

SUMMER BALL RULES - 2020

INTERMEDIATE – AGES 6 & 7

PURPOSES: The main purposes of this program are to:

- A. **Teach and promote sportsmanship.**
- B. **Teach and promote the game of softball and baseball.**
- C. **Provide summer sports activity for the enjoyment and fun for elementary age children in Waterford Township.**

ELIGIBILITY:

- A. **Ages:**
Boys 6 & 7 Intermediate: Boys age as of August 31, 2020
Girls 6 & 7 Intermediate: Girls age as of January 1, 2020
We do allow parents to sign a Play-Up Waiver to play their child up a maximum of one-year.
- B. **Player Registration** Players will be added to team rosters by the Park and Recreation Department up until May 18, 2020 if there are openings on your team. Player additions after this date are done only with coach's approval. All players must have a signed player registration form and their payment turned in to the Waterford Parks and Recreation Department before they can play. The target number of players on an Intermediate Team = 10-12.
- C. **Returning Team**
 1. Last years' teams may enter the League with the following restriction: Only players on last years' roster may appear on this years' roster - any shortages will be filled from the general registration.

PLAYING RULES:

- A. The ONLY changes that coaches are allowed to make during the season are:
 1. To play coach pitch rules before the fourth (4th) week of the season.
 - a. If this change is being made, ALL COACH PITCH RULES MUST BE USED – NO EXCEPTIONS.
 2. To choose to be out rather than use the tee after your designated four (4) pitches. See *Section D, Coach Pitch, 1, b* for more information about this rule).

In order to make one or both of the above changes coaches must:

1. Must agree prior to the start of game. If an agreement to change the rules cannot be made between the two coaches, the rules distributed by the Parks & Recreation Department shall be used.
2. Let umpire(s) know which rules are being used for that particular game prior to start of game.

Only head coaches are able to decide if changes to rules will be used that game.

B. The Game

1. Official Rules - ASA Softball Rules will govern play with any variations listed in these rules.
2. Length - All games shall be 7 (seven) innings when **time and weather permit**.
Exception: Time Limit - No new inning shall start after 85 minutes have elapsed from the first pitch (umpires shall keep official time).
3. Minimum Number of Players - A team must have at least 7 (seven) eligible players present to begin the game. If a team has less than 7 (seven), they should borrow players from the opposing team and play the game! Maximum number players on the field is ten. No exceptions!
4. Results - No standings and/or score to be kept!!!
5. Protests - No protests are allowed!

B. The Field

1. Games will be played on grass and/or dirt fields.
2. Base Length - 60'
3. Pitchers Mound - 35'
4. Extended Foul Territory - An 8 (eight)-foot radius shall be extended from the tip of home plate. Any batted ball that does not travel past this radius is considered to be foul.
5. Restraining Lines - Diamonds that are not fenced in will have restraining lines put down. All players, not playing defensively, not at bat, or on base must remain behind these lines.

C. Equipment

1. Uniforms - Matching T-shirts and hats.
2. Shoes - Metal and plastic cleats are prohibited from use, must be soft rubber.
3. Gloves - Any type of glove or mitt may be used at any position.
4. Bats - Any Official Softball, Youth Baseball, or approved Safety bats are allowed in game play.
5. Ball - Boys will use 9" safety ball (level 1) and the girls will use 11" safety ball.
6. Helmets - All offensive players must wear a NOCSAE approved batting helmet while on the playing field. *Many helmets will have the logos embossed or stamped into the material, but others may use a permanent label.*
7. Catcher's Equipment - The catcher must wear a protective helmet with facemask and throat protector, Shin guards, and body protector. For boys, it is recommended that they wear a protective cup when catching.

D. Rules

T-BALL (FRIST 2 ½ WEEKS)

Offensive Rules

1. Batting Order – 8 players will bat each ½ inning. Each player that appears for the game must be included in the batting order. No player may take a second turn at bat until every other teammate present at the game has batted.
2. At Bat - Each player will hit the ball off the tee.
 - a. Batter has an unlimited number of swings to hit a fair ball.
 - b. Batter must wait until pitcher motions (mimics a pitched ball) to swing at ball. Penalty: No pitch is declared, all runners return to bases, and play is replayed.
 - c. If a batter throws his or her bat (intentionally or accidentally) and endangers the safety of another player, or umpire the ball is dead, the batter is out, and runners return to their bases.
 - d. Outs will be called, but players remain on their base.
3. Bunting - No intentional bunting is allowed.
Penalty: Ball is dead, batter is out, and runners return to their bases

4. Base Running - Base runners may leave the base when batter hits the ball. Runner may advance to 1st base when the ball is hit, no farther.
5. Offensive & Defensive Coaches - Each team is limited to (3) three adults in the playing area: First (1st) baseline, third (3rd) baseline and one (1) in playing field. The adults must be designated to the umpire before the game. They are not to discuss any call with the umpire; that is the responsibility of the Head Coach.

