

INSTRUCTIONAL MODIFIED SOFTBALL LEAGUE RULES



GENERAL:

1. The goal and objective of the league shall be to provide enjoyment and instruction of the game of **modified softball**. Good sportsmanship and basic fundamentals should be stressed by all coaches. The role of winning should be played down. An atmosphere of learning and fun is the objective of this program.
2. All matters concerning the league of rule interpretation shall be administered by Apex Parks, Recreation & Cultural Resources (APR&CR) Department.
3. All volunteer coaches shall be selected by the Apex Parks, Recreation & Cultural Resources department.
4. All new players shall be selected by the coaches at the pre-season draft. All players returning from the year before have the option of remaining on the same team or going into the draft.
EXCEPTION: New head coaches may option their child/children onto their team.
5. **Sisters** shall be placed on the same team by means of a **sister** option in the draft.
6. Teams will select in the reverse order of finish from last year.
7. All coaches shall attend each practice or have his/her assistant attend in his/her place. Players **are not allowed** to practice without an APR&CR approved adult supervision.
8. No player shall be dropped from a team without the approval of the APR&CR. Coaches shall report to the APR&CR any player that misses practice repeatedly.
9. If your team roster drops below **13**, the first player on the waiting list will be placed on your team by APR&CR.
10. All rules will be governed by NC High School rules except for the local rules stated herein.

OPERATING GUIDELINES

A. Registration

Player registration is during the designated month and shall be coordinated and conducted by APR&CR. Under unusual circumstances, individuals may be added or deleted to/from the program at the discretion of APR&CR. This shall be done only after taking into consideration those involved and the ramification on the league.

B. Scheduling

Schedules for all regular practice, game and makeup game situations, shall be coordinated through APR&CR taking into account field availability and holidays.

PRE-SEASON

1. Each team will be provided the same number of practice opportunities per week.
2. Any deviation from allotted schedule **MUST** be cleared through APR&CR and attendance **MAY NOT** be a player requirement.

IN-SEASON

1. Teams will be offered the opportunity to practice on a facility availability basis.
2. Teams may not reserve fields for more than one week at a time and may not do so before **8am on Thursday of the week before** they wish to practice.

POST-SEASON

1. **NO tournament**

C. Instructional Draft Procedures

Organized and operated by APR&CR and the league coaches under the following guidelines:

1. Teams shall draft in order determined by a blind draw.
2. All teams will be age balanced.
3. **NO PLAYER TRADES**
4. Each team shall be permitted to keep returning players, sons, and daughters under the following conditions:
 - a. Based on the total number of players needed to equalize the number on each team, each coach will draft until he reaches his maximum number of players then withdraw from the draft.
EXCEPTION: When a team reaches 6 players on their roster, that team must hold until **ALL** other teams reach 6 players.

NOTE: Any team that returns 6 or more players will receive a first round choice, and then have to hold until all other teams have the same number of players.

- b. If after registration and the draft, a player wishes to be placed on a team, this shall be done at the discretion of APR&CR and the player shall be treated as a new resident in the area. Appointments shall be made per draft order.
- c. Options may be awarded to a manager and/or coach's child who has registered to participate. All options on **8's** will be protected through **the second round**. All options on **7's** will be protected through **the third round**.

NOTE: A team may NOT have more than two option players on its roster during a season.

- d. A team entering the draft with two option players must take them in rounds 2 & 3.
 - e. Sister options will be drafted in the last round of the draft.
 - f. Bonus Rounds: All expansion teams shall be awarded bonus round picks. Each team will be awarded one bonus pick for EACH eligible player that DOES NOT return to the team. Bonus rounds begin after the third round & continue until all teams have a total of **six players** from returning players plus bonus picks.
 - g. Pre Draft: Teams that do not have 1 returning player will be given pre-draft pick until his/her team reaches 1 player.
5. Expansion of league shall be conducted in the following manner:
- a. The new team(s) shall assume the number one (and/or two) draft pick. Flip of a coin shall determine number one position when adding more than one team.
 - b. Each new expansion team shall be awarded one pre-draft pick. Selection will be on a rotation basis with two or more expansion teams.

