

# PHBSA 8U SOFTBALL RULEBOOK



## **1.0 8U Softball league playing rules**

- 1.01 Current official national federation high school rules with the following exceptions and provisions.
- 1.02 Official 8U softball league game shall consist of six (6) innings or 2 hours - whichever occurs first. . No new inning may begin after two (2) hours from the start of the game. In the event of a tie, see PHBSA rule 7.07. If at, or beyond, the two (2) hour time limit, in third (3rd) inning or beyond, and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game.
- 1.03 In a six (6) inning game, if necessary to be stopped, for weather or curfew, a game is considered a complete (regulation game) after four (4) complete innings, regardless of which team is winning, or after three and one half (3 1/2) innings if the home team is winning.
- 1.03b Any game called because of weather or curfew, which is not a regulation game, will be considered a suspended game and will be completed at a later date when possible based on scheduling. (See general rule 6.04)
- 1.03c In case of a tie after six (6) innings, the game will continue until no longer able to play, due to weather or curfew. (See general rule 7.07.)
- 1.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.
- 1.05 Players are not allowed to play in games while wearing a cast.
- 1.06 Players leaving for anything other than an injury or illness will be considered out when it is their time to bat (this includes ejections).
- 1.07 Every player on the team who is present for the game will play a minimum of five (5) Innings defensively on an official six (6)-inning game. Two (2) innings minimum must be in the Outfield or at catcher. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. We as a board do not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.
- 1.08 Each player on the team, who is present for the game, will be included in the batting order and take her turn at bat for the entire game, even though they are not playing defensively.
- 1.09 Players must bat in the same order throughout the game whether or not they are playing defensively. No order changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.
- 1.10 One-half (1/2) inning is three outs or batting a team’s lineup once. Each team will have an equal number of roster batters in any half inning. (Example: if three (3) outs are not achieved and team #1 has fourteen (14) players and team #2 has thirteen (13) players, the number one batter in that inning on team #2 may bat again to equal the number of batters in team #1’s lineup). The ball is dead and the half inning ends when the batter’s progress ceases. This rule is in effect for all innings, except the 6th inning. See Rule 1.10a.

1.10a Scoring in the 6th inning is unlimited. During the 6th inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided.

1.11 Teams will play ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing four (4) outfielders. A team may start the game with a minimum of eight (8) players. In the event a ninth player does not join the game, an out will be assessed in the ninth player batting order of the same team. In the event of injuries, the game may be completed with eight (8) players and an out will not be assessed in that players' spot. Less than eight (8) players will result in a forfeit.

1.12 A difference of fifteen (15) runs at the end of four (4) innings will constitute a complete game. (three and one half (3 ½) if the home team is ahead), or a difference of ten (10) runs after five (5) innings will constitute a complete game. (4 ½ innings if the home team is ahead).

1.13 The only players swinging bats will be the batter and the player in the on-deck circle. In the event a player illegally swings a bat within the confines of the playing field, the umpire will warn the player once. The second team offense is an automatic out.

1.14 Swinging a bat outside the confines of the playing field is absolutely prohibited. Penalty: ejection from the game.

1.15 The designated hitter rule does not apply.

1.16 Base runners are not allowed to steal bases.

1.17 Base runners may not leave the base until the ball crosses the plate. Penalty: the runner is out, and play continues.

1.18 The batter is out on the third strike, even if the catcher does not catch the ball.

1.19 The infield fly rule does not apply.

1.20 In the event that the ball is hit to the outfield, the runners may advance bases until the ball crosses the baselines (the baselines being the imaginary straight line connecting first and second base and second and third base). At this time, any runner past the halfway mark will advance to the base, any runner not to the half-way mark must return to the last base passed. If a conflict should result due to two (2) or more base runners reaching or not reaching the half-way mark, all base runners in this conflict will advance or return to a base coincident to the results of the furthest base runner.