COACH PITCH (SECOND 2 ½ WEEKS)

1. Each team will have their coach designate an adult to pitch to their own team. This adult must not interfere with the defensive players or coach from the pitching position.
 - a. Batter has four (4) pitches to hit a fair ball.
 - b. If unsuccessful at hitting the four (4) pitches the batter will bat off the tee and has an unlimited number of swings to hit a fair ball. This decision needs to be made prior to the game, both coaches in agreement, and umpire notified. If it is decided to play without the tee, then all players on both teams will play without the tee. If both coaches are not in agreement, then everyone plays with the tee after 4 pitches.
 - c. If a batter throws his/her bat (intentionally or accidentally) and endangers the safety of another player or umpire, the ball is dead, the batter is out, and runners return to their bases.
 - d. Outs are called.
2. Bunting - No intentional bunting is allowed.
Penalty: Ball is dead, batter is out, and runners return to their bases.
3. Base Running - Base runners may leave the base when batter hits the ball.
 - a. **T-Ball:** Runner may advance to first base when ball is hit, no farther.
 - b. **Coach Pitch:** Extra base hits are allowed. Once an attempt to make a play is made by a defensive player, runner must stop at base he/she is at.
4. Penalty for leaving early: Play is dead and runner returns to base.
5. Offensive Coaches - Each team is limited to (2) two adults in the playing area: First base coach and third base coach only. The playing area is designated by a line running parallel to the first and third base lines. The adults must be designated to the umpire before the game. They are not to discuss any call with the umpire; that is the responsibility of the Head Coach.

E. Defensive Rules

1. Number of Defensive Players
 - a. Each team is limited to 10 (ten) players on the field defensively at any one time. Six (6) in the infield and four (4) in the outfield.
2. Defensive Line-Up
 - a. Playing in the field is mandatory.
 - b. Substitutes will play alternate innings with starters; for example, player A, a starter, plays odd numbered innings 1, 3 and 5; his replacement player B plays the even numbered innings 2, 4 and 6. This helps to assure equal playing time in the event the time limit on games prohibits playing 7 innings.
3. Positioning
 - a. No player on defense may stand closer to home plate than the pitcher. This does not include the catcher. Infielders should be taught the proper position. Umpires decision will be final.
 - b. The pitcher must remain on the rubber until the ball is hit.
 - c. All outfielders must remain in the outfield. Outfielders must start in the grass but once ball is in play can move into the infield, but may not cross the imaginary line that runs from 1st to 2nd to 3rd base.

4. Ending The Play

- a. On every batter, the play will end when an infielder has possession of the ball after an unsuccessful attempt to put a runner out will stop play, with each runner being awarded the base they are approaching. No player can advance on an overthrow at 1st base first three weeks. Last 3 weeks player can advance on an overthrow at 1st base only. Player must stop at second. If there is an overthrow at 1st base and bases are loaded players on bases advance
- b. If a team successfully throws a runner out, the ball remains live and any other runners may try to advance further at the risk of being thrown out. Once the umpire sees what he/she deems an intent by the lead runner to return to the last base touched, and if there is no throw attempted on that runner; they will stop play. This is a judgment call and not open to discussion. (Coaches may want to clarify the definition of Intent to Make a Play with the umpires prior to the game).
- c. Live Ball – if a ball isn't hit out of the infield, it is still a live ball and runners may advance.

SPORTSMANSHIP

- A. Razzing of players by opposing players, coaches, or spectators is prohibited. Umpires have the authority to suspend any game in case of continued unsportsmanlike conduct. One warning will first be given by the umpire to the manager of the offending team.
- B. Any player, their coach or fan ejected from the game for unsportsmanlike conduct must sit out their team's next game.

SPECTATORS

- A. Pets - Pets do not belong at the ballpark. Anyone bringing a pet to the games will be asked to either take the pet back to their car or leave the park.
- B. Alcohol - alcoholic beverages are not permitted on school or park grounds. Fans caught consuming alcohol at games will be asked to get rid of the beverage and leave the grounds.
- C. Profanity - Profanity has no place in a youth program such as this.
- D. Smoking – Please refer to smoking policy

INCLEMENT WEATHER:

- A. The Rainout Number for the Summer Ball League is (248) 618-7672.
- B. The Rainout Number will be updated by 4:30PM on days when weather is inclement. But please note that many times the Rain Out Number is changed/updated throughout the evening based on changing weather conditions (for example: early games could be played, but later games might be cancelled) so you may have to check back if the weather changes.
- C. HEAT INDEX – Games may be cancelled or shortened due to the Waterford Parks & Recreation Department's Heat Index Policy.