

Softball Rule Book 2021



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Introduction

The following pages contain the rules for the southwest interleague.

Rules in this handbook are specific to this interleague any ruling made in a game that is not specified in detail in this handbook is covered under the USA Softball official rule book.

Each individual park district or organization is responsible for having umpires that are knowledgeable in **the USA Softball rule book**, as well as the interleague handbook.

This interleague will have an executive board that consists of a President, VP Baseball, VP Softball, and Treasurer. There will also be a governing body made up of board members from each organization. This board will meet monthly before, during, and after the season to handle matters of concern regarding this interleague. In the event of a protest the executive board will convene within 5 days of the incident to discuss and rule on the issue at hand.

All organizations involved in the interleague must have insurance and have an established home field for which games can be scheduled.

Rules will be outlined for each division of softball. Any rules that are applicable to all levels will be spelled out in the special rules section.

Article 1

Town, Team and Player Guidelines

Attendance

Participation at meetings does not need to be a director, but someone that has been assigned by the town to have voting privileges.

Town Guidelines

If a town has shown that they are not following the below guidelines and rules, they will be reviewed by the executive board and could be placed on probation within SWI. The probation period will be based on the severity of the issues. Probation can result in fines up to \$500 or removal from SWI. Towns that have been place on probation must show the executive board their plan on how they will resolve the issue. All fines must be paid prior to the playoffs of the current year or the town will be removed from playoffs. Towns will not be allowed back into SWI until the issues have been resolved and all fines are paid.

Season

The SWI season runs from April through June four our younger athletes and from May through July for our High School aged athletes. Official start and end dates for each level will be decided during the off-season.

Team Rosters

Each team is required to have a roster sheet turned in to the league President by a specified date given to each director. Each roster can have a maximum of 15 players, unless exceptions are made to avoid a child being left without a place to play. Roster templates provided by the league will now include a section to indicate if any players on your roster are also playing travel ball or high school softball this needs to be disclosed on all rosters so that all leagues are made aware.

One League/One Roster

Players can still be called up when needed, but cannot be rostered on a softball and baseball team at the same time. In addition, they will not be allowed to move from baseball to softball or vice versus in a call up situation. Players cannot be rostered on multiple rosters / towns within SWI.

Players Moving Towns

Once a player is registered with an organization, that player may not move to a new organization without the authorization from both organizations involved. *I.e. if a player has signed to play with a town and then decides they do not like the team, they must receive approval from both towns before a move can occur.*

If a player is deemed to have moved and proper authorization has not been received that player becomes ineligible and any games they played in will be counted as a forfeit.

Player Recruitment

Towns or coaches are discouraged to recruit players from other SWI towns. If a town or coach is found to have attempted to recruit a player(s) they will be subjected to disciplinary action by the SWI board, this can include suspension or removal from SWI.

Birth Certificates

Birth certificates should be turned into your park district/organization at time of registration, but are not required to be carried with the coach throughout the regular season.

Travel Players

Each team may roster a maximum of **two** travel players. A travel player is designated as a player that is rostered on a full time travel organization. *I.e. Oak Lawn Gems, Oak Lawn Lightning, IL Edge, etc.*

If a team is found to be playing with more than two travel players the follow penalties will be administered.

- **All games that the team played with the ineligible players will be counted as a forfeit.**
- **The manager and the ineligible players will be immediately removed from SWI and the manager will be banned from managing or coaching within SWI.**
- **The town will be put on probation by SWI and any another occurrence will result in a \$500 fine.**

Age Restrictions/Cut Off

Softball cut off day is January 1st

Players should play at their correct age. No child in softball will be allowed to play below their age levels. This will be strictly enforced.

Protest of Player

If a player's birthdate or eligibility is in question the manager protesting will advise both the opposing manager and the umpire. The game will be stopped briefly for the umpire to acknowledge the protest and sign the manager's scorebooks. The protesting manager will advise his league representative of the protest after the game and the representative will contact the VP of their division. **(Process outlined later in this book)**

Call-ups

Players can be called up to avoid forfeits or when teams are short players. Call-ups must be from your own park district/organization within the SWI and must come from only one level below. If the town does not have a lower level to call up from then players can move laterally within your organization. However, during playoffs this can only be done in an emergency to avoid forfeit. Once playoffs start teams should be utilizing players from their original rosters in all games. The manger must notify the other manager of this call-up before the game.