1.21 During the course of the game, the ball becomes dead, and play is stopped if the ball is thrown to a defensive player attempting to make an out at any base and the ball is either overthrown or uncaught by the defensive player. The runners will proceed to the next base if the runner started to advance to the next base at the time of the overthrown or uncaught ball. If a conflict should result, the base runner(s) will be given the bases(s).

1.22 The batter is awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder.

1.23 Pinch runners may only be used in cases of injury.

1.24 An injured base runner, on the immediate previous play, will be replaced by the last batted out. Any player removed from the lineup is not considered an automatic out.

1.25 Two (2) coaches of the defensive team may be placed in the outfield to instruct players. The coaches must remain in the outfield area at all times, and cannot physically assist players, or touch a live ball at any time.

1.26 Home team will be responsible for setting the bases and chalking the fields. Visiting team will be responsible for removing all bases. Both teams are responsible for picking up trash around and in their dugout.

1.27 Slap hitting is not allowed.

1.28 Switch hitting during an individual at bat is legal. A player may hit from both sides of the plate within any at bat.

## **2.0 8U softball league-pitching rules**

2.01 During the FIRST four (4) innings, the adult pitcher will pitch a maximum of six (6) pitches per player at bat.

2.02 During the FIRST four (4) innings, a player will also be designated as a pitcher for the purpose of fielding that position. This player must wear a batting helmet with a protective mask and stand in a position within the pitcher's circle no closer to the batter than the adult pitcher. The player pitcher may move closer once the ball has been hit. The player must remain within 6 feet of the pitcher prior to the pitch.

2.03 During the LAST two (2) innings of play, the player pitcher will be allowed to throw a maximum of four (4) pitches per batter. During this period, balls and strikes will be called. If at the end of four (4) pitches, the batter has not put the ball into play or struck out, the batting teams coach will enter the game. The strike count remains the same. The coach will then deliver up to four (4) additional pitches to the batter, if the batter has not put the ball into play, or struck out swinging, the batter will be declared out. This rule eliminates walks, while encouraging batters to be aggressive at the plate.

2.04 The balk rule does not apply.

2.05 The adult pitcher must be on the field in the area of the pitcher when his/her team is at bat. The adult pitcher shall not act as a base coach while in this position.

2.06 The adult pitcher must make every attempt to avoid interfering with the ball. A batted ball that strikes the adult pitcher, or cannot be fielded cleanly due to interference by the adult pitcher, according to the umpire's judgment is considered dead, no pitch.

2.07 A batter shall not be entitled to first base as a result of being hit by a pitch.

2.08 During the first three weeks of the season, the league may choose to use ONLY COACH PITCH to help players become comfortable with the game.

## **2.10 8U softball league playing field**

2.11 Fifty-five (55) foot distance between bases.

2.22 Thirty-two (32) feet from the back point of home plate to the front edge of the pitching rubber.

2.23 There will be a pitching circle around the pitching mound. (16 feet dia.)

2.24 Games will use an 11 inch softball

# PHBSA 10U SOFTBALL RULEBOOK



### **3.0 PHBSA 10U softball league playing rules**

3.01 Current national federation high school rules apply with the following exceptions and provisions.

3.02 Managers or coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the PHBSA code of conduct, which is located at [www.pinckneyballl.org](http://www.pinckneyballl.org) for additional information. It is the responsibility of the Head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

3.03 An official midget softball league game shall consist of six (6) innings. No new inning may begin after two (2) hours from the start of the game. If at, or beyond, the two (2) hour time limit, in third (3rd) inning or beyond, and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game, regardless of the number of outs achieved.

3.03a In a six (6) inning game, if necessary to be stopped, for weather or curfew, a game is considered a complete (regulation game) after four (4) complete innings, regardless of which team is winning, or after three and one half (3 1/2) innings if the home team is winning.

3.03b Any game called because of weather or curfew, which is not a regulation game, will be considered a suspended game and will be completed at a later date when possible based on scheduling.

