

## Game Rules

- There are no forfeits. Managers & coaches must notify the Softball Coordinator as soon as they know they will not be able to field a team. Softball Coordinator for league will coordinate with each other to schedule a make up game.
- A team may play with 7 players. If & when additional players arrive, they must be inserted into the game in the remaining spots of the line-up and will be considered starters.
- A team will not be penalized with automatic out when playing with less than 9 players, regardless of how many they started with.
- Play can be stopped because of darkness. This is up to the umpire's or board of director's discretion.
- A regulation game consists of 6 innings for all divisions except for K-3 which will be held by time. No inning will be started if the time for a single game has gone past 2 hours - in any division.
- A regulation game will be declared official after:
  - 4 innings are complete or the home team is leading after 3 ½ innings (2nd - 5th grade)
  - 4 innings are complete or the home team is leading after 3 ½ innings (6th grade+)
  - If a game is called before being official, it shall be replayed in entirety
  - If an official game is called during an incomplete inning the score shall revert back to the last completed inning. If the score is tied it will be considered a tie game.
- All players should be batting in all games unless otherwise stated in an individual division rule.
- All on-deck batters MUST be behind the fence, they may not be in live play area.
- There is no protesting of any games. The umpires decision is final.
- All players are subject to their leagues Code of Ethics and associated penalties.
- All rules shall be discussed between both managers & umpires prior to the start of the game.
- All managers should have a set of rules available to reference if needed during the game.
- Double steal counts as 2 steals.
- Outfielders must stay in the outfield until the ball is put in play.
- 3 ½ innings constitutes a win due to "umpire called game" due to any circumstances other than umpire availability, if home team is winning

<b>Division</b>	<b>PreK-1st</b>	<b>2nd-3<sup>rd</sup> (Rookies)</b>	<b>4th-5<sup>th</sup> (Minors)</b>	<b>6th-12<sup>th</sup> (Majors)</b>
Base Distance	55 ft	60 ft	60 ft	60 ft
Pitching Distance	Coach Pitch	Coach Pitch	35 ft	43 ft (40 ft can be used for 6 <sup>th</sup> Graders)
Ball Size	10 inch Safety	11 inch Safety	11 inch	12 inch
Innings	N/A (time limit)	6	6	6
Max Players on Field	All	10	10	10
Max Players on Infield Positions*	5	4	4	4
Walks Per Inning**	N/A	N/A	4	N/A
Steals Per Inning ***	N/A	N/A	3	5
Stealing Home	No	No	No	Yes
Leaving the Base (Leading)	No	No	On pitcher's release	On pitcher's release
Delayed Stealing	No	No	No	No
Double Stealing	No	No	Yes	Yes
Advance on Catcher's Overthrow	No	No	No	Yes
Tagging Up	No	No	Yes	Yes
Continuous Walk Rule	No	No	No	No
Infield Fly Rule	No	No	No	No
Bunting	No	No	No	Yes
Dropped 3rd Strike rule	No	No	No	No
Sacrifice Fly	No	No	Yes	Yes
Manager on Field	2	2	No	No
Max inning per pitcher per game	N/A	N/A	3	3
Max Hit Batters per Inning ****	N/A	N/A	3	3
Max Hit Batters per Game	N/A	N/A	5	5
Max Runs per Inning	N/A	N/A	5	5
Max Runs per Last Inning *****	N/A	N/A	N/A	N/A
Additional	After 4 pitches use	After 6 pitches use	Follows 4 Ball 3	Follows 4 Ball 3

	Tee	Tee	Strike count rule	Strike count rule
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### Notes to rules listed above

**\*Excludes pitchers & catchers**

**\*\*In bases loaded situations, regardless of how the bases were loaded, once 4 balls are reached coach pitches to player. Once the at bat is over, pitcher resets and proceeds to pitch to the next batter. If 4 balls are thrown, repeat coach pitch rule until run limit for inning is reached. (4th grade +) – Can be used if teams struggle in Majors division**