Call-ups cannot pitch or catch and must be placed in the last spot in your batting order when being utilized. Failure to follow these rules will result in the game being a forfeit.

Travel Pitching

Travel players can pitch throughout the year and in playoffs. The following rule is for all travel players:

- 8U/10U is 2 innings max
- 12/14U/16U is 3 innings max

i.e. if you have two travel pitchers on your roster, they can pitch only 2 innings combined for 8U/10U and 3 innings combined for 12U/14U/16U

Article 2**Umpiring and on Field Conduct****Home Games & Certification**

Umpires are to be provided by the home team, regardless of the location of the game, unless previously discussed with the organization supplying the field, if not your regular home field. Each organization should conduct an umpire meeting prior to each season to go over the rule books and inform the umpires of any changes to the upcoming season.

Although there is no certification IHSA or USA Softball that is required by your umpires, it is encouraged.

Scheduled Games off Site

If at any point you schedule a game at another facility other than the one specified as your home field, the home coach will be responsible for obtaining umpires and informing the opposing coach of the new location directly.

Relative Restrictions

Using an umpire that is directly related* to a player or coach should always be avoided. We will make an exception for this only in extreme emergencies and it will need to be made public prior to the game being played.

An emergency example: to avoid not playing due to umpire no-show

**Special note: directly related is defined as brother, father, sister, mother, grandfather, grandmother, son or daughter.*

Sportsmanship Rule

If a player, coach, manager or spectator is deemed by a director/umpire or league official to not show sportsmanship at all times, that person can be eligible to have disciplinary action taken against them. This action will be handed down by the SWI President. Actions can range from single to multiple game suspensions to being ejected from the league. Directors found not in compliance of these actions can also be subjected to suspensions. Failure to abide by the action handed down can result in game forfeiture, loss of hosting ability or being withdrawn from the SWI interleague.

In Game Behavior

Once the game begins the umpire is in control. Calls made on the field can be discussed only by the manager but discretion must be used by the managers at all times. This is not negotiable.

Managers/coaches/players may be ejected from the game and/or field by the hosting organization for abusive behavior or language directed toward an umpire or opposing fan base.

In the event that a manager/coach/player is ejected the manager is required to inform their league director who will then contact the VP of their division to inform them of the issue. The officer will notify the manager of their next game to notate the suspended individuals.

If a manager/coach or player is ejected from a game, they are suspended from the next scheduled game; a second occurrence will result in removal from SWI. If the suspended individual does not abide by the suspension all games that they participate in will be deemed a forfeit.

Smoking and Alcohol

There is no smoking allowed on the field or in the dugout. Alcohol is never permitted on or near the field of play. This should be expressed to your fans as well.

Fans and Parents

The manager/coach is responsible for the conduct of his/her other coaches, players, and fans. Unruly fans will be asked to leave the park and the manager may be removed from the game as well, per the umpire's discretion.

Player and Coach Ejections

In the event a player is ejected any player currently on the bench may be used in his place (even if that player has been utilized already as a substitute). If the team does not have a player available (i.e. started with 9 now only have (8) to substitute in, the game will be forfeited.

In the event that a coach is removed and there is not another coach to manage the game a responsible parent may be substituted to finish the game. The coach will be required to leave the field entirely and the property if necessary.

Article 3**Filing of Protest and the Protest Committee**

In the event that a manager wishes to file a protest before or during a game the process is as follows:

Before a game: inform the umpire of the nature of the protest. Have the umpire inform the other manager and make sure the umpire signs both score books acknowledging the protest and reason for it.

During the game: call time out. Request a home plate meeting with the umpire and opposing manager. Discuss the nature of the protest and if said protest may be resolved on site. If not advise the umpire and opposing manager that a protest is being filed. Ask the umpire to sign both scorebooks acknowledging the protest and the reason for it and finish the game.

After the game: No protest can be filed once the game is completed.

Once you have filed an on field protest ***email*** your league director with the reason for the protest, who will notify the leagues disciplinary officer no later than next day. **Protest received after next day will be deemed invalid and the score of the game will stand.** At that point the board will have 5 days from the occurrence to determine the validity of the protest and the end result.

