



Minors (7-8 Grade) Rules

This Minors (7/8 grade) division is a part of the Southeast Metro Rec Softball League and is a joint venture of CGAA, ERAA, WAA, OAA and SPPAA to promote the ideals of sportsmanship and spirit of competition across the five sporting communities.

The league will be governed by officials from all five associations.

Teams will be comprised grades 7 and 8.

The league has been created to provide girls playing Rec/In-house softball a positive and fun, yet competitive environment. The teams from the associations are created in that spirit.

SOFTBALL RULES – 7th & 8th GRADE

Official NAFA softball rules governs all play except as noted in these Southeast Metro Rec Softball League RULES.

SAFETY

Injuries

Safe play is the most important consideration. If a player is injured, the play in progress shall be completed and time-out called immediately.

Bleeding wounds must be bandaged before the player may re-enter the game. Report serious injuries to the league's commissioner.

Shoes

Players must wear tennis shoes or rubber cleats. No sandals or metal cleats.

Helmets

Batters, all base runners, and the on deck batter must wear helmets with face masks. Teams may need to share helmets during games. All helmets must be secured with a chin strap.

Catchers Equipment

Catchers must wear all protective equipment provided.

Thrown Bats

Throwing bats is not allowed. First thrown bat results in a warning. Second thrown bat by the same player at any time during the game results in an out.

Lightning

If lightning is seen by coaches or umpires the game will be halted waiting at least 30 minutes after the last flash of lightning or sound of thunder (MSHL Recommendation)

OVERALL GAME

Rescheduling Games

Coaches are responsible for coordinating with the league commissioner to reschedule games called for weather or any other reason. All games must be attempted to be rescheduled.

Game Times and Time Limit

Game will start at 6:15. No new inning shall start in May after 8:00 pm. In June, no new inning shall start after 8:15pm unless both coaches agree AND there is no danger to the players as a result of darkness.

Then no new inning shall start after 8:30pm.

A regulation game shall be a minimum of four innings. A maximum of seven innings, or until the time limit constraints have been reached regardless of the number of innings played, whichever occurs first. In the event of a halted game with less than the minimum innings, play resumes at the exact point where the game was stopped. International tie breaker rule is in effect to break the tie. The player that is last to hit in the previous inning is placed on second base with no outs.

Home Team

The home team is determined by schedule for all regular season games. Both teams must supply a game ball to the umpire.

It is the responsibility of the coaches to know who is Home and Away. If the coaches are not able to agree, it is the discretions of the umpire.

During end of season tournament the home team will be established via coin flip.

Substitution

Free defensive substitution and all players bat. Late arriving players must be inserted at the end on the batting order.

Playing Time

Coaches can place players in the field during a game as they feel necessary. During the course of the season coaches are encouraged to move players throughout the field to provide opportunity to play as many positions as each player is capable of. Players should be allowed to play every position during the season, if possible.

Minimum Players

Teams will be allowed to begin a game with 7 players. The team must have at least 8 players at the end of game. If there are not 8 players, they will forfeit the game. [Subject to midseason evaluation by Rules Committee]

Maximum Players

9 Players in the field

Out of Play

The field of play includes foul territory up to an imaginary line drawn parallel to the foul line from the edge of the backstop. Balls beyond this imaginary line are out of play.

Sportsmanship

No protests are allowed. There should be no arguments between coaches. Coaches should meet before the game starts to review the rules and agree on gray areas. No taunting of the opposition either from the field of play or from the bench, including hurtful cheers. No taunting includes coaches and spectators. Umpires and WAA representatives may eject coaches, players, or spectators for any unsportsmanlike conduct. Anyone ejected must completely leave the field area or their team will be required to forfeit.

Base Distances

The base distance is 60 feet.

Winning and Losing

Each game score needs to be entered on the league NGIN website by the home team within two days of the completed game. Tournament seeding is set based upon regular season record.

UMPIRE

Southeast Metro attempts to provide umpires for all games. There may be times when an umpire is unavailable. In the event there is not an umpire, the coaches will select a parent from each team. The home plate umpire will call balls and strikes and the plays at 3rd and home. The field umpire will call plays at 1st and 2nd. The umpires should switch every 2 innings. The parent umpires calls are final and not to be argued or disrespected. If a concern arises, calmly talk to the other coaches to reach an understanding.

