

**Travel Rosters and Selection of Players** – Tryouts for U10 and up to and including U14 will take place on a Saturday and Sunday (or Friday) in August or September at the North Royalton York Road Complex. A third tryout date may be needed in the event that a player is out of town or provides a valid reason for not being able to attend the tryouts.

The JV and Varsity teams will be picked sometime before May 1 of the new year. The managers may pick the girls right from their high school tryouts in spring, or from observing and rating them while they play for their high school. The manager may still hold tryouts if they need them. All this will be done before the May 1st deadline.

All managers are obligated to give players a fair and equitable chance to make a team. Players should be judged based on playing ability, attitude, availability and any other circumstance that the manager(s) feels relevant.

Rosters with selected players for all teams must be submitted to the Girls Travel Commissioner within 14 days after the team is selected.

All players attending tryouts must be notified of the tryout results. This notification can be via telephone call, letter, or the postings of the final rosters at the North Royalton fields. If a parent wants a further explanation, they can contact the manager to discuss the situation in more detail. All tryout information will be kept confidential.

After the travel team's rosters have been submitted, the Girls Travel Commissioner must approve any changes or additions. Players on a team cannot be removed without the approval of the Girls Travel Commissioner. If a player quits a team, the manager may add a player that had previously attended the tryouts. Any special situations regarding girls moving into North Royalton after the tryout date, or not being available for tryouts must be presented to the Girls Travel Commissioner

## **SOFTBALL LEAGUE RULES**

### ***SOFTBALL LEAGUE RULES FOR 7-8***

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#### **TEAM IN THE FIELD**

1. A fielded team will consist of all players. There will be six infielders. The fielding pitcher is positioned with six feet behind or to either side of the pitcher's plate, which is located 25' from home plate. The remaining infielders will play within five feet of the baseline between first and third base. There is no catcher in this league. The remaining players will play outfield. Outfielders must play in excess of twenty feet behind the baseline.

If a team does not have the regulation number of player's (10), they may play with five infielders instead of six.

2. Any player who plays an infield position in the first inning cannot play in the infield in the second inning. If a team does not have enough players for a completely different infield, then every player must play in the infield in the first or second inning, and that team must use different players at the Pitcher and First Base positions in the first and second innings. (i.e., if a player plays 1B or P in the first inning they cannot play either 1B or P in the 2nd inning.) Every player must play in infield position at least two (2) innings per game. No player can play the outfield three consecutive innings in a row. No player may play any position more than two innings per game. Each manager will present to the other manager his or her list of infielders before the beginning of the game. If the defense is found to have played a fielder in violation of the above rules, the offense will be credited six (6) runs for each inning where an infraction occurred, and the league commissioner will review and present the facts to the NRBB Trustees for possible violations of the Code of Conduct.
3. No position changes are allowed once an inning has started except to replace a player that must leave the field.
4. SUSPENSION OF PLAY
  - a. When, in the judgment of the umpire, any infielder has control of the ball in the infield, a delayed dead ball occurs. When a throw from the outfield reaches the infield a delayed dead ball occurs.
  - b. When a delayed dead ball occurs, any base runner not in contact with a base must advance or return to the base last touched, with the risk of being put out
  - c. Any infielder that has a control of the ball in the infield when a delayed dead ball occurs may attempt to put out an advancing or retreating base runner. The base runner is not permitted to advance any further than the base that has been attempted. (Example: on an overthrow by any fielder, the base runner cannot advance past the base being attempted.)
  - d. The maximum number of bases a base runner can advance shall be (2) two, unless forced by the batter.
5. The infield fly rule will not be in effect.
6. If a ball is caught in the air before the ball touches the ground, an out will be recorded and a double (or triple) play is possible if runners are on base.

## **TEAM IN AT BAT**

1. Three outs or six (6) runs end an inning.
2. For the entire season, the manager or coach will pitch the entire game from a 25' pitcher's plate.
3. Each batter will get six (6) pitches in which they will attempt to hit the ball safely. If no hit is made in six (6) pitches, the batter will be considered out. A foul ball is considered one (1) pitch. NO walks will be issued.
4. A batter batting out of turn that is noticed before a pitch is thrown to the next batter shall result in a replay. The correct batter shall be inserted in the out of turn batter's place with a new ball and strike count and all runners that may have advanced as the result of the out of turn batter hitting the ball shall return to their original bases. If a pitch is pitched to the batter that is following the out of turn batter, the out of turn batter's play shall stand.
5. If the coach or manager, while pitching interferes with a batted or thrown ball, it will be replayed.
6. No base runner may advance except on a batted ball.
7. Any base runner leaving their base before the ball has been hit will result in a warning being given to their team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After one team warning, the offending player shall be declared "OUT". A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.