There will be a \$25 dollar protest fee assessed; all protests will not be heard by the SWI executive board until the fee is received. This expense will be incurred to the protesting coach. If the fee is not received within 5 days of the protest the protest, it will be deemed invalid and the score of the game will stand. If the protest is upheld the \$25 will be returned. If the protest is deemed not valid or not upheld the \$25 will be applied to the league expense fund.

Special note: protest must be made at the time of the occurrence for which you are protesting.

Examples of Invalid Protests:

- 1.) Protesting at the end of the game is invalid, unless the protest is about a specific incident that ended the game.***
- 2.) If you are playing a game under protest but fail to inform the umpire and opposing manager until the 3rd inning then the protest is invalid.***

3.) *Protesting something that occurred in the 3rd inning in the 7th inning is invalid.*

Responsible Party

Only the manager or acting manager for that particular game can file a protest. Protest must be sent to the leagues VP Director directly from the league director. Protest cannot be made by another party representing your park/organization after the game is completed. No protest will be accepted directly from the manager, all protests must be received from the league director to the leagues VP Director. All others will be refused.

Decision

Once a ruling on the protest is made the decision is final. The resulting agreement of the protest will be enforced and no further protest(s) regarding that particular game can be made.

Article 4

Game and Field Rules

Field Rules

Each park has their own on field rules. *I.e. tree branch is hanging over the fence if a ball hits this it is a dead ball.* These rules must be stated to the visiting team prior to the start of the game.

Start Times

Start times are the discretion of the hosting towns, based on availability of lights and fields.

Game Length

All games Mustang and over will have a 2 hour time limit. No new inning can begin after the 2 hour limit. The current inning started will be finished unless the game reaches the 2 hour 15 minute drop dead rule at which point the score reverts back to the previous inning.

Note: Time limit overrides limited inning rule. Example: 12u game is in the second inning and the time limit is reached, the game is considered an official game.

Forfeit Times

There will be a mandatory 15 minute forfeit time set for all organizations involved. The team must have enough players (8) start the game within the 15 minute forfeit timeframe.

Special circumstance: on Saturday games or on 5:45 starts (when there are no other games to follow that day), the forfeit time can be extended up to 30 minutes if both coaches and umpires agree. No exemption will be made after 30 minutes. At that point the game will be considered a forfeit.

Interrupted Games

Games that are interrupted for darkness, lightning/rain or time are covered under the following:

Games that have reached the specified inning will be considered complete games (***required innings played are shown on the next page***). The score at the end of the last completed inning will be the final score and should be turned in for recording purposes.

Example: 8U team a takes the lead in the top of the 4th, but then lightning starts to appear. The game will be called. If 8U team b was leading after 3 innings then they are the game winners.

In the event that teams are tied due to a delay of game. They must come to an agreement within **72 hours** of the interrupted game on when the game will be completed. If no agreement can be reached the game will stay as a no contest and not be counted against the number of games required to keep the seeding in playoffs.

If a manager has attempted to reschedule a game and has not received a response from the other manager regarding an attempt to reschedule and can show that they have reached out, the game will be considered a

forfeit and count in the standings as an 1-0 score

Anti-Collision and Slide Rule

Each organization should inform and enforce with their umpires the rules regarding sliding.

SWI has an anti-collision rule at all levels. If in the opinion of the umpire, the runner makes no attempt to get around the fielder to avoid contact the play will be called dead and the runner will be called out due to interference.

Offensive Conferences

Managers/coaches are allowed to confer with their batters prior to the at bat and during play stoppages.

Runners should be handled by the base coaches. Timeouts should not be used for offensive conferences only pitching and defense.

Mound Visits

Managers/coaches are allowed one charged visit per inning to address their pitchers and infield. These visits should be limited to 1 minute and time should start once the coach confirms the timeout. This must be enforced by the umpire diligently. **A second trip to the mound will result in the pitcher having to be replaced.**

Warming Up Your Pitcher

If a player is being utilized for warming up the pitcher while the catcher is getting his/her gear on that player must wear a face mask and helmet. The mask and helmet must be worn regardless of where the pitcher is warming up (i.e. mound, bullpen, behind the backstop or fence, etc.)