3.03c In case of a tie after six (6) innings, the game will continue until no longer able to play, due to weather or curfew.

3.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

3.05 Players are not allowed to play in games while wearing a cast.

3.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.

3.07 Players leaving for anything other than an injury or illness will be considered out when it is their time to bat (this includes ejections).

3.08 Every player on the team who is present for the game will play at least five (5) innings defensively of an official six (6) inning game. Two (2) innings minimum must be in the outfield. The "penalty" for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.

3.09 Each player on the team, who is present for the game, will be included in the batting order and take her turn at bat for the entire game, even though they are not playing defensively.

3.10 Players must bat in the same order throughout the game whether or not they are playing

defensively. No changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.

3.11 Inning termination: A five (5) run limit per inning will apply, with the exception of the sixth (6th) inning, which will be unlimited. During the 6th inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided, by the home team batting and achieving a winning score. At which point the game will be complete, regardless of the number of outs.

3.12 Teams will play ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing four (4) outfielders. A team may start the game with a minimum of eight (8) players. In the event a ninth (9) player does not join the game, an out will be assessed in the ninth (9) player batting order of the same team. In the event of injury, an out will not be assessed to that person in the batting order. The Game may be completed with eight (8) players. Less than eight (8) players will result in a forfeit.

3.13 A difference of fifteen (15) runs at the end of four (4) innings will constitute a complete game. (three and one half (3 ½) if the home team is ahead), or a difference of ten (10) runs after five (5) innings will constitute a complete game. (4 ½ innings if the home team is ahead).

3.14 A game called because of curfew that is not a regulation game is considered a suspended game and will be continued at a later date.

3.15 In the case of a tie score after six (6) innings or time limit, the game will continue until no longer able to play. (Example: weather, curfew, darkness)

3.16 In a six (6) inning game, if it is necessary to be stopped for weather, a game is considered a complete (regulation game) if at least three and one half (3 1/2) innings of the game has been played and the home team is ahead.

3.17 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited. The only players swinging bats, during games, will be the batter and the player in the on-deck circle. On-deck hitters should be on the baseline behind the hitter (3rd baseline for a right-handed hitter, 1st baseline for a left-handed hitter) In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the Head coach once. Subsequent penalty may result in the Head coach being ejected for breaking this rule.

3.18 The designated hitter rule does not apply.

3.19 The only way a runner on 3<sup>rd</sup> – at the time of the pitch can advance is by: batted ball, forced by a walk, or if a play is made at 3<sup>rd</sup> base. This will encourage throws to 2<sup>nd</sup> base for experience sake

3.20 The infield fly rule does not apply.

3.21 The batter cannot advance to first base on a third strike that is not caught by the catcher.

3.22 Stealing of bases will be allowed after the ball crosses the plate.

3.22a Base runners may not steal home.

3.23 On a walk, a runner may not advance beyond first base, unless a play is made at another base.



3.24 The batter is awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder.

3.25 If a defense player is removed from the lineup for any reason, other than injury, the player cannot return to the line-up until the next inning.

3.26 Pinch runners may only be used in cases of injury.

3.27 An injured base runner, on the immediate previous play, will be replaced by the last batted out. Any player removed from the lineup is not considered an automatic out.

3.28 A maximum of two (2) coaches of the defensive team may be placed in the outfield to instruct players. The coach must remain in the outfield area at all times, and cannot physically assist players, or touch a live ball at any time.

3.29 Runners may advance on overthrows except on stealing of 3rd base, the runners cannot steal home.

3.30 Slap hitting is not allowed.

3.31 Switch hitting during an individual at bat is legal. A player may hit from both sides of the plate within any at bat.

### **3.4 10U softball league pitching rules**

3.401 Nine (9) outs maximum per pitcher per day.

3.402 No intentional walks.

3.403 The balk rule does not apply.

3.404 If any pitcher is removed from that position before the maximum number of outs allowed, she may return to pitch until the maximum is achieved. This pitcher may return to the pitching position one (1) time per game.

