

AUGUSTA PARKS AND RECREATION DEPARTMENT

2021 YOUTH SOFTBALL RULES

Governing Rules:

1. The USA Softball Rulebook, except for Local Recreation Department league rules, shall govern all games.
2. The Augusta Parks and Recreation Department will rule any discrepancy found between the ASA Rulebook and Augusta Recreation Department rules.

Age Control Dates:

Co-Ed T-Ball Entry Level Date: Age on or before September 1, 2021
Softball Age Control Date: Age on or before September 1, 2021

Co-Ed T-Ball	5-6 Years Old
Pitching Machine	7-8 Years Old
10 & Under Fast-Pitch	9-10 Years Old
14 & Under Fast-Pitch	11-14 Years Old

Uniforms:

1. All youth uniforms will be furnished by the Augusta Parks and Recreation Department and must be worn in all games.
2. Visors supplied by the Recreation Department must be worn at all times. The visor is part of the standard uniform.
3. Any coach who desires to add player's names to the back of their shirts may do so at their own expense. Absolutely no NICKNAMES. Only legal first or last names are permitted. (NO EXCEPTIONS).
4. Players losing uniforms or improperly washing them shall be required to replace the items at the following costs: Shirts \$5.00
Shorts \$5.00 Socks \$2.00 Visor/Hat \$3.00
5. Metal or detachable cleats are not allowed.
6. Sleeves may be tied up only if the number on the back is not obstructed.
7. Shirts may be cut at the sleeves ONLY if they are neatly tailored.
8. Players are not allowed to wear Jewelry, hair barrettes, hair bows with hard pieces, bandanas and beads in hair. **NO EXCEPTIONS.**

Equipment:

1. The Augusta Parks and Recreation Department will furnish all equipment with the exception of gloves. The Augusta Parks and Recreation Department must approve of any other equipment.
2. Catcher's masks, Chest protectors and shin guards are required in all softball leagues.
3. Batting helmets with face shields are required in all softball leagues. These helmets must be worn during at bats, running bases, on deck, and if a player is coaching bases.

Insurance:

1. All players must be covered by insurance. If you do not have private insurance coverage, you may purchase it from the Recreation Department insurance carrier. (Standard Life and Casualty Insurance)
2. Injured players must be cleared by the Recreation Department before they may resume play or practice.

Length of Games:

1. Pitching Machine Softball	Four (4) innings or one (1) Hour, (with a 7 run limit per half inning)
2. 10 & Under Fast-Pitch	Four (4) innings or one (1) Hour and fifteen (15) minutes, (with a 7 run limit per half inning) The 7 run limit is in effect for the last inning of the game.
3. 14 & Under Fast-Pitch	Six (6) innings or one (1) Hour and thirty (30) minutes, (with a 7 run limit per half inning) The 7 run limit is in effect for the last inning of the game.

4. No new inning will begin after the time limit has expired.
5. Time officially starts when the first pitch of the game is thrown. Time does not stop on substitutions.

Pitching Machine Softball (7-8 Year Olds)

Offense:

1. The pitching machine will be set up over the 40' rubber and set on 33 MPH.
2. *The continuous batting order will be used in Pitching Machine Girls Softball. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
3. Sliding is not allowed.
4. Bunting is not allowed. (Automatic Out)
5. Stealing is not allowed.
6. Only one (1) base will be awarded on an overthrow at first base only. Any overthrow at first base that hits an obstruction is a dead ball and one base is awarded.
7. *Slinging of the bat is an automatic out after one (1) team warning has been issued by the umpire.*
8. All ages groups are required to wear the batting helmet with the face shield.
9. Legal bats will be bats that are on the current ASA approved bat list.
10. Continuous batting order will be in effect for Pitching Machine Softball.

Defense:

1. There are ten (10) players: Pitcher, Catcher, Four (4) infielders, & Four (4) outfielders. Defensive players must take a normal fielding position.
2. If a batted ball strikes the pitching machine, it is treated as a dead ball. All base runners must return to their original base at the time of the pitch and the batter will return to assume the same count and bat again.
3. There will be no walks. If four (4) balls occur, the count will remain the same until the ball is hit or the batter strikes out.
4. Players are not allowed to play off or steal bases.
5. The pitcher must take a defensive position off to the side of or in back of the pitching machine within in the circle on the field, but never if front of the machine.
6. Time will not be called until the ball is in front of the runner or returned to the pitcher.