## **GENERAL RULES**

1. In the event a team cannot field the minimum number of players, the deficient team could borrow players from the opposing team to play the game. But, the game shall still count as a forfeit against the deficient team for the purposes of the league standings.
2. The ball to be used in this league will be a limited flight ball, similar to DeBeer, or equivalent.
3. Standings will be kept for backer's purposes only. No playoffs, tournaments, or league championship games will be played.

## ***SLOW PITCH LEAGUE RULES FOR HIGH SCHOOL***

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1. A fielded team will consist of 10 players, four of whom are outfielders.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.

3. As a minimum, a player must play every other inning in the field. All teams will use a continuous batting order.
4. A pitched ball must have an arc of at least 6 feet from the ground before the ball reaches home plate. The pitched ball shall not reach the height of 12 feet at the highest point above the ground.
5. There will be no Intentional base on balls. If in the judgment of the umpire this rule is violated the incident will be reported to the league commissioner and the head umpire for disciplinary action.
6. The first fouled third strike in this league is an out (ASA rule).
7. The infield fly rule will be used in this league.
8. A mercy rule of 15 runs after 4 innings will be in effect.
9. ANY OTHER RULES GOVERNING PLAY IN THESE LEAGUES SHALL REFER TO ASA SOFTBALL RULES GOVERNING EACH PARTICULAR AGE BRACKET.

## ***MODIFIED PITCH SOFTBALL LEAGUE RULES 9-10***

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### **PITCHING**

For games played up to and including June 21, the manager or coach must pitch underhand the entire game and must pitch from 35' pitcher's plate.

For games played after June 21, the child will pitch the entire game.

### **COACH/MANAGER PITCHING**

1. Each batter will get six (6) pitches in which they will attempt to hit the ball safely. If no hit is made in six (6) pitches, the batter will be considered out. A foul ball is considered one (1) pitch. NO walks will be issued.
2. No base runner may advance except on a batted ball.
3. Any base runner leaving their base before the ball has been hit will result in a warning being given to their team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After one team warning, the offending player shall be declared "OUT". A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.

### **CHILD PITCHING**

1. The umpire will call balls and strikes. If a batter is hit by a pitched ball, the batter will be awarded first base.

2. Intentional base on balls will not be allowed. Violations will be reported to the league commissioner and head umpire for disciplinary action.
3. The dropped third strike rule is not in effect.
4. Base Stealing is permitted when the child is pitching.

When stealing, the base runner may leave the base when the ball crosses the plate. A base runner is permitted to steal one (1) base (except home) at the risk of being put out, on any pitch. Teams are permitted a maximum of two (2) steals per 1/2 inning. If two (2) runners steal on the same pitch, the team is charged with one (1) stolen base. Runners are not permitted to advance more than one base on any play that does not involve a batted ball. Time out shall be called to allow a runner(s) to return safely to any base.

5. Any base runner leaving their base before the ball has crossed the plate will result in a warning being given to their team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After one team warning, the offending player shall be declared “OUT”. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.
6. Before delivering the pitch to the batter, the pitcher may present the ball to the batter without restrictions.
7. Pitched balls can be delivered to the batter either Slow Pitch or Fast Pitch style.
8. The maximum height of a pitched ball shall be 3 feet from the pitcher's release point.
9. A pitcher shall pitch no more than three (3) innings per game. One (1) pitch constitutes pitching for one (1) inning. If a pitcher hits three (3) batters in one (1) inning, she must be removed from that inning. The pitcher may re-enter in the next inning.

## **GENERAL**

1. A fielded team consists of ten (10) players, four of whom are outfielders who will play a minimum of twenty (20) feet behind the base path from the time of the pitch.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player. NOTE: When a pitcher is replaced, the pitcher must move to the same position (bench or field) vacated by the relief pitcher.
3. As a minimum, a player must play every other inning in the field. No player can sit out a second inning until all players have sat out one inning. Violations of this will be reported to the league commissioner and NRBB. All players

must play at least one inning in the infield during the first three innings. (If a coach has safety concerns about a player playing the infield, that manager must contact the League Commissioner to advise them of the situation. The League Commissioner can grant an exception to the rule if justified.)

4. The infield fly rule will not be in effect.
5. All innings will end with either 3 outs or 6 runs.
6. A mercy rule of 15 runs after 4 innings will be in effect.
7. ANY OTHER RULES GOVERNING PLAY IN THIS LEAGUE SHALL REFER TO NFHS SOFTBALL RULES.