3.405 The manager will be warned if the pitcher hits two (2) batters in a game. Should the pitcher hit a third batter, as a result of being wild, the umpire will have the pitcher removed from that position for the remainder of the game. This is a judgment call and applies only if the umpire determines that the batter(s) has made a sufficient effort to avoid being hit.

3.406 Pitchers will warm-up within the confines of the playing field. The home team bullpen will be down the third base line, the visiting team bullpen will be down the first base line.

3.407 A pitcher will be limited to 5 warm up pitches thrown between innings.

3.408 During the tournament games pitches are allowed to pitch 9 outs per tournament game.

### **3.5 10U softball league playing field**

3.501 Fifty-five (55) foot distance between bases.

3.502 Thirty-two (32) feet from the point of home plate to the front of the pitching rubber.

3.503 There will be a pitching circle around the pitching mound. Once the ball is in the pitching circle (extended straight up in the air, not just on the ground in the circle) the ball is dead regardless of possession.

3.504 The home team will be responsible for setting the bases and chalking the fields. The visiting team will be responsible for removing the bases after the game. Both teams are responsible for picking up trash in and around the dugouts.

3.505 Midget (11U) games will use an 11 inch softball

3.506 There will be a pitching circle around the pitching mound. (16 feet dia.)

# PHBSA 12U SOFTBALL RULEBOOK



## **4.0 12U softball league playing rules**

4.01 Current national federation high school rules apply with the following exceptions and provisions.

4.02 Managers or coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the PHBSA code of conduct, which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the Head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

4.03 An official 12u softball league game shall consist of six (6) innings. No new inning may begin after two (2) hours from the start of the game. In the event of a tie see rule 7.07. If at, or beyond, the two (2) hour time limit, in third (3rd) inning or beyond, and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game, regardless of the number of outs achieved.

4.03a In a six (6) inning game, if necessary to be stopped, for weather or curfew, a game is considered a complete (regulation game) after four (4) complete innings, regardless of which team is winning, or after three and one half (3 1/2) innings if the home team is winning.

4.03b Any game called because of weather or curfew, which is not a regulation game, will be considered a suspended game and will be completed at a later date when possible based on scheduling. (See general rule 6.04)

4.03c In case of a tie after six (6) innings, the game will continue until no longer able to play, due to weather or curfew. (See general rule 7.07.)

4.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

4.05 Players are not allowed to play in games while wearing a cast.

4.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batter out.

4.07 Players leaving for anything other than an injury or illness will be considered out when it is their time to bat (this includes ejections).

4.08 Every player on the team who is present for the game will play at least five (5) innings defensively of an official six (6) inning game. Two (2) innings minimum must be in the outfield. The "penalty" for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.

4.09 Each player on the team, who is present for the game, will be included in the batting order and take her turn at bat for the entire game, even though they are not playing defensively.

4.10 Players must bat in the same order throughout the game whether or not they are playing defensively. No changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.

4.11 Inning termination: A five (5) run limit per inning will apply, with the exception of the sixth (6th) inning, which will be unlimited. During the 6th inning, each team will continue to bat until three (3) outs have been reached, or the home team batting and achieving a winning score has decided the outcome of the game. At which point the game will be complete, regardless of the number of outs.

4.12 Teams will play ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing four (4) outfielders. A team may start the game with a minimum of eight (8) players. In the event a ninth (9) player does not join the game, an out will be assessed in the ninth (9) player batting order of the same team. In the event of injury, an out will not be assessed to that person in the batting order. The game may be completed with eight (8) players. Less than eight (8) players will result in a forfeit.

4.13 A difference of fifteen (15) runs at the end of four (4) innings will constitute a complete game. (three and one half (3 ½) if the home team is ahead), or a difference of ten (10) runs after five (5) innings will constitute a complete game. (4 ½ innings if the home team is ahead).

