

## **PINTO SOFTBALL RULES**

### **General Softball Rules**

- This league plays all games on a Lamp Field #5. The field has a base distance of 50 feet, and a distance from pitching rubber to home plate of 30 feet. An 11-inch reduced injury factor (RIF) ball is used in this league.
- Special rules apply to this league as follows:
  - No player should play the same position for more than two innings at a time; however, players may be placed back at a position previously played.
  - No player shall sit more than one inning at a time unless that player is sick or injured.
  - Players are required to wear a helmet while batting in the cages, at practice, and during games. Helmets must be worn while in the on-deck circle and on base. If players do not have their own helmet, coaches may request loaner helmets from the OSAA Equipment Manager.
  - Omaha Suburban will provide softball equipment to each head coach. The equipment is the responsibility of the head coach, and all equipment must be returned at the end of the season.
  - Coaches On The Field:
    - OFFENSE: While batting, one coach is needed behind the catcher to call balls, strikes, and outs for their own team. Additional coaches are allowed in the third base coaching box, the first base coaching box, and/or near the pitching mound / dugout to coach-pitch.
    - DEFENSE: While on defense, one coach is allowed in the outfield to help with instruction and positioning players. Coaches are not allowed to catch in the Pinto league.
  - Softball pants in white, gray, or black are encouraged, but not required.

### **Borrowing Players**

- Borrowed players must be OSAA-registered softball players, the appropriate age for the age group they are playing in, and must wear their own team shirt when playing for another team.
- Borrowed players must be placed in the last open positions of the batting order, and are only allowed to play outfield positions on defense.
- Should regular team players arrive before the end of the game, they must replace the borrowed players in the game. Violation of these rules will result in a forfeit.

## **Team**

- Each team will field 10 players (including 4 outfielders that must play off the dirt in the outfield grass).
- A team must have a minimum of 7 of their own players or the game will be declared a forfeit.
- A team may borrow up to two players to field a 9-player roster. There is no batting penalty for playing with less than 10 players.
- NOTE: For the post-season tournament, no borrowing of players is allowed.

## **Game**

- A game will consist of six (6) innings or 1 hour and 15 minutes and finish the inning. No new inning may be started after 60 minutes.
- A game will be called at 1 hour and 15 minutes drop-dead if there is a subsequent game scheduled and one of the teams is ahead by more than five (5) runs (which is the maximum runs you can score in one inning in this league), OR the home team is batting and they are ahead at the 1 hour 15 minute time limit.
- An inning will consist of 3 outs or 5 runs maximum, whichever comes first. The inning is over when 5<sup>th</sup> run crosses the plate. A new inning begins as soon as the third out is made, or the 5<sup>th</sup> run is scored in an inning. Games may end in a tie, extra innings will not be allowed, except for tournament play.
- The 15-run rule after three innings and 10-run rule after four innings will be in effect. Teams may continue playing if the 1 hour and 15 minute limit has not been reached, but the game will end drop-dead at the 1 hour and 15 minute time limit.

## **Tiebreaker**

- Regular season games may end in a tie. In tournament play, there must be a winner so the International Tie-Breaker Rule will be played.

## **Umpiring**

- Coaches are the umpires for all defensive and offensive plays that occur. A coach for the batting team calls balls, strikes, and outs for their own batters. A separate coach for the batting team must be available to pitch to their own players.
- Strikes will be called if the pitch is in the strike zone. A batter can be called out on a third strike pitched. The batter is out on a dropped 3rd strike.

## **Pitching**

- A combination of player/coach pitching system will be used. When a coach is required to pitch, the defensive player will play at the position of pitcher, inside the 16ft circle.

- A pitcher is allowed to pitch only 1 inning per game.
- NO WALKS (with the exception of being hit by a pitch above the knee, not bounced) by a player-pitched ball. The batter can opt to continue batting in lieu of a walk.

**GAMES BEFORE MEMORIAL DAY** – A pitcher should throw at least one pitch per batter per inning. If the pitch is called a strike &/or the batter swings, the pitcher shall continue pitching. After one called ball to a batter, the batter's coach assumes the current count & pitches until the batter either hits or strikes out, no walks. Change in the number of pitches can be modified upon agreement by the coaches at the start of a game.

**GAMES AFTER MEMORIAL DAY** - A pitcher is required to throw to a batter until the count on the batter is at least two balls, then the batter's coach assumes the current count & pitches until the batter either hits or strikes out, no walks.

### **Tournament Play**

- A pitcher is allowed to pitch only 1 inning per game.
- A pitcher is required to throw to a batter until the count on the batter is at least two balls, then the batter's coach will assume the current count & pitch until the batter either hits or strikes out.

### **Pitching Rules**

ASA and OSA modified pitching rules apply - pitchers are allowed to choose:

1. to start with their stride foot behind (not touching) the pitching rubber;
  2. to step back off of the rubber with their stride foot before striding forward; or
  3. start with both feet touching the rubber before striding forward.
  4. (OSA) Based on the ability of a player(s) to pitch. At least one foot either front or back must be on the mound.
- If a pitcher hits 4 batters, they will be moved from the position for the remainder of the game.
  - A maximum of five (5) warm up pitches may be taken to start the game, between innings, and/or when a pitching substitution is made.

### **Batting**

- BOTH TEAMS WILL BAT EVERY PLAYER. A rolled or bounced ball that hits the batter will be called a ball, but no base awarded. Batters hit with a ball above the knee may take a base, or opt to continue batting. A batter is out on a dropped third strike. The umpire (batter's coach) may call a batter out on a called third strike.
- All fair balls are played (no infield fly rule). Only 5 runs count towards the total score per inning regardless of whether more runs score in the inning on the last hit.

- Coach-pitchers should try to avoid batted balls. If a coach-pitcher is hit by a batted ball, the ball is dead, runners must return to their base, and the batter's count will be what it was prior to batting the ball that struck the coach-pitcher.
- Bunting is not allowed.
- A rolled or bounced ball that hits the batter will be called a ball, but no base awarded. Batters hit with a ball above the knee may take a base, or opt to continue batting.

## **Base Running**

- No base stealing is allowed. A runner must hold the base until the ball is hit. One base advance on an overthrow, except on an overthrow to 1st base, the Batter-Runner may not advance beyond 1st base, but other base runners may advance one base.
- On any overthrow back to the pitcher, the base runners may not advance.
- On hit balls that do not leave the infield, runners may advance only to the next base.
- On hit balls that go to the outfield, runners may advance bases without limit, so long as the ball remains in the outfield. Once the ball is returned to the infield (aka the ball touches the dirt), regardless of whether a defensive player has possession of the ball, all runners may continue to the base they are heading toward but may not advance beyond that base.

## **Courtesy Runners**

- Coaches have the option to put in a courtesy runner for their catcher *only* so they are ready for the start of the next inning.
- The courtesy runner will be the batter who made the previous out.
- The only other time a courtesy runner may be used is when a player is injured while batting or running the bases.

## **Miscellaneous**

- Music (use of speakers) is only allowed to be played between innings and during warmups. Music walkup songs or walkup / lineup announcements are not permitted.
- There will be a post-season, single-elimination tournament beginning mid- to late-June. The softball season can be expected to run through June. Coaches are encouraged to let parents know this early in the season.