

# ROME-FLOYD PARKS AND RECREATION AUTHORITY YOUTH FAST PITCH SOFTBALL 2009

## **EQUIPMENT**

- Bats must be marked OFFICIAL SOFTBALL. All bats must meet ASA BPF 1.20 standard. All titanium and double wall softball bats are not approved.
- Balls:  
12 & under and 14 & under divisions: yellow optic cover, 12-inch ball with a COR of .47 with a maximum compression of 375.  
10 & under Division: yellow optic cover, 11-inch ball with a COR of .47 with a maximum compression of 375.  
8 & under division:
- Catchers must wear a mask with throat protector, approved helmet with earflaps, shin guards that offer protection to the kneecaps and body protector.
- The playing facility will be the Alto Park Tri-Plex (lower fields) and Floyd County Softball Complex (upper fields) when available and when needed.
- The teams must provide all game balls and warm-up balls. The Parks and Recreation Authority will not provide balls for play or for warm-up.
- The Parks and Recreation Authority will approve a standardized team uniform that must be purchased and worn by each player.

***All National Federation of State High School Association rules will apply unless otherwise stated in the following program bylaws. The Rome-Floyd Parks and Recreation Authority will resolve any discrepancy found between NFHS Rulebooks and Parks and Recreation Authority rules, with that decision final.***

## **FAST PITCH PITCHING REGULATIONS (Preliminaries)**

- Before starting the delivery (pitch), the pitcher shall comply with the following:
- One foot in contact with the pitcher's plate. Shoulders shall be in line with first and third bases.
- Pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- Must hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and one foot must remain in contact with the pitching plate at all times prior to the forward step.
- Pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- The pitcher may not take the pitching position on the pitcher's plate without having the ball in her possession.

## **BATTING**

- A strike is called by the umpire for each legally pitched ball entering the strike zone.
- Effect: The ball is in play and the runners may advance with liability to be put out.
- Batters may not advance to first base on a dropped third strike

## **RUNNERS**

- In the 12 & Under and 14 & Under age divisions, runners are entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Runners must stay in contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.
- 10 and & under age division: runners shall not leave the base before the pitched ball reaches home plate.

## **ALL AGE DIVISIONS**

- Teams may field 9 or 10 players. Teams may also use an extra player. If a tenth player is used, said team must have 4 outfielders positioned properly prior to the ball being hit.

# 2009 ROME-FLOYD PARKS AND RECREATION AUTHORITY BY-LAWS FOR: YOUTH FAST PITCH SOFTBALL

## PLAYER ELIGIBILITY AND GUIDELINES

1. All players must play with the team from the area in which they attend school. If there is no team from that area, the player will be placed on the next closest area or the next age division in their area.
2. New Resident Status: This is considered when a child moved into the County-City limits after the program's first game. The coach that has a potential new resident player must first get the Sports Manager's approval before that child registers and/or participates in any league game.
3. Teams organized by the Parks and Recreation Authority are prohibited from participating in any non-RFPRA games unless approved by the Parks and Recreation Authority.
4. Player fees are a requirement before any player can participate in a scheduled game. Penalty: Forfeiture of game.

## PARTICIPATION REQUIREMENTS

1. Each player must play at least six (6) defensive outs in the field and bat at least once in each game she attends. Players missing more than 50% of a team's scheduled practices in any given week without a legitimate excuse will not be required to play in the next game. Coaches will be responsible for notifying the scorekeeper, officials, and opposing head coach before the start of the game if a player is suited up but will not play due to unexcused practice absences, or a medical excuse. Otherwise the coach will be responsible for playing all team members that are in uniform. A coach may not discipline a child in any way because of school performance, behavior or any activity other than at practice or on the playing field. Players must arrive before the beginning of the second inning for the participant requirement to apply. All sub-players must enter the game at the beginning of the third inning.
2. A starter cannot be taken out of the game until they have met the participation requirement.
3. Penalty for not complying with the participation requirements in a six (6) inning game:
  - a. FIRST OFFENSE: Coach will receive a written reprimand.
  - b. SECOND OFFENSE: A coach can be suspended from participation from his/her next game.
  - c. THIRD OFFENSE: The coach will be suspended from further participation in the Youth Softball Program for one calendar year.
  - d. The coach will be suspended from further participation in the Youth Softball Program for one calendar year.
4. No volunteer coach will be allowed to cut or dismiss a child that is registered or that desires to play. Teams will be organized to accommodate all youth participants. Recruiting players from outside their areas will not be allowed.