4.14 In the case of a tie score after six (6) innings or time limit, the game will continue until no longer able to play. (Example: weather, darkness) refer to PHBSA general rule 7.01

4.15 In a six (6) inning game, if it is necessary to be stopped for weather, a game is considered a complete (regulation game) if at least three and one half (3 1/2) innings of the game has been played and the home team is ahead.

4.16 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited. The only players swinging bats, during games, will be the batter and the player in the on-deck circle. On-deck hitters should be on the baseline behind the hitter (3rd baseline for a right-handed hitter, 1st baseline for a left-handed hitter) In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the Head coach once. Subsequent penalty may result in the Head coach being ejected for breaking this rule.

4.17 The designated hitter rule does not apply.

4.18 The only way a runner on 3<sup>rd</sup> – at the time of the pitch can advance is by: batted ball, forced by a walk, or if a play is made at 3<sup>rd</sup> base. This will encourage throws to 2<sup>nd</sup> base for experience sake

4.19 The infield fly rule does not apply.

4.20 The batter cannot advance to first base on a third strike that is not caught by the catcher.

4.21 Stealing of bases will be allowed after the ball crosses the plate.

4.21a Base runners may not steal home.

4.22 On a walk, a runner may not advance beyond first base, unless a play is made at another base.

4.23 The batter is awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule

double when the injury is to an outfielder.

4.24 If a defense player is removed from the lineup for any reason, other than injury, the player cannot return to the line-up until the next inning.

4.25 Pinch runners may only be used in cases of injury.

4.26 An injured base runner, on the immediate previous play, will be replaced by the last batted out. Any player removed from the lineup is not considered an automatic out.

4.27 A maximum of two (2) coaches of the defensive team may be placed in the outfield to instruct players. The coach must remain in the outfield area at all times, and cannot physically assist players, or touch a live ball at any time.

4.28 Runners may advance on overthrows except on stealing of 3rd base, the runners cannot steal home.

4.29 Slap hitting is not allowed.

4.30 Switch hitting during an individual at bat is legal. A player may hit from both sides of the plate within any at bat.

4.31 Players will start each at-bat with a 1-1 count - One ball and one strike

## **5.0 12U softball league pitching rules**

5.01 Nine (9) outs maximum per pitcher per day.

5.02 No intentional walks.

5.03 The balk rule does not apply.

5.04 If any pitcher is removed from that position before the maximum number of outs allowed, she may return to pitch until the maximum is achieved. This pitcher may return to the pitching position one (1) time per game.

5.05 The coach will be warned if the pitcher hits two (2) batters in a game. Should the pitcher hit a third batter, as a result of being wild, the umpire will have the pitcher removed from that position for the remainder of the game. This is a judgment call and applies only if the umpire determines that the batter(s) has made a sufficient effort to avoid being hit.

5.06 Pitchers will warm-up within the confines of the playing field. The home team bullpen will be down the third base line, the visiting team bullpen will be down the first base line.

5.07 A pitcher will be limited to 5 warm up pitches thrown between innings.

5.08 During the tournament games pitches are allowed to pitch 9 outs per tournament game.

## **6.0 12U softball league playing field**

6.01 Fifty-five (55) foot distance between bases.

6.02 Thirty-two (32) feet from the point of home plate to the front of the pitching rubber.

6.03 There will be a pitching circle around the pitching mound. Once the ball is in the pitching circle (extended straight up in the air, not just on the ground in the circle) the ball is dead regardless of possession.

6.04 12U games will use a 12 inch softball

6.05 There will be a pitching circle around the pitching mound. (16 feet dia.)

# PHBSA 14U SOFTBALL RULEBOOK





## **7.0 14U softball league playing rules**

7.01 Current national federation high school rules apply with the following exceptions and provisions.

7.02 Coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the PHBSA code of conduct, which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the Head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

7.03 An official 14U league game shall consist of seven (7) innings. No new inning may begin after two (2) hours. In the event of a tie see rule 7.07. If at, or beyond, the two (2) hour time limit, in fourth (4th) inning or beyond, and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game, regardless of the number of outs achieved.

