

District 1
2020 Fall Rules Matrix

	Rule	6U	8U	10U	12U	18U
1	Batting Lineup	All girls on the team. Substitute freely on defense. 6u - Batting through the lineup does not constitute teams switching sides (teams switch sides upon 3 outs or inning run limit).				
2	Defensive Players	10 - can play with 6. Missing players must be outfielders	10 - Can play with 8. Missing players must be outfielders.		9 - Can play with 8. Missing player must be an outfielder.	
3	Outfielder Positioning	Outfielders must be 10' beyond the baseline			No special rule	
4	Non-pitching infield positioning	No more than 5' in front of the baseline	minimum of 35' from home plate until the ball crosses the plate.		No special rule	
5	Pitching plate and machine	Coach Pitch (3 pitches) from 18', unlimited swings on the tee (No Strike Outs)	LV Slugger Catapult 35' at 32.5 MPH. Height can be adjusted for every at bat. Forced runner advance 1 base when ball strikes machine.	35'	40'	43'
6	Stopping 6u & 8u runners	Umpire (8u) or Coach (6u) shall call TIME when the LEAD RUNNER has stopped or abandons the effort to advance. Once the play has been stopped, no other runners may advance beyond the last base tagged. If, after play has been stopped, two runners occupy the same base, the trailing runner must return to the previously tagged base. Defensive player with possession of the ball may request "time" in front of the Lead Runner in the advancing baseline, NOT IN THE CIRCLE.				
7	Texas Tie-Breaker	None - Game can end in a tie			Runner on 2nd, no outs. Only 1 tie-breaker inning, if time permits. Games can end in a tie.	
8	Runners Leaving Base	Once the ball is hit	When the ball reaches the plate	When the ball leaves the pitcher's hand		
9	Stealing Bases	No Stealing			Yes. Ball remains live. Batter/Runner may steal 2nd immediately after receiving a walk.	
10	Infield Fly Rule	Does not apply				Does apply
11	Mercy Rule	15 runs after 3 innings or 10 runs after 4 or more innings (2.5 innings if the home team leads by 15 or 3.5 innings if the home team leads by 10)				
12	5 Run Continuation Rule	The half inning is over at the end of the play where the batting team has scored 5 or more runs. In the event 4 runs have been scored in the inning and the ball is put into play and more than 1 run is scored before the play has stopped, those runs exceeding 5 will be counted. Example: If the bases are loaded after 4 runs have been scored for the inning and a grand slam is hit, the score for the inning would be 8 runs scored				
13	Innings pitched per game	N/A			No limit. Pitchers may be removed & return unlimited times as long as they were not removed by rule (2nd coach trip to the pitcher)	
14	Overthrow Rule	Runners are permitted up to 1 base on an overthrow to 1st or 2nd	Runners are permitted up to 1 base on an overthrow to 1st base only. (Batter stops at 2nd, runner at 1st stops at 3rd, runner at 2nd could advance home)	None		
15	Special Pitching Considerations	3 coach pitches then tee	5 hittable pitches. Additional pitch if the last pitch is fouled	None		
16	6u eligible players playing 8u	Players league age 6 and under are allowed to hit off of a tee but are still held to the 5 swing/pitch rule. The player shall receive 3 hittable pitches and then the tee for last 2 swings. Player can strike out. This rule only applies if the park was unable to field a 6u team. If they have a 6u team, there is no use of the tee in 8U games.				
17	Bunting	No	Yes. Bunting the 5th pitch foul is an out	Yes. Bunting the 3rd strike foul is an out		
18	Fake Bunt then Swing	No	No	Yes		
19	Walks	No	No	Yes	Yes	Yes
20	Dropped 3rd Strike	Does not apply				Does apply
21	Defensive Coaches	3 (2 in the field, 1 behind the plate)			1 (outside the dugout)	
22	Length of Game	6 innings or no new inning after 80 minutes or mercy rule				7 innings or no new inning after 80 minutes or mercy rule
23	Sliding	Coaches in all age groups are encouraged to study Rule 7.14 in the Babe Ruth Softball Rule Book				
24	Less than 9 players	Coaches may borrow a player. Borrowed players must bat last in the line-up and play in the outfield. Borrowed players must be from within their association or from the opposing team. **Pitchers are an exception. When/if a team is minus an <i>appropriately experienced pitcher</i> , they may borrow from another team in their association/opposing team. This caveat is in place for the benefit of the players and respect for the game. All borrowed players are to be addressed & identified at plate meeting.				
25	All rules are negotiable so long as both teams' Head Coaches and the umpire agree at the plate meeting prior to the game starting					