Participants can play for only one recreation team and must participate in the same age division throughout the season. Players may have the option to play in an older age division. Players who choose to play up an age group during league play can only qualify for all stars in that same age group.

Age-control date for Youth Softball is their age prior to January 1.

- 7-8 year old: Cannot turn 9 years old before January 1 of the current year  
9-10 year old: Cannot turn 11 years old before January 1 of the current year  
11-12 year old: Cannot turn 13 years old before January 1 of the current year  
13-14 year old: Cannot turn 15 years old before January 1 of the current year

## TEAM PARTICIPATION REQUIREMENTS

1. There must be a minimum of twelve (12) girls to form a team in the league. This is subject to the Athletic Staff's approval.
2. Deadline for adding players to the team roster below 12 players is prior to the team's fourth game and must be approved by the Sports Manager.
3. Birth Verification can be a birth certificate or a hospital record. Teams playing with an ineligible player(s) will forfeit all games in which the ineligible player(s) have participated. It is the head coach's responsibility to verify every player's date of birth and school attending.

# ROME-FLOYD PARKS AND RECREATION AUTHORITY POLICIES

## **FIELD AND GAME SPECIFICATIONS**

1. The distance between bases shall be: 60 ft.
2. Pitching Distances: 40 ft. except for 10 & under, which is 35 ft.
3. The length of games for each division will be as follows: 8, 10 and under: 6 innings or 1 hour, 15 minutes; 12, 14 and under: 7 innings or 1 hour, 30 min. With less than 10 minutes remaining in the game, you cannot begin a new inning. A game will be considered complete after five innings when a team has a fifteen (15) run lead. If a game is started and inclement weather stops the game before it reaches the 2 ½ or 3 innings played, the game will be rescheduled and will be started over from the beginning. There will be a ten-minute grace period for team(s) not having at least eight (8) players to start a game. A grace period will only be granted for the first game of the day. No grace period for any game(s) following. Teams with less than eight players will result in the game being forfeiture to the opposing team.

## **GAME SCHEDULING**

No regular-season game will be rescheduled for other commitments. Games will be rescheduled only because of bad weather.

## **UNIFORMS AND EQUIPMENT**

1. All teams are required to wear league approved uniforms . Fast pitch teams may choose to wear either long pants or shorts, but no combinations.
2. Eight (8) inch number must be on the back. Player names on uniforms are permitted.
3. No two players on the same team may wear the same number/jersey.
4. Shoes are mandatory. Rubber-molded cleated shoes are approved for use. Steel spikes are expressively prohibited. Smooth and soft-soled athletic shoes, including tennis and basketball, are acceptable.
5. Only the catcher and first baseman may use mitts.
6. Players are not required to wear a visor, but if worn must be the league approved visor.
7. INNING RESTRICTIONS: In all age divisions, only 7 runs per inning can be scored, or three outs.

**OFFICIAL RECORD** The official score sheet is an official game record. RFPRA will provide scorekeepers for all divisions.

## **UMPIRE CONFERENCE**

One, and only one, manager/coach from each team will be permitted on the playing field for a questioned call.

## **COACHES RESPONSIBILITY**

A coach's attitude must always be positive. A coach must not bring wrath from the spectators or players toward any official. A coach whose conduct is unbecoming will be relieved of all coaching duties for the remainder of the season. A coach does not have the authority to remove a team from the field during a game. Each head coach may have a maximum of two assistant coaches. Any player or coach ejected for unsportsmanlike behavior will be ejected from that game, plus the next one or more scheduled game(s). The RFPRA reserves the right to determine further suspension based on severity of infraction. Said player(s) or coach(es) may not attend the game as a spectator. Any player or coach ejected twice will be suspended for the remainder of the program.

## **LEAGUE STANDINGS**

Teams with exact records will refer to head to head competition. If two or more teams are tied for first a tie-breaker system will be used. First, runs allowed; second, runs scored; third, winning run margin (between the teams with exact records).

## **RE-ENTRY**

The NFSHS re-entry rule will be in effect. The only exception will be for injury.

## **GAME STRICTNESS**

The game official shall judge the degree of strictness or rule interpretation during the season.