7.03a In a seven (7) inning game, if necessary to be stopped for weather, the game is considered a complete (regulation game) after five (5) complete innings, regardless of which team is winning, or after four and one half (4 1/2) innings if the home team is winning.

7.03b Any game called because of weather, which is not a regulation game, will be considered a suspended game and will be completed at a later date when possible based on scheduling. (See general rule 6.04)

7.03c In case of a tie score after seven (7) innings, the game will continue until no longer able to play. (See general rule 7.01)

7.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

7.05 Players are not allowed to play in games while wearing a cast.

7.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.

7.07 Players leaving for anything other than an injury or illness will be considered out when it is their time to bat (this includes ejections).

7.08 Every player on the team who is present for a game will not sit on the bench more than two (2) innings and those innings must not be consecutive. Every player must play a minimum of two (2) infield innings of an official seven (7) inning game. The "penalty" for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed. Teams must start by fielding at least eight (8) players. Fewer than eight (8) players will result

in forfeit.

7.09 Each player on the team, who is present for the game, will be included in the batting order and take her turn at bat for the entire game, even though they are not playing defensively.

7.10 Players must bat in the same order throughout the game whether or not they are playing defensively. No changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.

7.11 Inning termination: A five (5) run limit per inning will apply, with the exception of the seventh (7th) inning, which will be unlimited. During the 7th inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided, by the home team batting and achieving a winning score. At which point the game will be complete, regardless of the number of outs.

7.12 Teams will play ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing four (4) outfielders. A team may start the game with a minimum of eight (8) players. In the event a ninth player does not join the game, an out will be assessed in the ninth (9) player batting order of the same team. In the event of injuries, the game may be completed with eight (8) players. Less than eight (8) players will result in a forfeit.

7.13 A difference of fifteen (15) runs at the end of four (4) innings will constitute a complete game. (Three and one half (3 ½) if the home team is ahead), or a difference of ten (10) runs after five (5) innings will constitute a complete game. (4 ½ innings if the home team is ahead).

7.14 A game called because of weather that is a regulation game is considered a suspended game and will be continued at a later date. See PHBSA general rule 6.04.

7.15 In the case of a tie score after seven (7) innings or time limit, the game will continue until no longer able to play. (Example: weather, darkness) refer to PHBSA general rule 7.01.

7.16 If it is necessary to stop a game due to weather. A game is complete after five (5) innings. (four and one-half (4 ½) if the home team is ahead).

7.17 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited. The only players swinging bats, during games, will be the batter and the player in the on-deck circle. On-deck hitters should be on the baseline behind the hitter (3rd baseline for a right-handed hitter, 1st baseline for a left-handed hitter) In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the Head coach once. Subsequent penalty may result in the Head coach being ejected for breaking this rule.

7.18 The batter may advance to first base on a third strike that is not caught by the catcher.

7.19 The designated hitter rule does not apply.

7.20 Stealing of bases will be allowed after the ball leaves the pitcher's hand on the pitch.

7.21 Home plate may be successfully stolen one time per inning, per team, on any pitcher catcher change. Runner on third at the time of the pitch, may not advance home when an attempt is being made to put out a runner at any first or second base.

7.22 On a walk, a runner may not advance beyond first base, unless a play is made at another base.

7.23 The batter is awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder.

7.24 If a defense player is removed from the lineup for any reason, other than injury, the player cannot return to the line-up until the next inning.

7.25 Pinch runners may only be used in cases of injury.

7.26 An injured base runner, on the immediate previous play, will be replaced by the last batted out. Any player removed from the lineup is not considered an automatic out.

7.27 Runners may advance on overthrows at any base.

7.28 The only way a runner on 3<sup>rd</sup> at the time of the pitch can advance is by: batted ball, forced by a walk, forced by a dropped third strike or if a play is made at 3<sup>rd</sup> base. This will encourage throws to 2<sup>nd</sup> base for experience sake.