**If coach comes into pitch, the count resets and batter must hit or strike out.**

**\*\*\*Cannot steal until release of ball from pitcher**

**\*\*\*\*Batter hit by bounced pitch will be awarded 1st base, pitch will not count against pitcher's hit batter total.**

**\*\*\*\*\*If visiting team is ahead by 15 or more runs they will be limited to 5 runs in the last inning. If visiting team is ahead by 14 runs or less then top half of inning will end when visiting team goes ahead by 20 runs.**

### Equipment

- Each team shall supply 1 game ball.
- All players must wear a batting helmet while at bat and running the bases.
- 1st Base / 3rd Base / Pitchers are REQUIRED to wear infielder's masks.
- League issued uniform, sneakers/cleats must be worn. Metal spikes are not permitted.
- Batting warm-up donuts are not permitted.
- Bats may not be altered in any manner & must be in good condition.
- The umpire or league official may remove any equipment that they deem unsuitable/unsafe.
- Catcher's equipment must consist of: chest protector, shin guards, helmet w/ mask. All required catcher's equipment must be worn anytime the catcher is assumes "catcher's position" including during "warm-ups".
- No jewelry unless it is a MEDICAL ID.
- Absolutely, NO EQUIPMENT other than a ball in active play or being used to practice with may be thrown. If in the umpire or league officials judgement, equipment is intentionally thrown, the thrower will be warned on the 1st occurrence. Should a 2nd occurrence take place, the thrower will be ejected from the game (if it is a player, the play will be recorded as an out with no advancement of base runners).

### Line-Up

- Line-up cards will be exchanged between both team managers and will included players names and uniform numbers. A line-up card must be available to the umpire if requested.
- Any line-up changes after the initial exchange must be IMMEDIATELY brought to the attention of the opposing team manager and umpire.
- Line-ups will consist of a rotating batting order.

### Pitching

- A pitcher, may pitch 3 innings per game in all divisions. If agreed to by the Managers, a player can be brought in for additional innings if the team has no additional pitchers to pitch in that game. Both Managers must agree.
- Any pitcher who hits 3 batters in an inning must be replaced as the pitcher. The pitcher can return to the mound in subsequent innings.

(\*Clarification: a batter, who in the opinion of the umpire, made no attempt to get out of the way, shall not be considered a hit batter.)

- Any pitcher who hits 5 batters during the course of a game must be replaced as the pitcher & cannot return as the pitcher for the remainder of the game.
- 1 pitch delivered in an inning constitutes an inning pitched, regardless if it is a modified Fastpitch or windmill pitch.
- It is the responsibility of the individual Managers/Coaches to ensure the well-being of their pitchers regardless of what the rules allow.
- Team Manager may visit the pitcher's mound a total of 3 times per game. Once the 3rd visit to the mound is made, the pitcher is required to be changed.
- Windmill is accepted and encouraged, if they are finding it difficult to reach the plate accurately, can pitch underhand without the windmill motion.
- 4 ball & 3 strike count will be used in all divisions. For the sake of all the players, no pitcher should remain in the game as a pitcher if they are unable to throw strikes with consistency.
- Coach pitch/ machine pitch for all Pre-K - 3rd grade divisions
- Play pitcher for all 4th grade+ divisions.

### **Other Rules**

- Courtesy runner for catcher's if there are 2 outs.
- Majors Division: Overthrows on plays at first base, max advance 1 base for runner running to 1<sup>st</sup> base; if other runners are on base, they can advance at will
- Minors Division: Overthrows on plays at first base, no advance of runner running to 1<sup>st</sup>; other runners can advance

### **The Umpire**

The umpire is responsible for:

- Officiating the game start to finish
- Setting up ground rules at each field with Managers prior to the start of the game
- Answer only to Umpire Coordinators and the Board of Directors
- Will follow the individual rules for each division
- Will not tolerate any abuse. Abusive behavior shall be brought to the attention of the Umpire Coordinator and their leagues Board of Directors.
- Can call the game for darkness, time limit, bad weather, or gross misconduct by any player, coach, parent, or fan.

If an umpire is unavailable the Managers will designate someone (or themselves) to umpire while their team is in the field.