**PROTEST** Protest will not be allowed.

## **DISCIPLINARY OR MEDICAL PROBLEMS**

In case of disciplinary or medical problems it is the coach's responsibility to notify the Recreation Coordinator/Athletic Staff in charge by 2:00 P.M. game day. The Parks and Recreation Authority must clear all problems prior to game time.

## **SPECIAL CASES**

The Parks and Recreation Authority reserves the right to consider special and unusual cases that occur from time to time and rule in whatever manner is considered best for the individual and the overall program.

## **RUNNERS:**

1. When there are two outs, the catcher, if on base, must be replaced by another runner to get prepared for his position at catcher, in order to shorten the delay between innings. The runner must be a substitute.
2. Batters: Must wear Helmets. Batting helmets with face shields are optional, but not required.
3. Team practices are limited to three per week for a maximum of 1-½ hours before season. During season, practices are limited to two per week for a maximum of 1-½ hours. Each week starts on Monday and ends on Sunday.
4. Dugout assignments: Home Team, 1st Base Side. Visiting Team, 3rd Base Side.

## **International Rule**

(Same as ASA, California and NFHSA rules)

Official women's softball games are 6 or 7 innings. If the game is tied at the end of regular play, the game will continue using the "**International Tie-Breaker Rule**". Under this rule, each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.

# YOUTH SOFTBALL

## POINTS OF EMPHASIS

### 1. LINEUPS AND SUBSTITUTIONS

- a. RFPRA rules say that all subs must be in by the beginning of 3rd inning. It does not matter if your team is at bat or in the field. Subs must be in by the beginning of 3rd!!
- b. Also RFPRA rules say that any subs being reported are to be done through the Home Plate Umpire. Please follow this procedure.

### 2. CLOSE PLAYS AT BASES - RFPRA rules state that whenever there is a close play at a base or home, it is the responsibility of the runner to slide or avoid the tag. **NO MALICIOUS CONTACT IS ALLOWED.** The Defensive Player has every right to the base line as long as he or she has the ball. If the defensive player does not have the ball, he or she cannot block a base or plate. Under no circumstances should a child be told to run over another player!

### 3. COACHES LOCATION ON FIELD AND DUGOUT - One coach may occupy each coach's box while his or her team is at bat. When your team is in the field, a person shall not be outside the vicinity of the designated dugout, except the batter on deck warming up. NOTE: There is no problem with a coach standing at the end of the dugout, as long as the coach stays on the cement pad, so he or she can communicate with players in the field. Also it is required that teams have no more than 3 coaches.

### 4. 8-UNDER GIRLS SOFTBALL (Ball and Strikes): Batters should be ready to attempt to hit the ball starting with the first pitch. No warning pitches will be granted.

## EXTRA PLAYER RULE:

1. An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game.
2. The EP must remain in the same position in the batting order for the entire game.
3. If an EP is used, all 11 on the starting lineup must bat and any 10 of those 11 may play defense. Defensive positions may be changed, but the batting order must remain the same.
4. The EP may not be substituted for.

# ROME-FLOYD PARKS AND RECREATION AUTHORITY

## 8 & UNDER SOFTBALL PITCHING MACHINE RULES

**All rules governing 7- 8 year old softball will be in effect with the addition of the following:.**

1. An electronically powered pitching machine will do all pitching, with delivery from 35' at 25 mph.
2. If a Jugs Jr. machine is used then ball should be placed in machine from top.
3. Qualified officials will be stationed behind pitching machine. Officials behind the machine will feed the machine and act as base umpire. Machine umpires will be responsible for any adjustments and for presenting the ball to each batter prior to feeding the machine.
4. If a batted ball hits the pitching machine or extension cord off the ground, the ball will be ruled dead and runners return to the bases they were at time of the pitch, and the batter will return to the same count as she had before the previous pitch. If a thrown ball hits the pitching machine it is ruled dead as if the ball went into dead ball territory.
5. Players in pitchers position must be within six feet of the pitching plate but never any closer than 40 feet of home plate when the pitch is delivered.
6. No base on balls allowed. Count remains three and two until the ball is hit or a strike out occurs.
7. Ten defensive players shall be used in accordance with the following positions: catcher, pitcher, first baseman, second baseman, third baseman, short stop, four outfielders, and extra player.
8. No infielder is allowed in front of the restrictive line until after the ball is delivered through the machine, outfielders remain in outfield grass area, and the pitcher must remain in the half circle.
9. Base stealing is not allowed. Ball must be hit in fair territory for base runners to advance.
10. In the employment of the electric-powered pitching machine, machine height is important. The machine will be mounted on flat ground and the short legs will be used.
11. When there are two outs, the catcher, if on base, must be replaced by another runner to get prepared for his position at catcher, in order to shorten the delay between innings. The runner must be a substitute if a substitute is available.
12. The ball remains alive until the umpire calls time, which should be done when the ball is held by a player in the infield area, and in the judgment of the umpire, all play has ceased. Players need not request time out.
13. Batters should be ready to hit the ball starting with the first pitch. No warning pitches will be granted.
14. Length of games: 1 hour, 15 minutes each or six (6) innings. No Run Rule will be in effect. With less than 10 minutes, a new inning cannot begin.