7.29 Slap hitting is allowed in this division only.

7.30 If the catcher overthrows the pitcher the runners may advance a base but must stop at 3<sup>rd</sup> base. The runner may not steal home.

7.31 Switch hitting during an individual at bat is legal. A player may hit from both sides of the plate within any at bat.

7.32 During the tournament games, pitchers are allowed to pitch 12 outs per tournament game.

## **8.0 14U softball league pitching rules**

8.01 Twelve (12) outs maximum per pitcher, per day with a maximum of twelve innings per week. One (1) pitch per inning constitutes one (1) inning pitched.

8.02 No intentional walks.

8.03 The balk rule does not apply.

8.04 If the starting pitcher is removed from that position before the maximum number of outs allowed, she may return to pitch until the maximum is achieved. This pitcher may return to the pitching position one (1) time per game.

8.05 The coach will be warned if the pitcher hits two (2) batters in a game. Should the pitcher hit a third batter, as a result of being wild, the umpire will have the pitcher removed from that position for the remainder of the game. This is a judgment call and applies only if the umpire determines that the batter(s) has made a sufficient effort to avoid being hit.

8.06 Pitchers will warm-up within the confines of the playing field. The home team bullpen will be down the third base line, the visiting team bullpen will be down the first base line.

8.07 A pitcher will be limited to 5 warm up pitches thrown between innings.

## **9.0 14U softball league playing field**

9.01 Sixty (60) feet distance between bases.

9.02 Forty (40) feet from the point of home plate to the front of the pitching rubber.

9.03 There will be a pitching circle around the pitcher's mound. (16 ft dia.)

9.04 14U games will use a 12 inch softball

## **PHBSA 17U SOFTBALL RULEBOOK**



## **10.0 17U softball league rules**

10.01 All current MHSAA and National Federation High School (NFHS) rules apply with the following exceptions and provisions.

10.02 Coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the PHBSA code of conduct, which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the Head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

10.03 An official 17U league game shall consist of six (6) innings. No new inning may begin after two (2) hours. In the event of a tie, see rule 7.07. If at, or beyond, the two (2) hour time limit, in third (3rd) inning or beyond, and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game, regardless of the number of outs achieved.

10.03a In a six (6) inning game, if necessary to be stopped, for weather or darkness, a game is considered a complete (regulation game) after four (4) complete innings, regardless of which team is winning, or after three and one half (3 1/2) innings if the home team is winning.

10.03b Any game called because of weather or darkness, which is not a regulation game, will be considered a suspended game and will be completed at a later date when possible based on scheduling. (See general rule 6.04)

10.03c In the event of a tie after six (6) innings or time limit, the game will continue under rule 7.07 until no longer able to play under general rule 7.01.

10.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

10.05 Teams will bat the full roster of players.

10.06 The DH/Flex position will not apply, since all players will bat.

10.07 Every player on the team, who is present for the game, will play at least three (3) innings defensively of an official six (6) inning game.

10.08 Players are not allowed to play in games while wearing a cast.

10.09 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.

10.10 Any player, regardless of reason, removed from the lineup is not considered an automatic out.

10.11 Each player on the team, who is present for the game, will be included in the batting order and take her turn at bat for the entire game, even though they are not playing defensively.

10.12 Players must bat in the same order throughout the game whether or not they are playing defensively. No changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.

10.13 Inning termination: A five (5) run limit per inning will apply, with the exception of the seventh (7th) inning, which will be unlimited. During the 7th inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided, by the home team batting and achieving a winning score. At which point the game will be complete, regardless of the number of outs.

10.14 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited. The only players swinging bats, during games, will be the batter and the player in the on-deck circle. On-deck hitters should be on the baseline behind the hitter (3rd baseline for a right-handed hitter, 1st baseline for a left-handed hitter) In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the Head coach once. Subsequent penalty may result in the Head coach being ejected for breaking this rule.