D. Length of Games/Tie Breakers

- Length of games: **3 inning or 1 Hour Dead Stop**
- **Game Start Times:**
 - 1. The clock will start for the first game of the day/night right at its scheduled start time. All of the following games will start 12 minutes after the last out is called of the previous game unless the 12 minutes ends before your scheduled start time, in which case you would revert back to the original schedule.
 - 2. **NO GAMES WILL START EARLY.**

3. NOTE: FIELD SUPERVISORS ARE IN CHARGE OF THE CLOCK. IF YOU WANT TO KNOW HOW MUCH TIME IS LEFT YOU NEED TO ADDRESS THE FIELD SUPERVISOR.

- Play must stop immediately after the 60 minute mark.

E. Cancellations/Inclement Weather/Make-Up

1. INFORMATION

In case of inclement weather, a decision will be made by APR&CR at **4:00pm** on the day the game is to be played. Information may be obtained by calling APR&CR's:

INFORMATION HOTLINE: 249-3348

2. MAKE-UP GAMES

The department will reschedule games within 3 working days. Please contact us if you **HAVE NOT RECEIVED** your notification within this time period. If at all possible, all games that are canceled due to weather or other conflicts approved by APR&CR will be made up. However, **IF EXTENUATING CIRCUMSTANCES OCCUR, APR&CR RESERVES THE RIGHT TO DESIGNATE WHICH GAMES WILL BE MADE UP.** It is the responsibility of the coach to notify his/her players as to the make up date. APR&CR cannot be responsible for contacting players on an individual basis.

F. Speed-Up Rule

The catcher must bat in one of the top **THREE** batting positions for each team.

G. Injured Player Substitution

In the event of an injury, the injured player may be replaced by a player who has already been in the game if no other player is available.

H. Forfeits

Game time is forfeit time. A team must have at least 7 players at game time to be able to play. No out will be assessed for the ninth position.

I. Shortened/Postponed Games

Once a game has started and becomes postponed or shortened, that game shall be continued from the stopping point. Teams may play with different players if needed and may re-substitute in order to field a team. Total game time is limited to no new inning **after 60 minutes of play.**

J.6-Player Rule

A team may start with 7 **players**. No out shall be awarded for the missing batting position. If another player arrives she must be added immediately upon arrival and must occupy the last spot in the batter order.

K. Dugout Area

1. The only personnel permitted in the dugouts are:
1) players; 2) head coach; 3) 2 assistant coaches; 4) scorekeeper
NOTE: NO BATBOYS
2. **NO CELL PHONES ON THE FIELD OR IN THE DUGOUTS AT ANYTIME.**
3. All dugouts should be cleaned out by the team that occupied them at the end of the game. This is the responsibility of the head coach.
4. **Defense Coaches:** 2 in outfield area; 1 behind the catcher
Offense Coaches: 1 as the pitcher; 2 as base coaches; 1 outside dugout area near the on-deck batter

- EXCEPTION:
- 1) To remove a pitcher - any approved coach
 - 2) To attend to an injured player - any approved coach
 - 3) To confer about a possible error in rule interpretation or score - **HEAD COACH ONLY!**
- (See conduct rule)

L. Conduct

1. No coach or player shall belittle or berate the players or coaches of another team. Phrases such as "can't hit", "can't catch", or "can't throw" will NOT be tolerated

First offense: Warning

Second offense: Ejection from game of offending person and/or head coach.

2. If a coach or spectator is suspended he/she may not attend the game(s) he/she is suspended for.

PENALTY: Any coach or player ejected from a game will be suspended for a minimum of 1 game up to a maximum of the remainder of the season. Any coach ejected from a game will be required to meet with the APR&CR depart

2. Harassment of umpires and scorekeepers will not be tolerated. Question should be asked by the **HEAD COACH ONLY** and done in an **ORDERLY HUMANE** fashion about rule interpretations only. Judgment calls are not to be argued. Failure to comply with this rule will result in immediate ejection of the guilty party and possibly forfeiture of the game. **NO WARNINGS WILL BE GIVEN!!**

REMINDER: The purpose of this program is to teach modified pitch softball, have fun, and learn sportsmanship. Players look to their coaches as role models and the thing players see you do leave lasting impressions as they continue to play the game in later years. We're all human, and as such we ALL make mistakes including umpires, coaches and parents.

It is the kid's game so let them be the one that benefits most!

M. Protective Headgear

Protective headgear required for batter, runner, on-deck batter, bat person, or any player warming up a pitcher. **Chin straps are optional.** Any player intentionally removing their helmet shall be removed from the game.

N. Re-Entry Rules

All players are in the field each inning.

