

**Mountain Brook Athletics
Girls Softball Rules
Kindergarten Softball**

Field/Equipment

1. Ball Size 10 inch Softie
2. **Pitching Distance** 30 feet (to center of circle)
3. Base Path Distance 50 feet
4. Half way mark is used
5. Dead-ball arc in front of home plate is 10 feet from the plate

General Rules

1. Beginning in 2005, Mountain Brook Softball has associated itself with a new governing body of softball, NSA. The rules of play as set forth in the NSA Rule Book are adopted in full by all Mountain Brook leagues. The Kindergarten League shall be governed by the rules for 6 and under play. As a park, we are allowed to modify these rules as we see fit. Accordingly, Mountain Brook Softball has modified the Kindergarten Girls' rules as set forth hereinbelow.
2. The umpire has full authority over the game. Whenever the umpire makes a call, there will be no discussion whatsoever over judgment decisions. The only exceptions to this rule are that a coach may (i) make an appeal play for a missed base or a runner leaving a base early, or (ii) ask one umpire to confer with the other umpire to see if a runner was tagged, a fielder had control of the ball, or a fielder had her foot on the base. If there is a question over a rule, once time is called, a coach may, in an orderly and calm manner ask the umpire about the umpire's rule interpretation. The umpire has full authority to ask a coach, parent or child to leave because of bad behavior.
3. Bat slinging will not be tolerated. Each team will be allowed one warning by the umpire for slinging a bat. On the second occurrence, **any** slinging a bat will be called out. Any resulting batted ball will be ruled dead at the time of contact and all base runners will return to their original base.
4. If a base runner remains on her feet and deliberately, with great force, crashes into a defensive player who has the ball or is about to catch the ball, rather than slide or make an attempt to avoid the tag, the umpire will declare the runner out.
5. All offensive players on the field (batter, on-deck batter and base runners) must have helmets on from the time they leave the dugout to the time they return. All other offensive players must remain in the dugout. If helmet is removed outside the dugout, the umpire may warn the player, and on a second occurrence may call her out.
6. **The pitcher must wear a helmet and a chest protector.**
7. All dugouts and bleacher areas must be cleaned up after each game. Players, coaches and parents should work together on this.
8. Due to the potential distraction or advantage to players at the plate, coaching or cheering from the commissioner's box is not permitted.

9. A game may be played with a minimum of 7 players (or three less than roster). A team with fewer than 7 players at game time will forfeit the game. If a player leaves the game before it is completed, due to injury or other reason, the game will be continued unless the team losing the player(s) is left with fewer than 6 players. An out will not be charged for the departed player, provide the coach of the player leaving the game, immediately, and before her turn at bat, informs the game commissioner and the opposing coach of the departure of the player. Outs will not be charged when the departed player's subsequent turns at bat occur. Once a player has left the game, she may not return to the offensive lineup. If a team is left with fewer than 6 players, it will forfeit the game.
10. Players arriving late (not reported to the opponent's coach until after the first batter swings) will be placed at the end of the batting order.
11. Each team is allowed on offensive and one defensive timeout per inning.
12. Head Coaches should submit their line-ups to each other at least 10 minutes before game time.

The Game

1. The game will consist of the earlier to occur of 3 innings or a time limit of 1 hour. The next inning begins as soon as the previous inning is over. Provided, however, a game must have a minimum of two (2) full innings.
2. The scoreboard will not be used and an official scorecard will not be kept.
3. Batting - Each player will be tossed 4 pitches. If the player does not hit a pitch, the ball will be placed on a tee. A batter gets an unlimited number of swings, but must hit the ball, not the tee, to put the ball in play. The ball must go beyond the arc in front of the plate to be in play.
4. No bunting or half-swings are allowed. Any player swinging with less than a full swing will be called out.
5. Play is stopped only when (i) the pitcher or any other defensive player controls the ball in the circle, asks for time, and is awarded time by the umpire; (ii) a defensive player with possession of the ball stands in the immediate oncoming base path of the lead runner, calls time and is awarded time; or (iii) when runner advancement is halted by the overthrow rule. If she leaves the circle or throws the ball after having it in the circle, runners may advance at risk of being put out. When the pitcher has the ball in the circle, runners between bases who have not reached the halfway mark must return to the previous base.
6. The infield fly rule is not in effect.
7. All players present will be in the batting order and will bat each inning. Even though score is not being kept and all players will bat each inning, baserunners will return to the dugout when they are tagged or forced out. This will help both the offensive and defensive players to better understand the rules of the game, and will hopefully teach the players the importance of paying attention to the game and hustling while on the field.

8. All players present will play in the field utilizing normal infield positions except a catcher is not used. In place of the catcher, a fielder may play on or behind 1st base. Remaining players may position themselves the closer to the base plates of the edge of the outfield grass or no closer than 15 feet from the base line. Infielders (except the pitcher) may play no closer than 40 feet from home plate. The pitcher must remain in the circle (both feet) until the ball is hit.
9. The offensive coach must notify the defensive coach that the last batter is coming to bat. When the batter hits the ball, normal rules apply to end the inning (force outs or tagging a runner who is off base). Also, the inning may be ended by a player with the ball touching home plate.
10. Stealing is not permitted. Runners may advance only once the ball is hit.
11. When the ball is overthrown in an attempt to make a play at a base or to throw the ball to the pitcher in the circle, runners may advance, at risk of being put out, one base only. If a subsequent play is made that results in another overthrow, runners may again advance, one base at the risk of being put out.
12. The offensive team may have no more than three coaches on the field, at 1st, 3rd, and near the dugout or behind the plate. The coach behind the plate may not touch the batter or position her in the batter's box other than giving verbal instructions. He may also adjust the height of the tee. He should remove the tee from the plate when a runner is coming home. The defensive team may have two coaches on the field, usually in right and left fields.
13. Upon fielding a batted ball, the pitcher may not tag or run anyone out, other than a runner going to home plate. The pitcher must throw the ball to a base for an out to occur.
14. Rolling, rather than throwing, the ball to a base or to the pitcher in the circle is not permitted.
15. The game commissioner for each game will be the home team coach. The game commissioner will be responsible for keeping the official start and ending game times. Game commissioner should announce the official start time to each head coach and umpire when game starts. Game commissioner will have the final ruling when game officially ends.