When a game begins, the players that are not going into the field (defense) in the first inning must go on the field on defense in the second inning. Example: In the first inning, Susie, Sally and Stacy are on the bench. When your team goes onto the field in the second inning, Susie, Sally, and Stacy must go onto the field leaving three (3) different players on the bench. No player can be on the bench for two (2) innings in a row.
27. A player may play up no more than one (1) year. Example: If Sally is eight (8) years old, she can move up into the Mite League (9-10) as an eight (8) year old.
28. The umpire, at his discretion, can adjust the arc to the pitching machine any time during the game for ball control. No adjustment to the speed will be allowed.
29. Steel cleats are allowed in the Junior & Senior age division league only.
30. All bats must conform to USA standards as shown on the current USA approved bat list, or not be on the current USA non-approved bat list that is listed on the USA website www.usasoftball.com. Any player using an illegal bat during a game will be ejected along with the head coach for that game and the next played game.

LEAGUE SPECIFIC RULES

Little Bits (7-8)

GCRPD's Athletics Division believes in providing a safe, fun atmosphere for the youth in its programs while teaching the fundamentals of the game, sportsmanship and other lessons. This league is designed to teach the fundamentals of the game including but not limited to;

- a. Throwing to the proper base when fielding a ball.
 - b. Catching a thrown ball to get an out whether a forced out or not.
 - c. Making a tag on a player properly.
 - d. Making a runner go back to a base, then making a play to another base.
 - e. Fielding a slow roller or softly hit ball.
 - f. Hitting the cut-off person when the ball is hit in to the outfield.
 - g. Throwing from the outfield to the cut-off person to second base, third base or home plate to stop a runner from advancing or scoring.
2. There will be a "one base" advancement on an overthrown ball to any base with the base runner having the possibility of being thrown out. This rule is intended to not penalize a team from having its players try at throwing to a base to get a runner out and having the thrown ball being dropped by the base person, or an inaccurate throw made. All base runners ahead of the batter-runner that has the one base advancement may advance on the hit and throw with no limitations and with the possibility of being thrown out.

3. A complete game will consist of six (6) innings, one (1) hour, or with the home team at bat and winning with five (5) minutes or less left in the game.
4. The infield fly rule will not be in effect.
5. One (1) umpire will be used and located behind home plate. The umpire will keep track of total pitches per batter. The batting team's coach will feed the balls into the machine while his/her team is at-bat. The umpire will keep track of total pitches per batter.
6. To stop play, the defensive player(s) must stop the play themselves. However, the umpire does have the authority to stop play when he/she feels it's necessary (Example: if an infielder has possession of the ball and is inside or close to the baselines, then the umpire can call time and all play will be stopped).
7. A defensive team will consist of 10 fielders. Players must play their designated position with the outfielders playing on the grass.
8. The pitching machine will be placed 40 feet from home plate and set at 34 mph. The umpire or GCRPD's Athletics Division staff will adjust the machine during the game if needed. If the machine cannot be used, then the batting team's coach will pitch from a designated line set by GCRPD's Athletics Division staff.
9. A batter will receive a maximum of five (5) pitches. The batter can strike out on three (3) swinging attempts. If the batter fouls off the last pitch, she will receive another pitch until she hits the ball fair or strikes out. There will be no walks. NOTE: If the umpire feels that the pitch provided by the machine is unhittable, a "NO PITCH" will be called and will not count as one of five (5) pitches to that batter. This is a judgment call by the umpire and cannot be overruled.
10. Bunting is **NOT** allowed, and defensive players must remain behind the pitching machine prior to the pitch.
11. If a batted ball hits the pitching machine, it will be ruled a dead ball single and all base runners will advance one (1) base, if forced. If a thrown ball hits the machine, it will be ruled a dead ball and the base runners will advance one (1) base from the time of the throw. This rule does not apply to throws that are intended to go back to the pitcher after a play has ended.
12. A player playing the pitcher position must have one (1) foot in the circle behind the pitching machine prior to the pitch.
13. Stealing is not allowed.
14. Both offensive coaches must remain in the coach's box. All other offensive coaches must be in the dugout. Any defensive coach (maximum of one) may be in the outfield and positioned behind the fielders so that they may instruct players for positioning and fundamental reinforcement. Any instructions to the infield players must be done from the dugout coaches and sidelines, and no closer than first or third base line. No coach may be positioned on the infield and may be no closer to the batter than the farthest outfielder(s).
15. There will be a six (6) run limit per inning.