Substitutions:

1. *Even though the consecutive batting order is in effect, each player must still play at least two (2) consecutive innings in the field per game. If the game ends early and playing time has not been fulfilled, then the player must start the next game and time must be played before the player can be removed from the field.*
2. All play will stop at the end of the 2nd inning and all substitutes will enter the game.
3. Early substitutions may occur in some cases.

10 & Under Fast-Pitch

Offense:

1. *The continuous batting order will be used in Live Pitch Girls Softball. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. The use of DEFO or DH is not allowed.
3. Bunting is allowed.
4. Stealing is not allowed.
5. Sliding of the bat is an automatic out after the first inning of play.
6. All age groups are required to wear a batting helmet with a face shield.
7. A team may start and finish a game with one less than nine. Any additions to the line up must be added to the end of the line up when she arrives.
8. The third strike passed ball rule will not be in effect for Live Pitch Softball. If there is a third strike passed ball, the batter will be automatically called out.
9. Legal bats will be bats that are on the current ASA approved bat list.
10. Continuous Batting Order will be in effect for Live Pitch Softball.

Defense:

1. The pitcher must start with both feet on the rubber and her first motion and every motion following **must** be forward.
2. There are ten (10) players: pitcher, catcher, four (4) infielders & four (4) outfielders.

3. The game is intended for pitchers to learn to pitch and batters to learn to hit. Umpires have been instructed to use a wider strike zone. It is not the intention of the program to allow teams to walk their way to victory. Please encourage your team to swing at pitches that are close.
4. Players must appeal to the umpire if a runner misses a base or leaves a base early.
5. Fast pitch catchers must wear all equipment issued by the Augusta Parks and Recreation Department. (Catchers Mask, Chest Protector, Shin Guards & Catchers Helmet.)
6. Defensive players must take a normal fielding position.

Pitching:

1. *No pitcher may pitch more than 2 consecutive innings per game. No pitcher may re-enter to pitch once removed from the mound. One ball pitched constitutes a full inning. It is the responsibility of both coaches and the official scorer to notify the umpire when any pitcher has completed her two (2) innings.*
2. The pitcher will deliver from the 35' rubber.
3. The pitchers first motion and every motion following **must** be toward the batter with both feet in contact with the rubber and her shoulders in line with first and third.

If any coach confers twice in one inning or three (3) times during the game in different innings, the pitcher must be removed from the mound but may remain in the game.

Substitutions:

1. *Even though the continuous batting order is in effect, each player must still play at least two (2) consecutive innings in the field per game. If the game ends early and playing time is not fulfilled, then the player must start the next game and time must be played before that player can be removed.*
2. All play will stop at the end of two (2) innings and all substitutes will enter the game.
3. Early substitution may occur in some cases.

14 & Under Fast-Pitch

Offense:

1. *The continuous batting order will be used. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. Bunting and Sliding are allowed.
3. *Stealing is allowed. Runners must maintain contact with the base until the ball has left the pitcher's hand on the delivery.*
4. The DH & DEFO is not in affect.
5. All batters must wear a helmet with a face shield.
6. A Team may start and finish a game with one less than nine. Any additions to the line up must be added to the end of the line up when she arrives.
7. *Slinging of the bat is an automatic out after one (1) team warning has been issued by the umpire.*
8. If there is a runner advancing home and there is an attempted play at home the runner must slide, attempt to go around, or return to third.
9. Infield fly rule is in effect.
10. Third strike foul is not in effect.
11. Legal bats will be bats that are on the current ASA approved bat list.

Defense:

1. The pitcher will pitch from the rubber set at 43' feet from home plate.
2. The pitcher must start with both feet on the rubber and her first motion and everyone following **must** be forward.
3. There are ten (10) players: pitcher, catcher, four (4) infielders and four (4) outfielders.
4. The game is intended for pitchers to learn to pitch and batters to learn to hit. Umpires have been instructed to use a wider strike zone. It is not the intention of the program to allow teams to walk their way to victory. Please encourage your team to swing at any thing that is close.
5. Players must appeal to the umpire if a runner misses a base or leave a base early.
6. Fast pitch catchers must wear all equipment issued by the Augusta Parks and Recreation Department. (Catchers Mask, Chest Protector, Shin Guards & Catchers Helmet.)
7. Defensive Players must take a normal fielding position.

