

## Pre-Bantam Rules for 2024 (1<sup>st</sup> and 2<sup>nd</sup> grade)

### **Game Procedure**

1. Games will start at 5:30 P.M. If any of the other level's teams are not playing, this time may be moved back if agreed on by both team's coaches.
2. Approved, 11" softballs are to be used (see general rules).
3. A full game will be 3 innings.
4. Bases will be set at a distance of 60 feet.
5. A 20-foot diameter pitching circle is to be chalked with the middle of the circle being 38-feet from the apex home plate.
6. 3-foot-long lines will be chalked at midpoint between each base except home and first base.

\*From the previous base, the closest edge of this line must be at 30 feet.\*

7. For a play to be over, an attempt to throw the ball to the pitcher from an infielder only must be made while the pitcher is in the circle. If a throw from an infielder is clearly made to the pitcher while she is out of the circle, the ball is live until she is back inside the circle.

\*The line is considered part of the circle\*

8. Coaches please encourage players to slide on any close plays. However, failure in sliding will not result in out at this level.

### **Players, Positions, and Batting Order**

9. A maximum of 10 batters are allowed to bat per inning. If a team starts a game with less than 10 players, that number is the maximum number allowed per inning.
10. No player may bat more than once per inning.
11. A maximum of 10 players are allowed to play defense.
12. The 10th player on defense, known as the Rover, is required to be behind the baselines and is considered an infielder.
13. Outfielders are required to be completely in the grass at the time of the pitch.
14. Both coaches may agree to move the outfielders up if the field has a deep infield. In this case, outfielders must play behind the rover.
15. All players must have batted and played defense at least one inning per game. A violation of this rule results in the offending team forfeiting.
16. The pitcher must stay behind the frontmost point of the pitching machine until the ball leaves the pitching machine.

17. Two defensive coaches are allowed on the field while on defense. One coach must be on each side of second base. Coaches are to instruct only. Coaches are not allowed to touch or field the ball. If this occurs, interference will be ruled.

### **Pitching Machine**

18. The home team is required to provide a pitching machine. A coach or parent from the batting team will pitch to their own players.
19. The pitching machine will be set 34-feet from the apex of home plate to the center of the pitching machine.
20. The pitching machine will be set at 35 miles per hour.
21. No pitching machine adjustments will be made until a full inning is completed; or unless agreed upon by both teams.

### **Last Batter**

22. This will be played like 3<sup>rd</sup> out in high school softball. A tag out can end an inning, however any runner who touches home plate before the tag is made will count. (Example: runner at 3<sup>rd</sup> and ball was hit to rover. The rover chooses to wait until the last batter runs to second and then chooses to tag her when she leaves second, the runner who was on 3<sup>rd</sup> crossed home before that tag was made and therefore will count.) Any conventional force out, fly out, or line out (example: going to first) ends the inning with no runs allowed to count.
23. There is always a force at home, in that event, any player (including outfielders) may step on home to end the inning; however, if this is the case, any runs that score before the base is stepped on will count.
24. If the ball settles underneath the pitching machine anytime except on a hit like in rule 27, the ball will be ruled dead and the batter and all runners will be awarded one base from where they were when the ball became dead. The inning will end once all runners have touched all awarded bases.
25. If a throw goes into dead ball territory during the last batter, the batter is awarded 2 bases from the time of the pitch being delivered.

\*Note to "Last Batter" rules: if runners occupy all bases, there would have been an out at home naturally, otherwise, it would have been made a force out by rule 23 (unnatural force). If it is a natural out, any player may make the force out at home, otherwise, refer to rule 23.\*

### **Batting**

26. Each batter is allowed at most 5 pitches. If the batter hits a foul ball on their 5th pitch, they will get that ball back.

27. On a hit ball in play, the batter and all runners may advance at most 2 bases. If a runner attempts for a base beyond this, it will not be awarded in any case and the runner can be put out. The only exception to this rule is during the last batter (rules 22-25)
28. Any hit, fair ball, untouched by the defense which contacts the pitching machine, power cord or settles under the pitching machine will be ruled a dead ball and the batter will re-hit. That pitch will not count toward the 5 allowed pitches.
29. Bunts are not allowed. No penalty will be enforced however.

### **Baserunning**

30. If a runner is over or partially over the halfway marks, they may continue to the next base if play has stopped.
31. Runners may lead off of the base once the ball leaves the pitching machine (simulating ball leaving the hand of pitcher).
32. Runners are allowed two steps or "shuffles" only.
33. Runners must be back on base before the next ball is pitched.  
  
\*Please teach girls to lead off and get back right away so as to not add unnecessary time to the game. If the runner is not back on base before the next ball is pitched, the runner will be called out.\*
34. Stealing is not allowed.
35. Courtesy runners are allowed for the catcher if the catcher is on base and the last batter is up. The courtesy runner will be the player who was the last recorded out. If no out has been made, the previous batter who is not at bat or a runner will be the courtesy runner.
36. If the umpire judges a throw to a base to be an attempt to put out a runner and is overthrown, the ball will be ruled dead and one base will be awarded to the batter and all runners from the time the ball was thrown.
37. If the ball contacts the pitching machine anytime except on a hit like in rule 28, the ball is live and in play.
38. If the ball settles underneath the pitching machine anytime except on a hit like in rule 28, the ball will be ruled dead and the batter and all runners will be awarded one base from where they were when the ball became dead.