Mite Girls (9-10)

It is the intent of the GCRPD's Athletic Division to continue with the development of the players in this age division league. The intent is also to further develop the girls with fundamentals, game play situations, sportsmanship, and to increase their overall knowledge of the game.

1. The batters/runners or base runners may advance as much as they can with the possibility of being thrown out on any overthrown ball.
2. A complete game consists of six (6) innings, one (1) hour, or with the home team at bat and winning with five (5) minutes or less left in the game.
3. The infield fly rule will not be in effect.
4. A team may not score more than six (6) runs per inning. Play will stop after the **sixth** run scores in which teams will change sides.
5. To stop play, the defensive player(s) must stop the play themselves. However, the umpire does have the authority to stop play when he/she feels it's necessary (Example: if an infielder has possession of the ball and is inside or close to the baselines, then the umpire can call time and all play will be stopped).
6. A defensive team will consist of 10 fielders. Players must play their designated position with all four (4) outfielders playing on the outfield grass.
7. The pitching machine will be placed 40 feet from home plate and set at 37 MPH. The umpire will feed the pitching machine and adjust the machine during the game if needed. If the machine cannot be used, then the batting team's coach will pitch from a point set by the GCRPD's Athletics staff. If a batted ball hits the coach who is pitching, it will be declared a dead ball single and all runners will advance, if forced.
8. The batter can strike out on three (3) swinging or called strikes. There will be no walks. A batter will receive an additional pitch if the final strike is a foul until she hits the ball fair or strikes out. If two (2) umpires are present, the umpire feeding the machine will call strikes. If only one umpire is present, the batting team's coach will feed the balls into the machine while his/her team is at-bat, and the umpire will call strikes from behind home plate.
9. A batter is "out" on a dropped third strike and cannot advance.
10. Bunting is allowed but defensive players must remain behind the pitching machine prior to the pitch. As a safety rule, a batter may not present the bat to bunt and then swing away. If this is done, regardless if contact is made or the batter swings and misses, she is automatically called out and all other base runners will be returned to their original starting place prior to that pitch (NO FAKE BUNTS!). All infielders must be behind the machine at time of the pitch.
11. If a batted ball hits the pitching machine, it will be ruled a dead ball single and all existing base runners will advance, if forced. If a thrown ball hits the machine, it will be ruled a dead ball and the runners will advance one base from the time of the throw. This rule is not intended for throws coming back from a player to the pitcher after a play is over.
12. The player playing the pitcher position must have one (1) foot in the circle behind the pitching machine prior to the pitch.
13. Stealing is not allowed.
14. Each team must have a catcher (in her position in a catcher's stance). The catcher may not be standing off to the side sitting or squatting on either side of home plate.
15. There is no look back rule.

Midget Girls (11-12)

1. A game consists of six (6) innings, 75-minute time limit, or with the home team at bat and winning with five (5) minutes or less left in the game.
2. A player may pitch using a modified underhand pitch with or without the windmill, if needed. Contact must be kept with the pitching rubber at time of release.
3. The infield fly rule is in effect.
4. Players will pitch from a distance of 40 feet from home plate.
5. The base runners are required to stay in contact with the base until the ball leaves the pitching circle. The runner is automatically out for leaving the base before this. This is a judgment call by the umpires and is not a call that can be overturned. The ball is dead and all subsequent action on the pitch is canceled. All runners must return to the base occupied at the time of the pitch.
6. A batter is “out” on a dropped third strike and cannot advance.
7. Nine (9) players will be used on the defensive side. Each team will utilize three (3) outfielders.
8. No more than six (6) runs per inning may be scored by a team. Play will stop when the sixth run scores in which the sides will change up.
9. Stealing is allowed with the following exceptions:
 - a. Stealing from First Base to Second Base and from Second Base to Third Base at any time is allowed.
 - b. There will be no stealing home on a pass ball/wild pitch made by the pitcher/catcher tandem.
 - c. If a ball is overthrown to the pitcher, infielder or any other player involved in the play, all runners may advance to any and all bases including home at the risk of being put out.
- 10. NO STEEL CLEATS ARE ALLOWED.**

Junior & Senior Girls (13-17)

1. A complete game consists of seven (7) innings, 75 minutes, or with the home team at bat and winning with five (5) minutes or less left in the game.
2. Players will pitch from a distance of 43 feet from home plate.
3. The infield fly rule is in effect.
4. Base runners are required to stay in contact with the base until the ball leaves the chalk circle in which the pitcher stands.
5. **STEEL CLEATS ARE ALLOWED IN JUNIOR & SENIOR LEAGUE ONLY.**