

# Spring 2019 Youth Softball League Rules

## Rules for All Divisions Softball

All rules are governed by ASA/USSSA Fast Pitch Softball with the following exceptions/highlights:

1. UNIFORMS / EQUIPMENT:
  - A. Uniforms – Spring uniforms (jersey tops) are expected to match. Shirts must be tucked in. Player numbers are required.
  - B. No jewelry. (Exception: Earrings covered before game begins.)
  - C. Bats – must be ASA/USSSA certified. (T-ball bats OK for 6u.)
  - D. Helmets – All batters and runners must wear helmets and facemasks that are NOCSAE approved.
  - E. Cleats – Rubber only. No metal cleats allowed.
  - F. Catchers – Must wear a NOCSAE approved helmet that covers both ears, mask, chest protector and shin guards.
  - G. Pitchers – Must wear face mask. (6u must wear helmet with face mask.)
  
2. RAIN-SHORTENED GAME:
  - A. A game is considered complete if:
    - A. More than 3 complete innings have been played or 2.5 innings if the home team is ahead
    - B. If 45 minutes have elapsed off the game clock
      - i. Suspended games will be picked up at the point of suspension and played to completion. It is the home team's responsibility to confirm with the plate umpire (official clock) and the visiting team remaining game time and place in the batting order where suspension occurred.
  
3. SUBSTITUTE RUNNER RULE: A team may put in a pinch (substitute) runner for their pitcher or catcher at any point while they are on base. It must be the last batted out. If an out has not occurred, then it will be the last batter in the line-up.
  
4. GAME CLOCK: All games are limited by time. All games will be timed according to the age specific game time. No inning may start with no time remaining on the clock.
  
5. COACHES: There will be a maximum of four (4) coaches/adults in the dugout during the game. Coaches are expected to treat the umpires with respect and are expected to know the rules. Coaches are NEVER to argue umpire judgment calls and are expected to keep the team's parents in line. There is no tolerance for unruly coaches. Coaches that are out of hand will be thrown out of the game and will be given at least a one game suspension.
  
6. TEAM RESPONSIBILITIES: The Home Team will provide an adult to keep the official score book. The visiting team will provide one adult to maintain the scoreboard. The league providing the host field will provide the game balls.
  
7. SPORTSMANSHIP: Coaches will be responsible for the conduct of their players, parents and themselves. Poor sportsmanship or disrespect toward any umpire, opposing player or coach will be tolerated. Coaches, parents and players are to speak to all players in a positive and supportive manner. Violations will result in the umpire banning the coach to the dugout or, in severe cases, from the field area.

## **T-Ball**

---

### **Playing Field:**

- The base path will be 60 feet.
- The pitching distance is 35 feet.
- A line will be dashed at 45' for infield players.

### **Equipment:**

- The home team will provide the batting tee.
- The official ball will be a 10" safety ball with Level 1 core.
- Players must wear batting helmets when batting, or in the on-deck circle. Do not remove helmets until inside the dugout (chinstraps are not required)
- Catchers are required to wear full protective headgear, mask, chest protector and shin guards.
- NO JEWELRY.

Always remember, T-Ball is instructional. Teach the basics and have fun!

### **Game Play:**

- T-Ball games are 60 minutes long. No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning. Game will be called when time expires if the home team cannot come back and tie or win due to inning run limit. Score will be kept, but the focus should be on skill development.
- Only one (1) coach and three (3) assistant coaches will be allowed in the dugout during the game. The defense will be allowed to have two (2) coaches positioned in the outfield to help instruct the outfielders, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.
- All players will play the field. The pitcher must play somewhere in the back half of the pitching circle. The 4 infielders must be at least 45 feet from home plate. Teams must field the catcher's position. All remaining players must be in the outfield somewhere behind the baselines. No minimum number of players to play a game.
- If a pitcher fields the ball and makes a play on a runner, the pitcher must throw the ball to a baseman or the catcher, if applicable, in an attempt to make an out. The pitcher cannot tag a player running to first, or home, or run home and touch the plate. She must throw the ball. No rolling balls to the bases. The ball must be thrown overhand. These rules help ensure fundamentals are taught.
- Each coach must bat his/her complete lineup every inning; bases will clear at 3 outs
- No bunting allowed.
- Slinging the bat is a strike. The batter will receive one warning. The second offense is an out.
- No base stealing allowed, tight base running. Base runners may not lead off before the batter hits the ball. In the event of an infraction, the runner will be called out.
- A ball thrown over the fence or in the dugout will entitle the runner to advance one (1) base. If a ball is overthrown at 1<sup>st</sup> base, the batter/runner may advance (1) base at her own risk.
- Play will stop when the pitcher has possession of the ball inside the pitcher's circle. Time will be called once the runner stops on a base. Once the ball is in the pitcher's circle, the base runner must have one (1) foot across the halfway line between bases in order to advance to the next base.
- An offensive team will be allowed to score a maximum of five (5) runs per inning.
- Players must be batted in to score
- A maximum of two (2) timeouts per inning per team will be allowed. Calling "time" to prolong a game will not be allowed.
- In the event of an injury, play stops immediately.
- Headfirst slides are permitted

