

All Age Groups Softball Rules

Rule
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18U, 14U & 12U

- 1 Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis:
- 2 All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance.
- 3 No player in good standing will sit out more than two (2) innings per game. "Sitting Out" is defined as not participating when your team is in the field.
- 4 Nine (9) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game.
- 5 All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat.
- 6 If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game.
- 7 Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field.
- 8 Free substitutions are allowed defensively at any time.
- 9 A base runner can leave the base as soon as the ball leaves the pitcher's hand.
- 10 Incomplete games (rain, etc.) considered suspended are picked up where they left off. An incomplete game is considered a game of less than 4 complete innings. Incomplete games will resume at the last completed inning prior to the suspension of play.
- 11 Game times will be the following on the weeknight games No new inning may be started after 1 hour and 30 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 1:45 with the score reverting to the last inning completed. On weekend day games no new inning may be started after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed
- 12 Regular season games may end in a tie if time has expired at the end of the inning. Extra innings may be started to break a tie if time has not expired. ITB rules will be used.
- 13 A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings.
- 14 A Complete Game is defined as 6 innings for 12 U players and 7 innings for ages 14U and higher or expiration of the time limit prior to the start of the next inning, whichever occurs first. Unlimited runs for 12U is in the 6th inning and 14U, 16U and 18U is in the 7th innings.
- 15 The courtesy rule can be used for the Catcher and Pitcher at anytime. The courtesy runner will be the batter who made the last out.
- 16 Players may not register to play on more than one team, which would go head to head in competition: either intra-league or inter-league. Players to be eligible to play in spring inter-league championship games must be players that maintained their player good standing at defined in rule # 2 and has actually participated in at least 60% of the teams **practices and games** during the season unless absences are due to illness or injury.

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- 17** Home plate conference is held 5 minutes before the beginning of every game.
- 18** Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following).
- 19** League Approved 12 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game.
- 20** League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap.
- 21** Base path length will be 60 feet.
- 22** A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times.
- 23** A four (4) run scoring limit per inning for each team except for the last inning as defined in rule 14
- 24** Sliding is legal. Feet first into bag, head first or feet first back to the bag. If there is a play at home players must slide into home plate. Players who does not slide if a play is being made is call out.
- 25** A maximum of six players can be positioned in the infield prior to the pitch.
- 26** The same player-pitcher is allowed to exit and re-enter the pitcher position ONCE in a game. Extra innings do not count for the number of innings pitched or for the player-pitcher's reentry rule. Any part of an inning on the mound constitutes a complete inning pitched.
- 27** Infield fly rule will be in effect (Umpire Judgment). Bunting is allowed in the division.
- 28** A pitcher cannot pitch more than pitch more than three (3) innings in a regulation 6 inning game. There is no pitching limit at the U-14, 16, and 18 levels.
- 29** Pitching rubber set at 40 feet.
- 30** Unlimited base stealing is allowed. The ball is live on a dropped third strike and the batter can attempt to advance to first base (if unoccupied with less than two outs, occupied or unoccupied with two outs).
- 31** Players from a younger age bracket may play up to support an older team who is short of players for a game with out penalty.