PITCHING

Pitching Distance

The front of the pitching rubber shall be 40 feet from the point of home plate.

Warm-Ups

New pitchers can pitch 7 warm up pitches. Returning pitchers can pitch 5 warm up pitches.

Dropped Ball

If the ball skips from the pitcher's hand during delivery, A ball is awarded to the batter, the ball remains in play, and runners may advance with liability to be put out

Pitcher's Motion

The goal of the Minors Division is to continue pitcher development. To support this development any illegal pitch is a ball.

It is incumbent on the coach to teach proper pitching fundamentals. Pitcher must start and release from the pitching rubber. Both feet must start on the pitching rubber and all movement goes toward the batter.

Pitching Rotation

Each team will use at least two pitchers per game for at least one full inning per pitcher per game. If a pitcher is removed due to illness, injury, or by umpire discretion prior to at least one full inning, a separate pitcher/player (other than the second pitcher) may complete that inning to fulfill the one complete inning for that pitcher, (ie, two pitchers fulfill the required inning per pitcher per game).

Removal

If a pitcher hits a batter or batters 3 times in an inning or 5 times in a game, the pitcher must be removed from the mound. The batter must attempt to get out of the way. If an umpire believes a pitcher has become a danger to other players, she may be removed at any time. It's the umpires call.

BATTING - BASE RUNNING

Rotation

All teams must bat all players on the team in order (round robin). There shall be no changing of the batting rotation during the game. Any late arriving players must be inserted at the end of the batting order. If a batter has to leave before the end of a game their batting spot is skipped and no out is called.

Run Limit

For innings 1 - 3 of any game, there is a 5 run rule limit. There is no run limitation on either team beginning in the 4th inning.

The Mercy Rule will be in effect. The game will be called at the end of the 4th inning or any completed inning thereafter if one team is ahead by 15 runs or more, or if down by 25 runs at anytime.

Strikeouts

Normal 3 strike, 4 ball count.

The count starts with the first pitch thrown to the batter.

Bunting

Bunting is allowed in Minors.

Dropped Third Strike

Dropped third strike rule is in effect per NAFA. Batter can attempt to gain first base on a dropped strike three with zero or one out and first base being open at the time of the pitch. The batter can attempt to gain first at any time if there are two outs.

Stealing

Stealing of all bases will be allowed all season. Runners must stay on the base until the ball leaves the pitchers hand. Runners may advance past 1st base on a walk per NAFA rule.

Sliding

A runner must slide or attempt to avoid contact when a play is being made at the base they are going for, especially home. The umpire may call a runner out if in their judgment there was no attempt to avoid contact.

Courtesy runners will be allowed and encouraged, when there are 2 outs, for players that will be pitching or catching the following half inning in order to maximize the amount of game time. The courtesy runner shall be the last out prior to the runner being replaced.

FIELDING

Rotation

All players must not be allowed to sit on the bench for consecutive innings unless in the case of injury or illness. All players sit once before someone sits twice during the course of a game.

Coaching

Coaches or players are not allowed to stand behind the umpire/batting area. Fans behind the umpire must show good sportsmanship and may be asked to move by the umpire if deemed necessary

Infield

Infielders should play in traditional positions.

Outfield

Outfielders must start each play on the grass.

Infield Fly

The infield fly rule is in effect.

Ball

A 12 inch ball will be used.

Foul Tips

A caught foul tip must go higher than the batter's head for it to be an out. A caught strike 3 is still an out even if the foul does not travel higher than the batter's head.

Overthrows

In the event of an overthrow out of play, the runner is awarded one base beyond the base they were going to at the release of the throw.

Possession of the Ball/Running Game

A play is ended when the pitcher is in possession of the ball inside the pitching circle, approximately eight feet around the pitching rubber.

Rules accepted by original rules committee 2013. Further modifications approved by committee reps.

Bill Hedahl	WAA	Katie Mudget	Rookies Commissioner
Jeff Tourville	OAA	Andrea Strenke	Minors Commissioner
Gary Mak	ERAA	Barb Slagerman	Majors Commissioner
Brad Strom	CGAA	Pat Kerrigan	Head Umpire
Rich Krtinich	SPPAA	Mike Sisneros	CGAA