

Tricounty Girls Softball Conference

Bronco Rules

Playing Field

- 1) Pitching Distance 40ft.
- 2) Base Lines 60ft.

Equipment

- 1) A standard 12in softball (guideline reference, maximum compression of 375 lbs. and a maximum COR of .47).
- 2) All players on a team shall wear uniforms alike in color and design.
- 3) Shoes with rubber cleats may be worn (metal cleats are not allowed).
- 4) All players must wear a protective helmet with face mask, double ear flaps when batting, base running, or in the on-deck circle.
- 5) Catchers must wear masks with a throat protector, body protector, protective helmet, and shin guards.
- 6) No jewelry is allowed to be worn during the game.
- 7) Masks are highly recommended for all infielders.
- 8) All bats must be ASA fast pitch approved. The barrel may be no bigger than 2.25".

Players and Substitutions

- 1) Girl's age is as of Jan 1 of current season's year.
- 2) Teams will field 9 players. Teams may play with 8 players without penalty, failure to field at least 8 players will result in a forfeit after a fifteen-minute grace period.
- 3) All players must play at least 2 innings in the field on defense.
- 4) Players are not allowed to switch teams within the Tri county Girls Softball conference. New players may be added to the roster only if the league president is notified in advance. *` A Mustang player may be called up to play on the Bronco team for 2 games. If that player is called up to Bronco again, she must stay up for the remainder of the year. For purposes of playoff competition, a player may only play on one team.
- 5) Starting players may be taken out of the game and re-entered as many times deemed necessary. The starting pitcher may be taken out of the game and re-enter the game only one time as a pitcher. Non-starting pitchers may not re-enter the game as a pitcher once they are removed.
- 6) Unlimited defensive substitutions are allowed, as long a continuous batting order is used.

The Game

- 1) A regulation game will consist of seven innings. A game called by the umpire shall be regulation if four or more complete innings have been played. If four innings are not completed, the game is unofficial and treated as if the game was never started and must be rescheduled. All games have a 1hr 45min time limit, after which no new regulation inning may start. This time limit will be 2hr 15min for any playoff games.
- 2) Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.
- 3) 15 run rule after 4 innings, 10 run rule after 5 innings.
- 4) Teams can score 7 (max of 10) runs per inning, until the final inning which will be unlimited. *Final inning is defined as 7th inning for unlimited run limit. Prior to the final inning: if the batting team has a runner on base that will count as the 7th run and any runner that would score after her has a chance to score – the runners may advance as they wish. Once a player has possession of the ball inside the pitcher's circle, the play is dead in this instance and no other run following this counts.
- 5) The final inning will be the seventh inning unless the umpire declares another inning as the final inning due to time restrictions.
- 6) A game that is tied at the end of the regulation game whether by time or 7 innings finished will be completed as follows (unless the game is ended due to darkness/weather/safety):
The visiting team will start a final inning with a runner on second base and no outs - the runner will be the last out from the last inning played. The home team will field a defense as normal any pitcher situation remains for the extra inning. The visiting team will bat until the home team gets the third out of that inning, with any runs scored counting towards the visiting team score. The home team will then get the same opportunity for their half of the inning with the visiting team defending. The team with the most runs after this extra inning being the winner of the game. If this inning ends in a tie, then the game is officially a tie.
- 7) All other rules not addressed above are governed by *ASA rules*.
- 8) During Regular Season Games only, a player may be removed from the lineup due to illness or injury with no opportunity to return and not be charged with an out every time up to bat in the lineup. If the player's absence causes her team to go below minimum players to start, then her team will forfeit the current game.

Pitching

- 1) Pitchers will be allowed five warm up pitches between innings. Substitute pitchers first entering the game, and re-entering starters shall be allowed ten pitches.

- 2) If a pitcher hits three batters in one inning or five batters in a game she must be removed from pitching for the rest of that game. The substitute pitcher at that time will be considered the starting pitcher for substitution purposes.
- 4) A manager or coach may only request a time out when the play is complete and the pitcher has possession of the ball in the 16 foot circle.

Batting

- 1) There will be a continuous batting order. Any late players are added to the bottom of the order.
- 2) If the batter throws her bat, the umpire will immediately warn her. If a warned batter throws her bat again, she will be called out and there will be no advancement by any baserunner.
- 3) Any batter that throws her bat intentionally will be ejected from the game without a warning and there will be no advancement by any baserunner.
- 4) Bunting is allowed.
- 5) When a pitched ball, not struck at or called a strike, touches any part of the batter's person or clothing while she is in the batter's box she will be awarded first base, even if the ball touches the ground first.
- 6) Dropped Third Strike Rule: If the catcher fails to catch the third strike before the ball touches the ground when there are less than two outs, and first base is unoccupied or any time there are two outs the batter may attempt to take first base.
- 7) Infield Fly Rule: The batter is out immediately when she hits an infield fly, as declared by the umpire, with runners on first and second or first, second and third base with less than two outs. If an infield fly is called and the ball curves foul the announcement is reversed and it becomes an ordinary foul ball. The batter is not out unless the foul is caught. If caught each runner must retouch her base before advancing.

Base Running

- 1) All the defensive and offensive players must take every effort possible to avoid unnecessary physical contact. If any baserunner fails to slide and comes in contact with the fielder where there is a potential for being out, the base runner will be called out. There is no sliding into 1st base.
- 2) Base stealing is allowed. Base runners are entitled to advance with liability to be put out once the ball leaves the pitcher's hand. If the runner leaves the base early they will be called out. If the batter makes contact with the ball, then the runner can advance at their own discretion.
- 3) A courtesy runner will be allowed for the pitcher and catcher at any time. The courtesy runner must be the player who made the last out.

Umpires

- 1) There must be at least one umpire on the field but two umpires are preferred. If only one umpire, umpire must be behind home plate. The umpire behind home plate must be badged and it is preferred the umpire be badged ASA/USA Softball. If scheduled umpires do not show up, the game will be rescheduled at the visiting team's convenience. Any discrepancy will be brought before the league for resolution.
- 2) The umpire behind the plate must wear a protective facemask and have a ball and strike counter.

Communicable Disease Procedures

- 1) While the risk of one athlete infecting another during competition is close to non-existent, there is a remote risk that blood borne infectious diseases can be transmitted. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:
 - a) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
 - b) Clean all applicable contaminated surfaces and equipment with an appropriate disinfectant before competition continues.

Sportsmanship

Ultimately, not only is good sportsmanship necessary for a successful recreation activity, it is a character quality that contributes to successful life endeavors. Member organizations have a mission to provide a respectful environment for today's youth that fosters the development of tomorrow's leaders. The purpose of this organization is to project and influence honesty, loyalty, courage, and reverence so that they may be finer, stronger and happier young people who will grow to be good, clean, healthy adults. League officials shall bear in mind at all times that the attainment of exceptional athletic skill or the winning of games is secondary and that molding of future citizens is of prime importance.