Warm Up Pitches In Between Innings and Infield Practice

Each new pitcher will be allowed 8 pitches if entering the game at the start of the inning or as a relief pitcher. The starting pitcher in the 1st inning will get 8 warm up pitches then 5 warm up pitches each inning after that.

Intentional Walks

In the event a pitcher/coach intends to walk a batter he needs only to inform the umpire by showing 4 fingers and motioning to 1st base. No pitches will need to be thrown and the player will take his/her base.

No Intentional Walk Can Be Given At 8U

Relief Pitchers

Relief pitchers coming in mid inning should be allowed adequate time to get loose/warm (no less than 6 and no more than 8 pitches).

Courtesy Runners

Courtesy Runners are allowed for the pitcher and catcher only at any point in the game regardless of the number of the outs in the inning. Managers are encouraged to utilize this option to speed up the game along. The last batted out should be utilized as the runner.

Hit Batsmen

Any pitcher who hits three batters in a game will be required to be removed as pitcher. They will still be allowed to play the remainder of the game, but not in the position of pitcher. This will apply at all levels.

Dead Ball

In softball this rule is applicable to 8U

A pitched ball that hits the ground and bounces up and hits the batter is considered a dead ball and the batter is **not** awarded the base. The pitch **will not** count against the pitcher's "hit batsmen" totals for the game.

In softball this rule is applicable to 10U

A pitched ball that hits the ground and bounces up and hits the batter is considered a dead ball and the batter is

awarded the base. The pitch **will not** count against the pitcher's "hit batsmen" totals for the game.

This rule is applicable to 12U and up

A pitched ball that hits the ground and bounces up and hits the batter is considered a dead ball and the batter is **awarded** the base. The pitch will count against the pitcher's "hit batsmen" totals for the game.

Infield Fly Rule

An infield fly is a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. When the umpire calls "infield fly" the batter is out, regardless of whether the ball is subsequently caught or dropped. The ball is live, and runners already on base may advance (at their own risk) if the ball is not caught or tag up and advance if it is caught.

On the infield fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.

Fake Bunt Rule

A batter cannot show bunt then pull back and swing. Once a batter shows bunt they must attempt the bunt or pull back. If a player is deemed by the umpire to have faked the bunt and then attempted to hit the ball that player will be called out a dead ball will be called and runners will return to the last occupied base.

Throwing of the Bat

When a player throws the bat they and the rest of the team will be assessed a warning the next thrown bat will result in the batter being called out. Excessive thrown bats could lead to further discipline as determined by the plate umpire.

SWI Helmet Rule – Softball Only

All batters and base runners must wear an approved batting helmet with a protective facemask. Chinstraps are voluntary. The helmet must be worn securely at all times while on the field. If a helmet is not worn securely and the player loses the helmet while running, the player will be declared out and all play stops. Runners will return to the base occupied before the play started. Refusal to wear a helmet with a faceguard will result in the player being called out and ejected from the game. The batting order will continue. Batting helmet cannot be removed by the runner until in the dugout area. Helmets dislodged due to contact with other players, the player is not called out.

Look Back Rule / Rounding the Base – Softball Only

A player can round the base on a walk or a hit, that player may stop once, for a brief moment (base on umpires discretion) that player must then advance to the next base or return to the base occupied, if that player stops at any point after the initial stop they will be called out.

SWI Head First Slide Rule

A player may not slide going into a base head first, if that player completes a head first slide into any base they will be called out.

Players are allowed to slide head first back to the base without penalty (i.e. pickoff attempt)

Extra Innings

If a game is tied after the regulation number of innings are played then the tie breaker rule will be utilized.

Starting with the top of the first extra inning each team will start with no outs and the last person to make an out will start on 2nd base. This will continue until the game is completed or time limit reached.

No extra innings for 8U.

Continuous Batting Order

Continuous batting is when every player on your bench is inserted into the lineup. No alterations to the lineup can be made, but players can be freely substituted defensively throughout the game.

Player in-eligibility

An ineligible player is one who is an eligible player with a SWI organization, but who is ineligible to play or pitch in a particular game or games because of the limitations set forth in these rules and regulation or as a result of a previous rules violation or disciplinary action. In the event that the manager of an ineligible player does not remove the player from the line-up, the game will result in a forfeit. If an opposing manager does not appeal the use of the ineligible player during the game the game will stand as played.

