



DELHI TOWNSHIP PARKS & RECREATION

GIRLS JUNIOR SOFTBALL (5-6)

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis on a low competitive atmosphere. The focus should be on individual development (learning all the positions), FUNDamentals, and teamwork. The main emphasis is on having fun, involving the family and developing a positive self-image. Good sportsmanship is expected at all times from players, coaches and parents.

The Delhi youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players and wishes to play, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

GENERAL PROGRAM GUIDELINES

COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded. Coaches are responsible for their own conduct as well as the conduct of their players and spectators. Any coach who is ejected by a volunteer umpire for misconduct shall be ineligible for the next game. The Delhi Parks & Recreation office retains the right to further disciplinary action if the infraction warrants it. All ejections need to be reported to the Parks & Recreation office the next day after the incident.

SPORTSMANSHIP

Maintaining our recreation philosophy, shake hands with your opponents at the conclusion of the game.

EQUIPMENT

The Delhi Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. The team equipment will need to be returned promptly and the conclusion of the season so we can keep our inventory updated.

PITCHING / BASE DISTANCE: Pitcher's mound to home plate = 40 ft.
Base distance = 60 ft.

HOME TEAM RESPONSIBILITIES: The home team shall be responsible for keeping score and for providing a volunteer home plate umpire. The home plate umpire will serve as the official timekeeper. The home team will use the first base bench.

VISITING TEAM RESPONSIBILITIES: The visiting team shall be responsible for providing a volunteer base umpire. The visiting team will use the third base bench.

GAME TIMES: Game time will be 6:15 p.m. and 7:30 p.m.

TIME LIMIT: FOR THE 6:15 GAME - Time permitting, we'll attempt to play 7 innings. No new inning shall start after 7:15 p.m. for the first game regardless of starting time. The first game shall terminate at 7:30 p.m. regardless of score or inning. FOR THE 7:30 GAME - No new inning shall start one hour after the actual starting time of the second game. Completion of a half inning occurs the instant the 3rd out is made.

DARKNESS: If an umpire calls a game due to darkness or inclement weather, it shall be a legal game.

NUMBER OF PLAYERS ON DEFENSE: Girls Junior teams shall field 10 players, with the extra player being used in the outfield.

POSITIONING OF OUTFIELDERS: All outfielders must position themselves at least 10 feet beyond the base paths.

SUBSTITUTIONS: Free substitution of all players and positions.

KEEPING SCORE: Home team is the official scorekeeper. Coaches are encouraged to confirm the score after each inning.

BATTING ORDER/LINE-UP CARDS: A batting order composed of all players present will be exchanged by the coaches prior to the start of the game. This order shall not be altered during the game. ALL PLAYERS PRESENT AT THE GAME WILL BAT.

PLAYING TIME REQUIREMENT: Equal playtime for participants is required. All coaches must play all players at least two innings in the field, one of which shall be the infield unless sought otherwise by the player or parent. All coaches are strongly encouraged to have players play several positions.

Coach not obligated to play a player who does not appear for practices/games or a new player that has not made at least two practices. Coaches that implement this rule must notify the opposing coach, umpires and parents of the player.

PROTESTS: There will be no protests allowed. The home plate umpire will settle all disputes. Coaches, players, and spectators are reminded that this is a recreation league and should conduct themselves accordingly.

RUN AHEAD RULE: Total runs scored per half inning will be limited to five (5) unless team is trailing by more than five (5) runs. On the play in which the fifth run is scored, play will continue and additional runs after 5 will be allowed to score until play has stopped with a dead ball situation. At the end of the play, teams will switch sides.

EXAMPLE: A team has already scored 4 runs in an inning and has a runner on first base. The batter hits a home run. Both the person on first base and the batter are allowed to score, giving that team a total of 6 runs for the inning. Teams would then switch from offense to defense and vice-versa.

IF A TEAM IS TRAILING BY MORE THAN 5 RUNS: The trailing team will have the opportunity to tie the score. Total runs per half inning will be limited to the number of runs behind. On the play in which the tying run is scored, play will continue and additional runs will be allowed to score until play has stopped with a dead ball situation. At the end of the play, teams will switch from offense to defense and vice-versa.

EXAMPLE: A team is behind by 7 runs. The team has already scored 4 runs in the inning. The bases are loaded. The batter hits a homerun. All four base runners are allowed to score, giving that team a total of 8 runs in the inning.

SCORING IN THE LAST INNING: Both teams shall be allowed to score an unlimited number of runs in the last inning. The coaches and the umpires will determine which inning will be the last based on the time limit.

PITCHING: A WINDMILL pitch will be utilized. Sidearm or whip-pitch (arm in backward motion cannot exceed 6 inches to the side of the body) shall not be allowed. If a batter is hit by a pitch, they shall be awarded first base. A batter is out on a called third strike.

HELMETS: Protective helmets shall be worn at all times by the batter and baserunners and the helmets they were issued by the Parks and Recreation Department.

BATS: For the safety of the pitcher and infielders no double wall bats are allowed.

LEADING OFF: A player may leave the bag by two (2) steps when the ball leaves the pitcher's hand. If a play is made on the runner, she may try for the next base. If no play is made on the runner, the player must return to the base previously held. If the player leaves the bag before the ball leaves the pitcher's hand, the player shall be called out.

OVERTHROWN BALLS: On a batted ball in play, baserunners may advance at their own risk.

STEALING: Base stealing is not allowed in Girls Junior Softball.

WALKS: There are no walks. After the fourth ball the coach of the batting team will pitch until the batter hits the ball or strikes out. A batter may be called out on a called third strike. The pitcher must stay within a 6-foot radius of the pitching rubber until the ball has left the coach's hand. The coach may use a windmill delivery from the pitching rubber.

SLIDING: Sliding is allowed.

BUNTING: Bunting is not allowed in Girls Junior Softball.

INFIELD FLY RULE: Does not apply.

CATCHER MISSING A THIRD STRIKE: A batter is out immediately after they have three strikes, regardless of whether or not the ball is caught by the catcher.

BACKSTOP: No parents, spectator or coaches are allowed behind the backstop during play.

UMPIRES

- A) Volunteer umpires may eject any player, coach or spectator from the playing area. If the umpire encounters a lack of cooperation after an attempted ejection, they may award the victory to the appropriate team.
- B) Home plate umpire will keep official time of the start of the game and determine ground rules (out of play lines).
- C) The home plate umpire will be encouraged to warn batters about throwing their bats and take disciplinary action when

necessary. Disciplinary action will include calling the batter out after the first warning.

INCLEMENT WEATHER / RAINOUTS

All games must be played on their scheduled dates unless weather or conditions of the playing field warrant postponement. If games are cancelled by the Parks & Recreation Department, teams will not be allowed to play anyway, regardless of whether or not the weather changes.

Coaches can call the Delhi Township Parks & Recreation Sports Information Number at 694-3433 at 4:30 p.m. or visit www.cancellations.com to find out the status of the games.

RESCHEDULING

The Parks & Recreation Department may reschedule all postponed games based on availability. Coaches will be notified by the Parks & Recreation Department regarding the make-up date.

UNIFORMS/ATTIRE

Home team wears white and visiting team wears green. Home team is listed first on the schedule. Shorts are permitted, however the Delhi Parks & Recreation Department strongly encourage long pants as a safety precaution.

FOOTWEAR

Players will be allowed to wear rubber cleats only. Steel cleats / metal spikes are not permitted.