O. Pitching/Hitting Rules

Coaches pitch **3 tosses** to each of their players/inning; if no legal hit occurs after 3 pitches the batter will use a tee. The batter will receive two attempts with the tee and if no legal hit occurs after two attempts they will "NOT" be able to advance to first and will return to the dugout. Home team will provide the tee.

Pitching Distance: 35 feet

Base distance: 60 feet

Ball: 11 inch Incrediball

1. Teams will use **a continuous batting order** throughout the game. Sides change after going through the complete batting order once per inning
2. If a batter cannot finish her time at bat, the next scheduled hitter will come to bat.

P. Special Base Running

- a. The ball is dead when batter is walked.
- b. **NO STEALING - NO LEADING OFF** runners may only advance on a hit or walk.
- c. **All runners on third may only advance (steal) home when the ball is hit or there is a base-on-balls.**

Note: The league goal is to play the game as real as possible by teaching the girls to watch their base coach as to whether or not to advance another base.

Defensively we want the players to learn to play on the lead runner and to **"not throw the ball around."**

Q. Fielding

ALL players play on defense each inning with no more than 1 catcher, 1 "pitcher-fielder", and other 5 infielders. Outfielders must be positioned in outfield past the arc of the grass part of the field. Two defensive coaches are allowed in the outfield to verbally assist their players.

R. Participation

It is the philosophy of APR&CR that the emphasis of youth recreation should be on participation and skill development rather than winning or losing. Given this statement of philosophy the following guidelines will govern the **Youth Coach Pitch Softball** season. Each child must play in each inning of the game.

When ruling on a protest concerning participation, the coach's INTENT will be taken into consideration by the protest committee. It is quite possible circumstances may cause a player to not play the required time. The coach's intent is the determining factor in these situations.

PENALTY For failure to abide by the participation rules above (upheld participation protest), the following penalties shall apply to the head coach:

- 1st offense: suspension of game
- 2nd offence: suspension for rest of season

S. Equipment

The bat shall not be more than 29 inches in length nor more than 2 1/4 inches in diameter; tape or sleeve MAY NOT exceed 15 inches in length from small end.

PENALTY:

Use of any illegal equipment will result in a dead ball situation with the batter being declared out.

1. No top lacing, webbing, etc shall be more than 5 inches in length. A pitcher's glove may not be white or gray. NO pitcher may wear sweatbands or wristbands
2. Head coaches must submit an equipment request form to the department equipment manager in order to exchange and/or receive additional equipment
3. No titanium or double walled bats may be used for practices or games.
4. ALL EQUIPMENT ISSUED TO A TEAM MUST BE RETURNED TO THE DEPARTMENT **NO LATER THAN TEN (10) DAYS AFTER LAST GAME.**
5. **SPORTSMANSHIP.** Players will be allowed to cheer for their own team and not jeer the other. This includes songs, cheers, etc.

T. Uniform

APR&CR will issue each player of each team a uniform. The uniform will consist of a visor, shirt and pants. Each player must wear his entire uniform, unaltered, to each game. **A player not in uniform or in an altered uniform will be declared ineligible to play.** Each coach will be given extra shirts, hats and pants for emergency fill ins.

Players keep their cap, shirt and pants issued to them each season,

NOTE:

1. Altered uniform = is when a player defaces his hat, shirt or pants in any way.
2. Players may wear their own pants if (and only if) they exactly match departmental issued pants (meaning no stripes, or different color(s), etc.)
3. **Shirt tails MUST be tucked in at all times.**
4. **NO JEWELRY ALLOWED.** Unremovable earrings must be taped over sufficiently.
5. **BATTING HELMETS MUST STAY ON UNTIL A PLAYER RE-ENTERS THE DUGOUT.**

PENALTY FOR RULE AA3-5:

1ST OFFENSE: WARNING

2ND OFFENSE: PLAYERS WILL BE REMOVED FROM GAME...NO OUT AWARDED.

U. Slide

If a runner is going into a base and there is an attempted play being made on that runner, **she must slide or avoid collision** with the defensive player. **If defensive player fakes a play on runner without ball and runner slides, then runner is awarded the next base.** If a player does not slide and a collision does occur, then the runner is called out. **Exception:** When batter is going to first base.

NEW RULES

L. Conduct

2. *If a coach or spectator is suspended he/she may not attend the game(s) he/she is suspended for.*

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