**Participation:**

- **All coaches must abide by the player participation rule: No player will sit 2 innings in a row, or twice before all players sit once**
- Coaches should ensure a different child is in the last batting position each game.
- Players at 1<sup>st</sup> base and pitcher can only play 1 inning in each position per game.
- **Roster size will be 6-10 players**

**Coaches Etiquette:**

- Protested games will not be allowed. All disagreements shall be resolved at the time of the dispute.
- Coaches and players must pick up and properly dispose of paper and trash after each game.
- Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.

---

**8u****Playing Field:**

- Bases will be 60' apart and the official pitching rubber will be 35' from home.
- Coaches must pitch from the 35' rubber. The "floating rubber" is not allowed. Coaches are encouraged to pitch as flat a pitch as possible. The child pitcher must also remain 35' from the home plate.

**Equipment:**

- The official ball shall be an 11" hard ball with a .44 medium core.
- Players must wear batting helmets when batting, or in the on-deck circle. Do not remove helmets until inside the dugout (**chinstraps are not required**).
- Catchers are required to wear full protective headgear, mask, chest protector and shin guards.
- **No jewelry** (rings, bracelets, necklaces, etc.) will be allowed during play.

**Pitching:**

- **The season will begin as "Coach Pitch", at the midseason point, the season will switch to "Kid Pitch"**

**Game Play:**

- A regulation game will be 60 minutes. No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning. Game will be called when time expires if the home team cannot come back and tie or win due to inning run limit. Score will be kept, but the focus should be on skill development.
- The defense will be allowed to have two (2) coaches positioned in the outfield to help instruct the outfielders, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.
- The offense is allowed two (2) base coaches and (1) pitcher. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to plate and give instructions to the batter. This causes delays in the game.
- An offensive team will be allowed to score a maximum of five (5) runs per inning.
- A team must have at least eight (8) players to start a game. Ten (10) players should assume defensive positions on the field. Each team is allowed: (1) pitcher, (1) catcher, (4) infielders and (4) outfielders.
- The child pitcher must be positioned on either the right or left side of the pitching rubber and be no more 3' from the rubber. Infielders must remain at least 45' from home plate when the ball is pitched.

- Infielders must make an attempt to make the play at a base, rather than outfielders making the initial play. For example, the 1<sup>st</sup> baseman should not field the ball, then turn around and throw the ball to the right fielder who has run to 1<sup>st</sup> base to make the play.
- Teams playing with only eight (8) or nine (9) players shall not incur an automatic out when the ninth (9<sup>th</sup>) or tenth (10<sup>th</sup>) batting position arises. The 1<sup>st</sup> batter will then bat without penalty to the team.
- Coaches must pitch from the 35' rubber. The "floating rubber" is not allowed. Coaches are encouraged to pitch as flat a pitch as possible. The child pitcher must also remain 35' from the home plate.
- Each batter may receive up to five (5) pitches or three (3) strikes in which to hit a fair ball. If the 5<sup>th</sup> pitch is foul, the batter will get a 6<sup>th</sup> pitch, if the 6<sup>th</sup> pitch is foul, the batter will get a 7<sup>th</sup> pitch. If the 7<sup>th</sup> pitch is not hit in fair territory the batter will be an out. No walks.
- The umpire will declare the play over when the pitcher has possession of the ball within the pitcher's circle and a play is not being made. If the pitcher makes a motion to continue play, the umpire shall allow the play continued. Base runners will advance to the next base if over halfway to that base, or return to the previous base touched if less than halfway.
- There is no penalty for an overthrow. Runners may advance to any base including home.
- The umpire will not call a play dead just because a defensive player returns the ball to the coach pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coach pitchers should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair territory. If a defensive player gives the ball to the coach pitcher during a live play, the play will be called dead and each base runner will be awarded an additional base.
- Coach pitchers should make every attempt to remove themselves from the area of play, thereby, discouraging the defensive players from throwing the ball to them.
- A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.
- Headfirst slides are permitted
- No Bunting Allowed.
- No stealing. Runners may not lead.
- Infield fly rule will not be use.

