

ROMEO GIRLS SOFTBALL LEAGUE
SANDLOT DIVISION RULES
2023 SEASON

11 inch softie ball is used. (Non-hardened softball)

4 outfielders if possible / must start play on grass

7 pitches max then use tee / no walks

No advance on an overthrow

If ball is hit on dirt, only 1 base

If ball is hit to grass, could go 2 bases

Must use a team member for catcher

5 runs or 3 outs per inning

All games will start at 5:00 p.m. sharp. No new inning will be started after 5:45. Games will end at 5:55 regardless of the score.

This division is instructional. Coaches will be allowed on the field. It is strongly encouraged that all players are given the opportunity to play all positions.

ROMEO GIRLS SOFTBALL LEAGUE
JUNIOR DIVISION – 2023 SEASON
(EXCEPTIONS OF THE ASA RULES)

Base path 60 feet – pitching distance 35 feet (For pitchers and machine). If field is setup in a standard 43' pitcher's mound then pitchers/machines should pitch on top of front edge of pitchers circle.

An 11 inch softball will be used.

Four outfielders are played if possible & must be on the outfield grass at the time the ball is pitched.

Player pitches to opposing team for the first 1 innings

The use of a pitching machine will be used for the balance of the game. Player fielding pitcher position during pitching machine innings **must wear helmet with hair tucked inside** as best as possible. **Balls may not be fielded within a 3' foot radius of the pitching machine when the pitching machine is in use.** It is up to the coach operating the machine and umpire to enforce this safety area. Balls that come to rest in this area are considered dead and play will be done over with runners returning to previous positions and batters count returning to what it was prior to the play. Balls that roll or ricochet out of this area are in play.

Pitching machine recommended standard starting settings are 35mph for juniors.

When setting up machines, often settings including speed need to be adjusted to insure good pitches and also the fact that sometimes the machine may be throwing at a different velocity than the dial indicates. The actual dial setting used could vary from the standard starting setting but should be fairly close.

It is the responsibility of both coaches to review and agree to the machine settings (speed, height etc.) at the beginning of the first pitching machine inning. If a coach fails to review or does not make any changes to the machine they are accepting the setup. Once set at the top of the inning it must stay at those settings for both teams at bats in that inning. It may be adjusted at the top of subsequent innings if both coaches agree to the need and the new setting. It should never be adjusted mid inning unless it is presenting a danger or is impossible to hit and both coaches must agree to the change.

If rainy/wet conditions occur, the pitching machine will be discontinued and player pitch or coach pitch will resume if possible.

Pitching distance 35'(For pitchers and recommended for machine). **Should pitch from on the front circle arc.**

Runners will be called out who do not slide at home if in the umpires judgement there was or could have been a significant collision at the plate regardless of whether there was an imminent play. Catcher may not block the plate unless a play is occurring there.

Pitchers are limited to 1 inning per game.

Limit runs to three (3) per inning for player pitch innings.

Travesty Rule applies for innings with pitching machine in play.

Travesty Rule: The batting team may not score more than five (5) runs in any half inning, unless that team is behind in score. Team behind in score may score as many runs as needed to tie, plus five (5).

Continuous batting order with player rotation.

Walks and strikeouts will be called. (Note: You cannot walk off the pitching machine)

Umpires will be used for the entire game.

All games will either start at 6:00 p.m. sharp. No new inning will be started after 7:15. Games will end at 7:25 regardless of the score.

Teams are limited to two steals per inning. The runner shall not leave the base until the ball has crossed the plate. Stealing of home will **not** be allowed.

No infield fly rule.

This division is still instructional. Coaches will be allowed on the field. It is strongly encouraged that all players are given the opportunity to play all positions.

Standings will be kept. Final game score will be based on score as of last completed inning.

Note: If home team goes ahead in bottom of final inning, game is over at that point.

Coaches are to report their scores to the umpire at games end or email them to romeogirlssoftball@gmail.com

Advance on uncaught third strike will not be allowed.

Out of play overthrows (beyond fence line/in dugout) runners may advance the base they are going to plus 1.

For all in field of play situations including hits/overthrows etc, once ball is controlled in the infield runners must stop at base they were going to.

A parent or coach is allowed to stand behind and off to the side of their own team's catcher to assist in passed ball retrieval if needed/desired. This is done at the parent/coach's own risk.

