

## Bantam Rules for 2024 (3<sup>rd</sup> and 4<sup>th</sup> grade)

### **Game Procedure**

1. Approved, 11" softballs are to be used (see general rules).
2. A full game will be 4 innings.
3. Bases will be set at a distance of 60 feet.
4. A 20-foot diameter pitching circle is to be chalked with the middle of the circle being 38-feet from the apex home plate.
5. 3-foot-long lines will be chalked at midpoint between each base except home and first base.

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

6. For a play to be over, the ball must be completely controlled by the pitcher while in the circle. "In the circle" is defined as having at least part of each foot in the circle.

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

7. All runners are required to slide on any close (determined by ump) plays at home. As a result of not sliding, runners will be called out. Warnings will not be given.

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

8. 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.
9. No player may bat more than once per inning.
10. A maximum of 10 players are allowed to play defense.
11. The 10th player on defense, known as the Rover, is required to be behind the baselines.
12. Outfielders are required to be completely in the grass at the time of the pitch.
13. The pitcher must stay behind the frontmost point of the pitching machine until after the ball leaves the pitching machine.

### **Pitching Machine**

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

### **Last Batter**

18. 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.
19. There is always a force at home, in that event, either pitcher or catcher must 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.
20. 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 19 (unnatural force). If it is a natural out, any player may make the force out at home, otherwise, refer to rule 19.\*

### **Batting**

21. 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.
22. 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.
23. Only 2 successful bunts are allowed per inning. If a player successfully bunts after this, the ball will be dead, the batter will be ruled out and runners must return to the bases they were at.
24. If the ball settles underneath the pitching machine anytime except on a hit like in rule 23, 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 the ball contacts the pitching machine anytime except on a hit like in rule 23, the ball is live and in play.

### **Baserunning**

26. If a runner is over or partially over the halfway marks, they may continue to the next base if play has stopped.
27. Runners may lead off of the base once the ball leaves the pitching machine (simulating ball leaving the hand of pitcher).

28. Runners are allowed two steps or “shuffles” only.
29. 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.\*
30. Stealing is not allowed.
31. 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.
32. 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.