Pitching:

1. The pitchers first motion and every motion following **must** be toward the batter with both feet in contact with the rubber and her shoulders in line with first and third.

3. If any coach confers twice in one inning or three (3) times during the game in different innings, the pitcher must be removed from the mound but may remain in the game.

Substitutions:

1. *Even though the continuous batting order is in effect for 14 & Under, each player must still play at least two (2) consecutive innings in the field per game.* If the game ends early and playing time is not fulfilled, then the player must start the next game and time must be played before that player can be removed.
2. Early substitution may occur in some cases.
3. All Substitutions must be made by the fourth inning of play. (11-14 Age Group)

Run Limit:

Pitching Machine & 10 & Under: Any team having 10 runs after 2 ½ innings if home and 3 if visitor the game will be called and a winner declared.
14 & Under: 12 after 3 innings; 10 after 4 innings & 8 after 5 innings.

Tie Games:

Live Pitch & 10 & Under: If a game should end in a tie, it shall remain a tie if time has expired. If there is time remaining, a new inning will be played.
14 & Under: The International Tie Breaker rule will be in effect. If all 6 innings have been played and the game is tied, if time still remains, the International Tie Breaker rule will be in effect. If all 6 inning have not been played and time still remains, a new inning will begin. If all 6 inning have been played and time has expired, the game will end in a tie.

Rain:

1. The Recreation Department staff or umpire will determine whether the field is in playable condition.
2. Should any game be cancelled due to rain or wet ground, all following games shall be cancelled as well.
3. In case of a game being postponed due to hazardous conditions, all games will be resumed from the point of stoppage. All games will be considered complete if they have reached the following point:
 - a. Pitching Machine & 10 & Under 2 ½ if home team is ahead 3 if visitors.
 - b. 14 & Under 3 ½ if home team is ahead 4 if visitors.
 - c. If a game has reached the point where it can be considered a complete game and then the next inning has begun, if needed, the game would revert back to the last completed inning. (Example: 10 and Under—a game is in the top of the 4th when postponed the game would revert back to the 3rd inning since that was the last inning completed. 12 and Under and ABOVE example: if a game is in the bottom of the 5th and the home team has taken the lead when the game has to be postponed, the 5th inning is considered complete.
4. Rain out hotlines;
 - a. Diamond Lakes 706-771-2978
 - b. Eisenhower Park 706-821-2801
 - c. May Park 706-724-0505

Protests:

1. No protest will be accepted on judgment calls. Protests will be accepted on game playing rule infractions only.
2. The Recreation Department will rule on all protests. A Rule infraction must be protested at the time of the infraction and noted in the official scorebook. Protests must be followed in writing within 24 hours.

Policies:

1. Coaches are not allowed to add players to their rosters. The Recreation Department will handle this.
2. No player is allowed to play or practice if she is wearing the following: 1) Jewelry, 2) Metal Hair Barrettes, 3) Bandanas, or 4) Hair Beads or any hard material in their hair. **NO EXCEPTIONS.**
3. Practice sessions are limited to 1 ½ hours from the scheduled starting time. Teams are not allowed to conduct mandatory Saturday practices. No player may be disciplined for missing a Saturday practice.
4. It is a suggestion from the Recreation Department in a measure to protect pitchers, that pitchers wear a pitching face mask. If needed, the Recreation Department has some masks on hand. This is not mandatory.
5. Please notify the Recreation Department if players are not attending practices before any disciplinary action can be taken.
6. Recreation department must approve in advance any scheduled practice games with teams not in your league.
7. Only 4 adults are allowed in the confines of the dugout.
8. Coaches and assistant coaches may not leave the dugout or bench area, except to coach bases, confer with the umpire, or talk to the players on their team during a time out. Adult coaches or team players may be used in the coach's boxes. If you use team players as base coaches, she must wear a helmet equipped with a face shield.
9. Only one (1) coach may confer with the umpire.
10. A team may start with a minimum of 8 players. In case of emergency, they may continue with less than 8 with the approval of the Recreation Department staff. (The empty spot in the batting order is not an automatic out).