Penalty for using an ineligible player shall be the forfeit of all games in which the ineligible player participated. If at the time of appeal it is deemed that a team is using an ineligible player(s) the player will be removed from the line-up and the manager will be removed from the game. The manager will also be ineligible to participate in the next scheduled game. The player will remain ineligible until the SWI board confirms eligibility. A second instance of using an ineligible player will result in the removal of the manager from SWI.

Injury Rule

When using continuous batting and a player is injured/ill you simply skip his/her spot in the lineup. You will not be charged with an out, but the player skipped is out for the entire game. He/She may not re-enter the line up at any time. **(Re-entry to the game is possible at the 8U and 10U levels.)**

If you have already used all your subs and you have no one available to insert for the injured/ill player, you can use the last player removed from the game in the injured/ill players spot. However, the injured/ill player may not return to the lineup for any reason. The sub would take over the at bat, field position or base of the injured/ill player including the ball and strike count. A mound visit to check on an injured pitcher will not count as a trip to the mound.

Playing Time

Each player **must** be allowed to have at least one at-bat per game and play at least six defensive outs during the regular season and playoffs. Unless specified under their individual division rules. If a player is benched for the game it should be made aware to the opposing manager so no discussion or protests are made regarding the players time on the field. If a player is arriving late or arrives late the coach should inform the opposing manager if the player is available for the game.

Balls

The home team is responsible for supplying at least two softballs for each game.

Number of Players

During the regular season each team is required to have **8 players** to start the game. For playoffs the teams **must have 9 players** to start the game this applies to all levels. Towns have the right to take an out for the 9th player if the team only is playing with 8 and only after the team has gone through the lineup at least one time. I.e. team starts with 8, the first time the ninth batter spot comes up they are just skipped no out taken, if the batter position comes up again during the game the opposing team has the right to take an out.

Calendar Week

Runs from Monday to Sunday

Special Pitching Note:

One pitch equals one inning. As soon as the pitcher delivers one pitch to a batter he/she will be considered as having pitched one full inning.

Article 5Regular Season GamesReporting Your Scores

Teams should use the following email for reporting scores Halasterb@comcast.net **both the winning and losing team** should be reporting score.

Scores need to be reported **within 72 hours** of the game being played, try to do immediately. This is so accurate records may be kept in determining final standings for playoffs.

Make sure the date the game was played and the original date of schedule if it's a make-up game is in your email.

Exp: game scheduled for 4/21 played on 5/22 Bedford Park 5 Crestwood 4 smith #22 3 innings jones #3 2 innings.

Games

All regular season games must be completed by 5pm on the last day of the current softball season.

All rescheduling of games must be done within 72 hours of the game being canceled. If managers cannot come up with a date within 72 hours SWI will schedule the date for the game.

Final Standings

Standings will be based on points not winning percentage

3 points for a win

1 point for a tie

0 points for a loss

Playoff Schedules

Every eligible team makes the playoffs. Locations will be listed on the website but may change if necessary

Article 6Detailed Level Rules and Special Rules Applicable to All Levels

Required specifications per division for rain/lightning delays, time restrictions and games called for darkness

8U

3 full innings played is considered a full game.

2 ½ if home team is winning

10U

4 full innings played is considered a full game

3 ½ if home team is winning

12U

5 full innings played is considered a full game

4 ½ if home team is winning

14U

5 full innings played is considered a full game

4 ½ if home team is winning

16U**5 full innings played is considered a full game****4 ½ if home team is winning**

Special note: these specifications should also be used when determining slaughter rules, but the home team will always have last at bats.

Note there will be no slaughter rule for 8U softball.

Bat Restrictions

Fast pitch Softball barrels must be 2 ¼ in diameter. They cannot exceed 34” in length. They cannot exceed 31 ½ ounces in weight. They must have the ASA 2004 stamp.

Pitching rules breakdown**Ball size:**

8U and 10U: 11inch.

12U and older: 12inch.

Step back rule: The step back rule will be allowed at all levels, but it is not required. Nor is it required to be taught at any level.

The pitcher is not allowed to take the pitching position on the mound if she does not have the ball.

