



Lou Gehrig Softball

Minor A

Updated June 2022

General

- 1) Regular season games are 6 innings with a **four-run limit** in all innings until the last inning which will allow unlimited runs for both teams*.

Time limit on each game is **1 hour and 40 minutes** and no inning can start after this time limit.

Drop dead limit is **2 hours** from the scheduled start time of game.

- if the 2 hour limit is reached within the last inning, the game will roll back to the last completed inning.

**If a game will not reach the 6th inning due to time, both managers, along with the umpires, will need to deem the upcoming inning the 'last inning' as you approach that 1 hour 40 minute mark. Please see 'Softball General Rules' for more detail on playoff time limits and weather related interruptions.*

- 2) A 10-foot arc will be marked from home plate: all batted balls must pass this line to be "fair"; otherwise, it is called "foul."
- 3) Pitching rubber and pitching machine is 35 feet from home plate. This distance is measured from the back 'point' of home plate.
- 4) Pitching machine should be set at **35 MPH**.

Hitting / Running

- 5) Players will hit off the pitching machine the entire season.
- 6) Teams will use a continuous batting order – everyone bats.
- 7) No base on balls, 3 (three) strikes, no bunting. The batter is allowed a maximum of 7 (seven) pitches, but if the 7th pitch is a foul ball, dead ball or un-hittable **as declared by the umpires**, the batter will get another pitch.
- 8) When the ball is hit, the batter may advance (at own risk) a maximum as follows:
 - Infield hit: 1 base
 - Beyond infielder (defined as reaches grass of outfield), unlimited.
- 9) A base runner may not advance on an overthrow.
- 10) A batted ball hitting the pitching machine is a dead-ball single, with the batter being awarded 1st base. Only base runners with runners behind them will advance. (i.e. runners at 1st and 3rd, batter hits



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the machine, batter is awarded 1st base, runner from 1st base moves to 2nd. The runner on 3rd base would stay)

11. Stealing is not allowed. No base leadoff; runners must remain on the base until the ball is hit.

12. Runners may advance at their own risk on a base hit according to the following:

- On an infield hit (does not reach grass) they must stop at their current base once an infielder has possession of the ball on the dirt infield or once there has been one play at a base. If the runner is not at least halfway to the next base when possession is obtained, the runner must return to the previous base.
- On an outfield hit (ball reaches grass) runner must stop at their current base once the outfielder has THROWN the ball into the infield, hitting the dirt. (this is regardless of possession by an infielder.) The runner must also stop at their current base once an infielder has possession after catching said ball from the outfielder.

13. Defense will play ten players (four outfielders).

- Defense can play up to 11 players (five outfielders through May 31)

14. Defensive set up

- a) Outfielders must start no closer than 10 feet from edge of outfield grass and may not be used to play a base. A fielded ball by the outfielder must be thrown, not run back to the infield. If a ground ball gets **past** the infielder, the outfielder can make a play on the ball. The outfielder can make a play on fly ball hit in front of them if the ball travels beyond the infielders.
- b) For a “skinned” field, infielders must start within 3 – 5 feet of the baseline.
- c) The girl playing the pitcher's position must wear a helmet. She must remain even or behind the pitching rubber until the ball is hit. She must **not** enter the pitching circle. When fielding a batted ball, the pitcher should throw to the base. She may not run and tag the base for the out.
- d) The outfielder may not throw the batter out at first base on a base hit.
- e) All fielders are required to wear a fielder's mask. Pitchers must wear a batting helmet with face guard. Catchers must wear catchers gear (shin guards, helmet, chest protector).

NOTE: THE GIRL'S SAFETY COMES FIRST!

15. Team may put one defensive coach/ parent in the outfield through May 31st.

16. Infield fly rule is waived.

17. Minor A - Catcher is considered an outfield position and may not be played for more than one inning.



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18. For both regular season and playoffs, every player must play at least four defensive innings. Players must be rotated every 2 innings to a new defensive position. They must play at least 2 innings in the infield and 2 innings in the outfield. Players may only play a maximum of 2 innings at a specific defensive position. This rule also applies to call-ups.