



2024 Spring Playing Rules

1. SDYS Teams shall play game rules in compliance with USA Softball Official Rules of Play and the USA Softball of Southern California Rules and Regulations (“Yellow Book”).
2. Changes or exceptions to these Playing Rules require the recommendation of the SDYS Protest & Rules Committee and the approval of the SDYS Board.
3. SDYS sanctioned games shall not have less than 8 players per team. This is a USA Softball requirement - there are no exceptions. USA Softball Umpires are not allowed to umpire if one team has less than 8 players, so teams aren’t allowed to play. For games with other SDYS teams, share players to start with the game minimum. A team may start with 8 players but when the next player arrives, they must be inserted into the batting line-up in the 9th position. If another player arrives, she must be inserted in the 10th spot in the batting line-up and so on with each arriving player.
4. Borrowed Players
 - 4.1. Borrowed players may not pitch.
 - 4.2. Borrowed players shall be inserted into the last spot of the batting line-up and shall be benched for field play before other team members should more than 9 players be available.
 - 4.3. Borrowed players may be used in the 10U and 12U age divisions from an approved list of players from one division lower. For example, a 10U team may use a player from an approved list of qualified 8U players. If no borrowed players from the approved list are available to play, a team with fewer than 8 players may borrow a player from another SDYS team in the same age division who is not on the most recent Gold or Silver Select/All Star Team. The 8U division will not have an Approved List and teams with fewer than 8 players may borrow a player from another SDYS team in the 8U age division.
5. Pitching Limits are provided to ensure the focus remains on developing skills and confidence of league pitchers.

Division	Max innings per game
8U	2
10U	3
12U	3



- 5.1. For Pitching Limit determination: 1 pitch thrown in an inning (including warm ups from the circle) is considered 1 complete inning.
6. Minimum Playing Time:
 - 6.1. Offense: All players bat, regardless of time on the bench on defense.
 - 6.2. Defense: Rotation of Fielders shall ensure every player play an infield position for at least 1 inning per 4 innings, and 2 for 6 innings.
 - 6.3. Defense: No player will sit out more than one consecutive inning of defensive play. Before one player sits out a second defensive inning, all players must have sat out at least once.
 - 6.4. If any batter (in the original line up) cannot take her turn batting for any reason, she is declared out for that turn only. If she is unable to continue subsequent batting turns, there is no additional penalty (i.e., she is only out for the first time). If the 9th player cannot take her turn at bat for any reason, then the team must play under the short-handed rule.
 - 6.5. Mid-inning defensive position changes shall only be allowed in the event of injury or to facilitate pitching changes.
 - 6.6. Violation of Playing Time or Pitching Limit rules are subject to disciplinary action by the Protest & Rules committee.
7. Protests: No protests permitted. All calls made by the umpire are final.
8. Game Time: Game clock will start on time regardless of whether teams are ready, with 1 minute between innings.
9. Interleague: For 8U, 10U and 12U Interleague games, Home League Rules govern the play of the game.
10. 14U Playing Rules will be governed by the 14U Inter-league Administrator, subject to the approval of the SDYS UIC.
11. 12U Playing Rules:
 - 11.1. Play a 7 inning game or no new inning after 1 hour and 20 minutes; 1 hour and 30 minutes "Drop Dead" (drop dead = game ends when current at-bat is complete) on Saturdays.
 - 11.2. Weekday games will be 1:20 "Drop Dead". Final score will be from the end of the last complete inning, unless the home team is winning. Games can end in a tie.
 - 11.3. Hit by Pitch: A batter hit by a pitch is required to take 1st base. (No option to remain at bat)
 - 11.4. Maximum of nine (9) Players on the field when playing defense. Regular infield must be in place and the other three (3) remaining players in the outfield.



- 11.5. Pitching distance will be set at 40 feet.
- 11.6. Four (4) runs max per inning per team.