The pitcher also is not officially in pitching position unless the catcher is in the proper position to receive her pitch, according to the USA Softball official rules of softball: umpire edition

Starting Position/Presentation:

Two feet on pitching mound

Both of the pitcher's feet have to be on the ground with the drive foot being in contact with the pitching rubber. Hands must initially present separately as the pitcher takes or appears to take a signal from the catcher/coach. The ball can stay in the glove or pitching hand at this time. The pitcher then needs to bring her hands together for 1 to 10 seconds before releasing the ball.

1-to-10-second pause must be taken before the initial movement into the pitching motion. However, precedent does call for it to be a "distinct pause," which is left to the umpire's discretion. The purpose of the rule is to prevent the pitcher from gaining an unfair motion for the delivery of the ball, and to prevent "quick pitching."

Pitching Motion:

The pitcher must backswing directly out of the pause by moving the pitching hand backward to start the delivery. In an effort to gain more velocity, the pitcher is allowed to take the ball behind the back or outward (both "within reason") or over the head.

Pitcher is allowed to step backwards off of the pitching mound. It is not encouraged to teach them to do this.

The pitcher may lift the front foot off the ground first, and slide or drag the pivot foot, (pivot foot is also known as the "drag foot.") as long as the pivot foot remains in contact with the ground.

For a right handed pitcher- the front foot would be the left foot and the pivot foot would be the right foot.

For a left handed pitcher- the front foot would be the right foot and the pivot foot would be the left foot.

The pitcher cannot make movements that resemble pitching without delivering the ball.

Windmill

A pitcher is not allowed to make two arm revolutions on a windmill pitch. The pitcher can, however, drop her arm to the rear and side before starting her windmill motion, advises USA Softball.

The pitcher does not continue to wind up after taking the forward step or after the ball is released.

Note: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

Delivery

Ball delivery must be underhanded. The hand has to be below the pitcher's hip on delivery. The wrist cannot be farther from the pitcher's body than her elbow, according to hanlon.

Illegal Pitching Motions:

(Note; this is a umpire discretion call)

Crow-Hop:

A crow hop is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

A right handed pitcher would crow hop with their right foot and a left handed pitcher would crow hop with their left foot.

Leap:

Both feet are in the air and off the ground at the same time as the arms are making a rotation to deliver the ball.

8U Girls Softball

Age Group: 7-8 year olds

Innings: 5

Bases: 50 feet

Mound: 30 feet

Drop Third Strike: Not Used

Infield Fly Rule: Not Used

Batting: A continuous batting order is used 10 fielders are allowed (short center)

Pitching: Before Memorial Day coaches will pitch the first and last inning, the kids will pitch the middle 3 innings. Pitchers are allowed 2 innings per game in addition each pitcher will only be allowed 6 innings in each calendar week.

After Memorial Day coaches will pitch only when 4 balls are reached. Pitchers are allowed 3 innings per game in addition each pitcher will only be allowed 6 innings in each calendar week.

One re-entry can be used for the starting pitcher only assuming they have not reached their 3 max innings for the game or have not reached their hit batsman max

Travel players can pitch throughout the year and in playoffs.

- 2 innings max per game combined

Base on Balls: If the count reaches four balls when the players are pitching the coach will come in and finish the at bat. There are no walks. The strike count remains until the batter strikes out, hits into an out, or gets on base.

When a coach is pitching a pitcher must have at least one foot in the circle, if no circle is drawn then they

must be within 2 feet of the rubber.

Bunting: Not Allowed

Stealing: Not Allowed

Lead Offs: Are allowed after the ball is released from the pitchers hand

Slaughter Rule: None

Special Note: Teams shall not score more than 4 runs in any inning including the 5th; no extra innings will be played, so games can end in a tie. Scoring should not be discussed on the bench with players. All 5 innings should be completed if possible regardless of score, weather permitting.

Dead Ball: Play is considered stopped when the pitcher has control of the ball within the base paths (diamond) of the infield.

Player will be awarded one base on the overthrow. Coaches should be aware of this and umpires are to be instructed that the players cannot continue to run on overthrows, unless played on.

No coach is allowed on the field of play once play has started unless pitching after 4 balls are reached

10U Girls Softball

Age Group: 9-10 year olds

Innings: 6

Bases: 60 feet

Mound: 35 feet

Drop Third Strike: Not Used

Infield Fly Rule: No

Batting: A continuous batting order is used

Pitching: Pitchers are allowed 3 innings in a game maximum.