11. NO INFIELD PRACTICE BEFORE GAMES.
12. Line-ups must be turned in to the official scorekeeper 10 minutes prior to game time with full names, numbers & position.
13. The bat person must be an approved and insured member of the team.
14. Offensive conferences are limited to one (1) per inning.
15. Courtesy runners are mandatory in all Softball leagues for the catcher when there are two outs, and are allowed in all divisions in case of an injury.
16. The attitude and discipline of each team is the responsibility of the coach.
17. Any player, coach or spectator acting in an unsportsmanlike manner shall be asked to leave the program and is subject to disciplinary action. **Chanting and cheering will only be allowed if it is directed to the players of your own team. At no point will derogatory comments be allowed toward opposing batters, fielders or pitchers.**
18. The use of tobacco products by players, coaches and umpires on the playing field (including dugouts) is prohibited.
19. The infield fly rule is **NOT** in effect for Pitching Machine and Live Pitch. It **IS** in effect in 11-14 leagues.
20. Third strike foul is **NOT** in effect.
21. Any player may reenter in case of injury, emergency or ejection.
22. Water breaks are mandatory every 15 minutes during practice.
23. In case of disciplinary problems, it is the coaches' responsibility to notify the Augusta Parks and Recreation Department staff by 5:00pm on game day if there is a problem. The Recreation Department must clear all disciplinary action.

Conduct:

1. Unsportsmanlike conduct will not be tolerated by the Recreation Department. **Any coach or player who is ejected from a game will sit out the remainder of that game. Also the coach or player ejected will be suspended for their team's next game.**
2. **Good sportsmanship is expected at all times by all players, coaches, and spectators. Foul or abusive language of any kind will be subject to immediate dismissal from the facility and possible dismissal from the program. The Recreation Department promotes sportsmanship, and a fun and learning experience for all participants in our leagues.**
3. Any coach, player, or team follower acting in an unsportsmanlike manner or in a way that could prove detrimental to the program will be subject to disciplinary action by the Recreation Department. Any of the aforesaid persons who touch an official, staff, coach, or participant in anger or threatens bodily harm, will be banned from the program and the facility.

Note: Each coach is responsible for covering these rules with their players and parents.

Special Notes:

1. The Recreation Department reserves the right to act upon any matter not covered in any rules printed.
2. The Recreation Department has the authority to make changes at any time for the best interest of the program.
3. The Recreation Department has the authority to remove any coach, player or spectator at any time for breaking regulations.
4. The Recreation Department has the authority to suspend play, end, or forfeit games, due to rule infractions or the behavior of coaches, players, and spectators.

Blood Rule:

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left up to the umpire's judgment. Uniform rule violations will not be enforced if a change is required. The umpire shall:

1. Stop the game and allow treatment if the injured player would affect the continuation of the game.
2. Immediately call a coach, trainer or other authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short hand rule and re-entry if necessary.

Participation Policy

All athletic programs for youth offered through the Augusta Parks and Recreation Department are governed by a Participation Policy which states all team members must be allowed to actively participate a designated amount of time each game. Parents who experience problems with coaches not abiding by this policy are asked to notify the Recreation Department.

Each coach is responsible for making sure that each participant starts every other game. (Example: If a player entered as a substitute in game 1, then she will start game 2.)

Special Requests:

Special requests for league changes will be considered and ruled on by the Recreation Department prior to the start of each sport. Any questions about the program should be directed to the Athletic Coordinator in your area.

Division Tie-Breakers:

In case of a tie between two teams in the same division at the end of the regular season, the first tie-breaker will be based on a head-to-head basis. The team with the most head-to-head wins between the two teams will be declared the champion. If teams are equal in head-to-head competition, a one game playoff will be scheduled by the athletic staff to determine the champion.

In case of a tie between three teams in the same division at the end of the regular season, each team will draw a number (1,2,3) to determine which team will receive the bye. The team drawing number 1 will receive the bye and the teams drawing numbers 2 and 3 will play each other. The winner of that game will play team number 1 to determine the division champion.

ATHLETIC STAFF

East Augusta

Bo Harrison 706-724-0505

West Augusta

Tammy Branham 706-821-2800
Ken Warner 706-821-2801

South Augusta

Donnell Conley 706-796-5047
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