Any challenging or abuse of umpires by coaches or parents will result in the immediate forfeiture of the game to the non-challenging team. It is the coach's responsibility to manage his/her team's parent behavior. The league reserves the right to forfeit a game after the fact based upon an umpires report.

ROMEO GIRLS SOFTBALL LEAGUE
MINOR DIVISION-2023 SEASON
(EXCEPTIONS OF THE ASA RULES)

Base Path 60 feet – pitching distance 40 feet 12 and under, 43 feet for 13 and above.

Pitchers are limited to 2 innings per game.

Continuous batting order with player rotation

Walks and strikeouts will be called. Every attempt by the batter should be made to swing at good pitches. Any coach restraining their players from swinging at the plate may be reminded of this rule by the umpire. (Note: You cannot walk off the pitching machine)

Three outfielders will be played in field. (4 can be used if both coaches agree).
& must be on the outfield grass at the time the ball is pitched.

Player pitches to opposing team for the first 2 innings.

The use of a pitching machine will be used for the balance of the game. Player fielding pitcher position during pitching machine innings **must wear helmet with hair tucked inside** as best as possible. **Balls may not be fielded within a 3' foot radius of the pitching machine when the pitching machine is in use.** It is up to the coach operating the machine and umpire to enforce this safety area. Balls that come to rest in this area are considered dead and play will be done over with runners returning to previous positions and batters count returning to what it was prior to the play. Balls that roll or ricochet out of this area are in play.

Pitching machine recommended standard starting settings are 40mph for minors.

When setting up machines, often settings including speed need to be adjusted to insure good pitches and also the fact that sometimes the machine may be throwing at a different velocity than the dial indicates. The actual dial setting used could vary from the standard starting setting but should be fairly close.

It is the responsibility of both coaches to review and agree to the machine settings (speed, height etc.) at the beginning of the first pitching machine inning. If a coach fails to review or does not make any changes to the machine they are accepting the setup. Once set at the top of the inning it must stay at those settings for both teams at bats in that inning. It may be adjusted at the top of subsequent innings if both coaches agree to the need and the new setting. It should never be adjusted mid inning unless it is presenting a danger or is impossible to hit and both coaches must agree to the change.

If rainy/wet conditions occur, the pitching machine will be discontinued and player pitch or coach pitch will resume if possible.

Pitching distance- 43' ages 13+ (on mound), 40' under age 13 (3' closer than mound – midway between mound and circle arc)

Runners will be called out who do not slide at home if in the umpires judgement there was or could have been a significant collision at the plate regardless of whether there was an imminent play. Catcher may not block the plate unless a play is occurring there.

Umpires will be used.

A 12 inch softball will be used.

All games will start at 7:30 p.m. sharp. Games will end at 9:00 p.m. regardless of score.

Unlimited steals of all bases. Runners shall not leave the base until the ball has crossed the plate. Limit two (2) steals of home per inning.

Infield fly rule will be used.

Advance to first base on uncaught third strike will be allowed unless first base is occupied with less than 2 outs. (Pitches that hit the ground before being caught or pop out of/off the catcher's glove and hit the ground are uncaught)

Standings will be kept. Final game score will be based on score as of last completed inning.

Note: If home team goes ahead in bottom of final inning, game is over at that point.

Coaches are to report their scores to the umpire at games end or email them to romeogirlssoftball@gmail.com

Limit runs to three (3) per inning for player pitch innings.

Travesty Rule: The batting team may not score more than five (5) runs in any half inning, unless that team is behind in score. Team behind in score may score as many runs as needed to tie, plus five (5). The travesty rule only applies to machine pitched innings.

Out of play overthrows (beyond fence line/in dugout) runners may advance the base they are going to plus 1. In field of play overthrows runners may advance as much as they want at their own risk.

Intentional delay of game, such as conferences at pitchers mound, consultations with batters, etc, will result in forfeiture of the game by team trying to stall for team win. Ruling will be at umpire's discretion.

Any challenging or abuse of umpires by coaches or parents will result in the immediate forfeiture of the game to the non-challenging team. It is the coach's responsibility to manage his/her team's parent behavior. The league reserves the right to forfeit a game after the fact based upon an umpires report.