In addition each pitcher will only be allowed 8 innings in each calendar week.

One re-entry can be used for the starting pitcher only assuming they have not reached their 3 max innings for the game. Or have not reached their hit batsman max.

Travel players can pitch throughout the year and in playoffs.

- 2 innings max per game combined

Bunting: Yes

Stealing and lead offs: runners can leave the base on the pitch, but are only allowed to steal 2nd base and cannot advance on an overthrow.

Exp: player leaves for 2nd base catcher throws down to 2nd and the ball goes into centerfield, player must remain at 2nd base. They cannot continue to run.

Slaughter Rule: there will be a 10 run slaughter rule in effect for 10u. 3 1/2 innings if the home team is leading or 4 innings if the away team is leading.

Special Note: Teams shall not score more than 5 runs in any inning. When a team has reached their 5th run even if there are not 3 outs the teams will change sides. Unlimited runs in the last inning.

Dead Ball: Play is considered dead once the pitcher has control of the ball in the vicinity of the mound (8' circle) Home teams should at the very least if unable to chalk in a circle, draw a circle with a bat to define this rule more clearly during play.

12U Girls Softball

Age Group: 11-12 year olds

Innings: 7

Bases: 60 feet

Mound: 40 feet

Drop Third Strike: Yes

Infield Fly Rule: Yes

Batting: A continuous batting order is used

Pitching: Pitchers are allowed to pitch 4 innings in a game maximum and 12 innings per week max. One re-entry can be used for the starting pitcher only assuming they have not reached their 4 max innings for the game. Or have not reached their hit batsman max.

Travel players can pitch throughout the year and in playoffs.

- 3 innings max per game combined

Bunting: Yes

Stealing and Lead Offs: Lead offs are not allowed. Stealing is allowed once the ball leaves the pitchers hand.

Slaughter Rule: Yes when there is a 10 run lead after 4 ½ innings have been played the home team is winning or 5 full innings if the away team is winning.

Dead Ball: Only on umpires direction otherwise ball is always live.

Special Note: Teams shall not score more than 6 runs in any inning. When a team has reached their 6th run even if there are not 3 outs the teams will change sides. Unlimited runs in the last inning.

14U Girls Softball

Age Group: 13-14 year olds

Innings: 7

Bases: 60 feet

Mound: 43 feet

Drop Third Strike: Yes

Infield Fly Rule: Yes

Batting: A continuous batting order is used

Pitching: Pitchers are allowed to pitch the full game. Starting pitchers may be removed and re-entered into the game only once.

Travel players can pitch throughout the year and in playoffs.

- 3 innings max per game combined

Bunting: Yes

Metal Spikes are allowed at 14U

Stealing and Lead Offs: Lead offs are not allowed. Stealing is allowed once the ball leaves the pitchers hand.

Slaughter Rule: Yes when there is a 10 run lead after 4 ½ innings have been played and the home team is winning or 5 full innings if the away team is winning.

Dead Ball: Only on umpires direction otherwise ball is always live.

Special Note: Teams shall not score more than 6 runs in any inning. When a team has reached their 6th run even if there are not 3 outs the teams will change sides. Unlimited runs in the last inning.

16U Girls Softball

Age group: 15-16 year olds

Innings: 7

Bases: 60 feet

Mound: 43 feet

Drop Third Strike: Yes

Infield Fly Rule: Yes

Batting: A continuous batting order is used

Pitching: Pitchers are allowed to pitch the full game. Starting pitchers may be removed and re-entered into the game only once. Or have not reached their hit batsman max. There is no limit to innings pitched for the week.

Travel players can pitch throughout the year and in playoffs.

- 3 innings max per game combined

Bunting: Yes.

Metal spikes are allowed at 16U

Stealing: Stealing is allowed once the ball leaves the pitchers hand.

Slaughter Rule: Yes when there is a 10 run lead after 4 ½ innings have been played and the home team is winning or 5 full innings if the away team is winning.

Dead Ball: Only on umpires direction otherwise ball is always live.

Special Note: Teams shall not score more than 7 runs in any inning. When a team has reached their 7th run even if there are not 3 outs the teams will change sides. Unlimited runs in the last inning.