12. 10U Playing Rules:

- 12.1. Play a 7 inning game or no new inning after 1 hour and 20 minutes; 1 hour and 30 minutes "Drop Dead" (drop dead = game ends when current at-bat is complete) on Saturdays.
- 12.2. Weekday games will be 1:20 "Drop Dead". Final score will be from the end of the last complete inning, unless the home team is winning. Games can end in a tie.
- 12.3. Hit by Pitch: A batter hit by a pitch is required to take 1st base. (No option to remain at bat)
- 12.4. Maximum of nine (9) Players on the field when playing defense. Regular infield must be in place and the other three (3) remaining players in the outfield.
- 12.5. Pitching distance will be set at 35 feet.
- 12.6. Four (4) runs max per inning per team.

13. 8U Playing Rules

- 13.1. Play a 6 inning game or 1 hour and 20 minutes "Drop Dead" (drop dead = game ends when current at-bat is complete). Final score will be from the end of the last complete inning, unless the home team is winning. Games can end in a tie.
- 13.2. Maximum of Ten (10) Players on the field when playing defense. Regular infield must be in place and the other four (4) remaining players in the outfield.
- 13.3. Hit by Pitch: In the case of hit by pitch, the batter will have the option to either take first base or go to Coach Pitch.
- 13.4. Walks:
 - 13.4.1. Before spring break there will be no walks at ball four to any batter. The at-bat will move to Coach Pitch.
 - 13.4.2. After spring break, walks will be issued to batters until the bases are loaded. When the bases are loaded the following at-bat will move to Coach Pitch after four balls.
- 13.5. Coach Pitch: If a pitcher issues 4 balls to a batter, a team Head Coach or Assistant Coach will enter the game. The batter will "assume the strike count" which means she will only be pitched the remaining number of strikes before she is called out. Every pitch by a coach is considered a strike regardless of the location of the pitch relative to the strike zone. If a batter fouls off a pitch with 2 strikes, then she will get additional pitches until she either hits the ball fair or strikes out.
- 13.6. All pitches from players shall be thrown from the pitching rubber. Coaches shall pitch from inside the pitching circle.



- 13.7. During Coach Pitch, the defensive player assigned to the pitcher position must have at least 1 foot inside the pitching circle, but not in front of the pitcher until the pitch is released. Any batted balls striking the coach pitcher are "live".
 - 13.8. Bunting is allowed during Player Pitch, but not during Coach Pitch.
 - 13.9. Stealing: A base runner is allowed to steal only one base per batter, cannot advance on an overthrow. A base runner may not steal home. No stealing during Coach Pitch.
 - 13.10. Overthrows: The batter-runner and any base runners may advance only one base on an overthrow after a batted ball. If there is a second overthrow on the same play, the runners may advance an additional base.
 - 13.11. "Cold" Home Plate is in effect, which means a base runner is allowed home only when forced home or ball is hit into play (no scoring on wild pitches/passed balls/pickoff attempts by catcher).
 - 13.12. No "Courtesy Runner" for any player unless a player is injured. The courtesy runner shall be the last out from the previous inning.
 - 13.13. Background-checked coaches/adults from the defensive team are allowed on the outfield grass for instructional purposes.
 - 13.14. Pitching distance will be set at 30 feet.
 - 13.15. Four (4) runs max per inning per team.
 - 13.16. Coaches are allowed to stand behind home plate to facilitate the retrieval of passed balls or wild pitches to speed up pace of play.
14. 6U Playing Rules
- 14.1. 6U "games" shall be a maximum of 1 hour and 30 minutes. Each game shall consist of both teams sharing the field for separate practice sessions, followed by a game between the two opposing teams.
 - 14.2. There is no base stealing. Runners can only advance by a hit ball. Runners cannot advance on an overthrow from the catcher to the pitcher. Once the ball has been thrown into the infield, the play is dead. If a runner advances illegally to the next base she is sent back.
 - 14.3. Bat through the entire line up, once per inning. Outs are not enforced, let the batter run.
 - 14.4. Everyone plays defense. All players should be rotated to ensure equal playing time at different positions.
 - 14.5. Tee is used at the coach's discretion on a player by player basis throughout the season. During Tee Ball games, the batter will run if the ball is hit fair. If the batter doesn't hit any of the 4 coach pitches, the tee is to be put in place so that batter can hit.
 - 14.6. Coach shall pitch from 20ft.