## ***MODIFIED SOFTBALL LEAGUE RULES 11-13***

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1. A fielded team consists of ten (10) players, four of whom are outfielders who will play a minimum of twenty (20) feet behind the base path from the time of the pitch.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player. NOTE: When a pitcher is replaced, the pitcher must move to the same position (bench or field) vacated by the relief pitcher.
3. As a minimum, a player must play every other inning in the field. No player can sit out a second inning until all players have sat out one inning. Violations of this will be reported to the league commissioner and NRBB.
4. The dropped third strike rule is not in effect.
5. The infield fly rule will be in effect.
6. When stealing, the base runner may leave the base when the ball crosses the plate. A base runner is permitted to steal one (1) base, except home, at the risk of being put out, on any pitch. Teams are permitted a maximum of two (2) steals per 1/2 inning. If two (2) runners steal on the same pitch, the team is charged with one (1) stolen base. Runners are not permitted to advance more than one base on any play that does not involve a batted ball. Time out shall be called to allow a runner(s) to return safely to any base.
7. A base runner leaving her base before the ball has crossed the plate will result in a warning being given to her team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball – no pitch. After one (1) team warning, any offending player shall be declared “OUT”.
8. Innings 1-4 will end with either 3 outs or 6 runs. The 5th and 6th inning will have no run limit.

9. A mercy rule of 15 runs after 4 innings will be in effect.
10. No intentional base on balls will be permitted. Violations will be reported to the league commissioner and head umpire for disciplinary action.
11. At the beginning of each half-inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. Play shall be suspended during this time.
12. Before delivering the pitch to the batter, the pitcher may present the ball to the batter without restrictions.
13. Pitched balls can be delivered to the batter either Slow Pitch or Fast Pitch style.
14. The maximum height of a pitched ball shall be 3 feet from the pitcher's release point.
15. A pitcher shall pitch no more than 3 innings per game. One (1) pitch constitutes pitching for one (1) inning. If a pitcher hits 3 batters in one (1) inning, she must be removed from that inning. The pitcher may re-enter in the next inning.
16. Call up players will be allowed from Modified Pitch 9-10 year old league, but must be 10 years old.
17. ANY OTHER RULES GOVERNING PLAY IN THIS LEAGUE SHALL REFER TO NFHS SOFTBALL RULES.

## ***FASTPITCH SOFTBALL LEAGUE RULES HIGH SCHOOL***

1. A fielded team consists of nine (9) players, three of whom are outfielders who will play a minimum of twenty (20) feet behind the base path from the time of the pitch.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player. NOTE: When a pitcher is replaced, the pitcher must move to the same position (bench or field) vacated by the relief pitcher.
3. As a minimum, a player, except the starting pitcher and starting catcher, must play every other inning in the field. No player can sit out a second inning until all players, except the starting pitcher and starting catcher, have sat out one inning. The starting pitcher and starting catcher will follow this rule once they are removed from their starting positions. Violations of this will be reported to the league commissioner and NRBB.
4. The pitcher may stand with one foot on and one foot behind the pitching rubber.

5. The dropped third strike rule is in effect.
6. The infield fly rule will be in effect.
7. Base runner may leave the base when the ball crosses the plate.
8. A base runner leaving her base before the ball has crossed the plate will result in a warning being given to her team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball – no pitch. After one (1) team warning, any offending player shall be declared “OUT”.
9. A mercy rule of 15 runs after 4 innings will be in effect.
10. At the beginning of each half-inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. Play shall be suspended during this time.
11. No intentional base on balls will be permitted. Violations will be reported to the league commissioner and head umpire for disciplinary action.
12. If a pitcher hits three (3) batters in one (1) inning, she must be removed from that inning. The pitcher may re-enter in the next inning.
13. Call up players will be allowed from Modified Pitch 11-13 year old league, but must be 13 years old.
14. ANY OTHER RULES GOVERNING PLAY IN THIS LEAGUE SHALL REFER TO NFHS SOFTBALL RULES.

## **BASEBALL LEAGUE RULES**

### ***LEAGUE RULES FOR 5 AND 6 YEAR BASEBALL***

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1. For the entire season, a tee will be used
2. For the first 30 minutes of the game each team will be provided instruction by their coaches on the basics of fielding, hitting, throwing, rules, etc.
3. All players who bat will be awarded the base regardless of the outcome of the play. All runners on the base will be awarded the succeeding base regardless of the play outcome.
4. Two innings will be played provided sufficient time exists. All teams should use a continuous batting order; batting the entire roster. A half inning is over when every player has batted.
5. Games that are rained out will not be rescheduled.