# ROME-FLOYD PARKS AND RECREATION AUTHORITY

## 10 & UNDER SOFTBALL FAST PITCH

### **All rules governing 9 & 10 year old Softball will be in effect, with the addition of the following:**

1. 10 and under Pitching Rules:
  - a. There will be no more than two base on balls advancements per turn at bat. A batter that is hit by a pitch shall not be considered as base on balls. After the second base on balls during a team's turn at bat, the player-pitcher will be allowed to pitch up to four called balls to each batter. If the ball has not been put into play, the offensive coach will pitch 1, 2 or 3 pitches depending on the strike count of that batter. If the batter does not put one of said pitches into play, she shall be called out. If the first pitch from the coach-pitcher is hit foul and is not a caught fly ball, the batter shall be given another pitch. Pitches thrown by the coach-pitcher may not be bunted.
2. Player-Pitcher that is playing the pitcher's position when a coach-pitcher is used shall stand with both feet even with and behind (not in front of) and within eight (8) feet of the pitcher's plate until the ball is hit.
3. Coach-Pitcher is the offensive coach who pitches to the players on his\her team and will pitch from a distance no closer than 30 (30) feet from home plate. The coach-pitcher must make every effort to avoid interfering with any ball put into play either hit by a batter or thrown by a defensive player.
4. The coach-pitcher shall do no coaching while pitching other than to correct the batters stance. This will cut down on confusion to the defensive team, as the coach-pitcher would be too close to the action and may confuse the defensive players if he/she was allowed to give instructions to his base runners. The penalty for a coach-pitcher assisting in coaching will be a warning the first offense and removal from the coach-pitch position upon the second offense. Whether a coach-pitcher assisted in coaching, is within the judgment of the umpire.
5. The coach-pitcher shall only field the ball when it is being thrown in order to put the ball back in play. If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be the batter is out and the ball is dead. All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play, the ball is ruled dead and the pitch is replayed.
6. Base runners shall not leave the base before the pitched ball reaches home plate (Penalty: no pitch declared and the runner shall be called out). One base may be stolen per pitched ball with the liability to be put out. Base runners may not steal home.
7. Head first sliding is not permitted. Runners who slide head first shall be called out. Returning back to a base, a headfirst slide is permitted.
8. Ten defensive players shall be used in accordance with the following positions: catcher, pitcher, first baseman, second baseman, third baseman, short stop, four outfielders, and extra player.
9. When there are two outs, the catcher, if on base, must be replaced by another runner to get prepared for his position at catcher, in order to shorten the delay between innings. The runner must be a substitute.
10. The ball remains alive until the umpire calls time. When the ball is held by a player in the infield area, and in the judgment of the umpire, all play has ceased, time will be awarded.
11. Length of games will be 1 hour, 15 minutes or six (6) innings. With less than 10 minutes, a new inning cannot begin.