#### **Coaching Etiquette:**

- Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a Board Member of the ejection.
- Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.
- Coaches and players must pick up and properly dispose of paper and trash after each game.

#### **Participation:**

- All coaches must abide by the player participation rule: No player will sit 2 innings in a row, or twice before all players sit once.
- Teams will bat their entire roster.

#### **Guest Players:**

- Guest players are allowed, under the guidelines below, for purposes of avoiding forfeits and allowing kids to play ball.
- The spirit of the guest player rule is intended to allow shorthanded teams the temporary use of other league players rather than forfeit the game. This rule is not, intended to be used as a tool to exclude regular members in favor of a more highly skilled player.
- Guidelines: A coach is authorized to add up to two guest players per game, provided that:

1. The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
2. The guest player has the permission of her parent(s)
3. The guest player must wear her own team's uniform
4. The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
5. Guest players can play up one age division
6. Guest players must play outfield positions only
7. Guest players must bat last in the batting order
8. The guest player cannot be on the field if there is a regular roster player present and

available to play

## **10u**

---

### **Playing Field:**

- Bases will be 60' apart and the official pitching rubber will be 35' from home plate.

### **Equipment:**

- The official ball shall be an 11" fast pitch softball with a .47 core.
- Players must wear batting helmets when batting, or in the on-deck circle. Do not remove helmets until inside the dugout (chinstraps are not required).
- Catchers are required to wear full protective headgear, mask, and chest protector and shin guards.
- **No jewelry**

### **Game Play:**

- Games shall be limited to 75 minutes. No new inning shall start after time has expired. The home team will be allowed to bat and finish the inning, if they are tied with or losing within 6 runs of the visitor. Games that end in a tie will not go into extra innings.
- Teams will bat their entire roster and be allowed free defensive substitutions.
- An offensive team will be allowed to score a maximum of six (6) runs per inning.
- **Nine (9) players should assume defensive positions on the field. Each team is allowed: (1) pitcher, (1) catcher, (4) infielders and (3) outfielders.**
- **Teams playing with only (8) eight players shall NOT incur an automatic out when the 9th batting position arises. A team must have at least (8) eight players to start a game.**

- Once the ball is returned to the pitcher in the pitcher's circle, all base runners must either advance to the next base or return to the base they just came from immediately. Any hesitation or fake moves by the runner and they will be called out by the umpire.
- Base runners are allowed to leave the base only after the pitcher has released the ball.
- A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member in the event of any ejection.
- Bunting is allowed.
- Infield fly rule will be used.
- Dropped third strike is not in affect. In the event of a passed ball on third strike or dropped third strike, the batter is out and may not advance to first.
- Headfirst slides are permitted

#### **Coaching Etiquette:**

- Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a Board Member of the ejection.
- Coaches cannot touch a base runner during live ball. Penalty; 1 is a warning, 2nd time is an out.
- Coaches and players must pick up and properly dispose of paper and trash after each game.

#### **Participation:**

- **All coaches must abide by the player participation rule: No player will sit 2 innings in a row, or twice before all players sit once.**
- Teams will bat their entire roster.

#### **Guest Players:**

- Guest players are allowed, under the guidelines below, for purposes of avoiding forfeits and allowing kids to play ball.
- The spirit of the guest player rule is intended to allow shorthanded teams the temporary use of other league players rather than forfeit the game. This rule is not, intended to be used as a tool to exclude regular members in favor of a more highly skilled player.
- Guidelines: A coach is authorized to add up to two guest players per game, provided that:
  1. The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
  2. The guest player has the permission of her parent(s)
  3. The guest player must wear her own team's uniform

4. The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
5. Guest players can play up one age division
6. Guest players must play outfield positions only
7. Guest players must bat last in the batting order
8. The guest player cannot be on the field if there is a regular roster player present and

available to play