# YOUTH GIRLS SOFTBALL COACHES RESPONSIBILITIES

1. Actions of coaches: should not use mannerisms intended to incite the crowd.
2. Follow rules of the umpires:
  - a. They are in charge of the game, from the time they come onto the field until the time they leave.
  - b. Umpires will eject any coach, player, or fan from the game or vicinity for misconduct, failure to leave results in forfeiture of the game. \*\*Any coach ejected from 2 games will be suspended for the remainder of the season.
  - c. The umpire has the right to discontinue a game anytime conditions are warranted.
3. Smoking or chewing tobacco is prohibited during the games.
4. Dress Code: shirt, shoes (no sandals, flip-flops, etc.) socks, pants, or shorts (preferably no cutoffs.)
5. Turn in the team roster 10 minutes prior to game time (must include substitutions.)
6. The RFPRA views all games and sees how much you are teaching the youth. We also notice how well youngsters respect and respond to you. DO NOT get caught up in the “winning at all costs” syndrome; you are there to help these kids have fun!
7. All coaches will be under the direction of the RFPRA during all practices and games. They will be expected to be ladies/gentlemen and conduct themselves in the proper manner at all times. Coaches may or may not be asked to coach again, depending on their actions and attitudes.
8. All injuries should be reported to a Recreation Authority staff member immediately.
9. Coaches should always be prompt at practice and at games. If you have to miss or be late, please call the Recreation Authority. Do not turn your team over to a parent or anyone else. Contact your assistant coach. The recreation staff will also assist you.
10. It is the coach’s responsibility on the following day to check make-up information at the field if games are cancelled or check the website – [www.rfpra.com](http://www.rfpra.com).
11. All Head Coaches must attend certification training.

## YOUTH SOFTBALL TOURNAMENT TEAM PLAYER SELECTION PROCESS

1. Tournament teams will be organized for 10-14 & under divisions.
2. Only one tournament team will be formed in each age division. Each team will consist of 12-13 players.
3. Each league’s head coaches will be allowed to nominate players for the tournament team.
4. After nominations have been made, league head coaches will vote for the nominated players. The top 10 players receiving the most votes will be placed on the tournament team.
5. Any league Head Coach unable to attend the voting meeting may submit their list of nominations prior to the meeting, or they may send their registered assistant coach to the meeting with prior approval of the Athletic Staff.

# YOUTH SOFTBALL TOURNAMENT TEAM HEAD COACH SELECTION PROCESS

1. After tournament team has been selected, the RFPRA Athletic Staff will meet to select the tournament team head coach.
2. The RFPRA Athletic Staff will only consider league Head Coaches to coach the tournament team.
3. RFPRA Athletic Staff will evaluate league coaches and select one for each tournament team.
4. Coaching a league-winning team DOES NOT AUTOMATICALLY QUALIFY a coach for the position of Tournament Team Head Coach.
5. Tournament Team Head Coach will be selected based on sportsmanship, coaching ability, knowledge of game and rules, communication skills with players and parents, and overall tactfulness on and off the field.
6. Tournament Team Head Coach will select tournament team assistant coaches, with a maximum of 3. RFPRA Athletic Staff will have final approval of all tournament team assistant coaches.
7. After the Tournament Team Head Coach has been identified, said coach will be allowed to select the final 2 or 3 players on the tournament team, upon approval by the RFPRA Athletic Staff, to ensure fairness and quality selection.

# ROME-FLOYD PARKS AND RECREATION AUTHORITY YOUTH VOLUNTEER ETHICS PLEDGE



I hereby pledge to live up to my responsibilities as a volunteer youth coach by following the RFPRA Ethics Pledge:

- I will lead, by example, in demonstrating fair play and sportsmanship to all my players.
- I will insure that I am knowledgeable in the rules and bylaws of each sport that I coach, and I will teach these rules to all of my players.
- I will place emotional and physical well-being of all players ahead of any personal desire to win.
- I will do my very best to provide a safe and healthy playing environment for my players.
- I will remember that being a volunteer coach does not indicate that I am qualified in the sense of a paid coach on the high school, college, or professional level.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, game officials, and program staff at every game, practice or other youth sports event.
- I will provide support for officials and program staff working with players to provide a positive, enjoyable experience.
- I will do my very best to make youth sports fun for all players.
- I will ask my players to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed or ability.
- I will remember that I am a youth volunteer coach, and that the game is for children and not adults.

Head Coach Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Assistant Coach Signature: \_\_\_\_\_

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# 2009 SPRING FAST PITCH SOFTBALL

The logo for the Rome-Floyd Parks & Recreation Authority is a blue diamond shape. Inside the diamond, the text "Rome-Floyd Parks & Recreation Authority" is written in a bold, black, sans-serif font, centered and stacked in three lines.

**Rome-Floyd  
Parks & Recreation  
Authority**

*Enriching Lives*  
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