All Age Groups Softball Rules

Rule
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10U

- 1 Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis:
- 2 All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance.
- 3 No player in good standing will sit out more than two (2) innings per game. "Sitting Out" is defined as not participating when your team is in the field.
- 4 Ten (10) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game.
- 5 All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat.
- 6 If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game.
- 7 Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field.
- 8 Free substitutions are allowed defensively at any time.
- 9 A base runner can leave the base as soon as the ball leaves the pitcher's hand.
- 10 Incomplete games (rain, etc.) considered suspended are picked up where they left off. An incomplete game is considered a game of less than 4 complete innings. Incomplete games will resume at the last completed inning prior to the suspension of play.
- 11 Game times will be the following on the weeknight games No new inning may be started after 1 hour and 30 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 1:45 with the score reverting to the last inning completed. On weekend day games no new inning may be started after 1 hour and 45 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 2:00 with the score reverting to the last inning completed
- 12 Regular season games may end in a tie if time has expired at the end of the inning. Extra innings may be started to break a tie if time has not expired. ITB rules will be used.
- 13 A game called by the umpire shall be regulation if four or more complete innings have been played or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings.
- 14 A Complete Game is defined as 6 innings of play or expiration of the time limit prior to the start of the next inning, whichever occurs first.
- 15 The courtesy rule can be used for the Catcher and Pitcher at anytime. The courtesy runner will be the batter who made the last out.
- 16 Players may not register to play on more than one team, which would go head to head in competition: either intra-league or inter-league. Players to be eligible to play in spring inter-league championship games must be players that maintained their player good standing at defined in rule # 2 and has actually participated in at least 60% of the teams **practices and games** during the season unless absences are due to illness or injury.

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- 17 Home plate conference is held 5 minutes before the beginning of every game.
- 18 Third base dugout is the home team dugout. First base dugout is the visiting team dugout. Home team is responsible for lining the field, putting out bases (and putting bases away if no other game is following).
- 19 League Approved 11 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game.
- 20 League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap.
- 21 Base path length will be 60 feet.
- 22 A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times.
- 23 A four (4) run scoring limit per inning for each team will be enforced except for the sixth or any extra innings.
- 24 Sliding is legal. Feet first into bag, head first or feet first back to the bag. If there is a play at home players must slide into home plate. Players who does not slide if a play is being made is call out. For the fall 2009 season when playing Ashburn teams coaches at the beginning of the game will agree to rule of calling players out if they fail to steal. If not agreement is reached then players will not be called out for failing to slide.
- 25 A maximum of six players can be positioned in the infield prior to the pitch.
- 26 The same player-pitcher is allowed to exit and re-enter the pitcher position ONCE in a game. Extra innings do not count for the number of innings pitched or for the player-pitcher's reentry rule. Any part of an inning on the mound constitutes a complete inning pitched.
- 27 Infield fly rule will not be in effect. Bunting is allowed in the division.
- 28 A pitcher cannot pitch more than three (3) innings in a regulation 6 inning game.
- 29 Pitching rubber set at 35 feet.
- 30 Base stealing is allowed upon release from pitchers hand. Stealing home on a past ball is allowed from 3rd. For the fall 2009 season when playing Ashburn teams, there will be no stealing of home on passed balls.
- 31 The dropped third strike is a dead ball, the batter is out and cannot attempt to advance to first base.
- 32 A player who is walked on base cannot advance beyond First Base by stealing to second.
- 33 Rotation of all positions at least every two (2) innings between infield and outfield is encouraged.
- 34 Players from a younger age bracket may play up to support an older team who is short of players for a game.

All Age Groups Softball Rules

**Rule
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8U

- 1 Standard Babe Ruth Softball rules will be followed with the following exceptions or points of emphasis:
- 2 All players in good standing will be listed in the batting line up and will bat in that order. Good standing shall mean faithful attendance at practices and games unless the manager excuses the absence in advance.
- 3 All defensive players must be even with the Coach-Pitcher or farther back, no defensive player except the Catcher can be closer to the batter than the Coach-Pitcher or pitching machine used to deliver the softball.
- 4 Mandatory rotation of all positions every two (2) innings with equitable assignment to infield and outfield positions. No player shall play more than two (2) consecutive innings and four (4) total innings at a critical position (1B, 3B, Pitcher, and Rover) per game. If a team has only seven (7) players, then one player may play more than two (2) consecutive innings at a critical position, but still must not play more than four (4) innings at a critical position.
- 5 Play is stopped with the first attempt from an infielder to return the ball to the Coach-Pitcher. When play is stopped, the umpire will determine the placement of the runners to the best of his judgment. Any runner beyond halfway to the next base is awarded that base, any player who hasn't reached halfway, must return to the prior base.
- 6 Ten (10) players may play in the field at one time, but no less than seven (7) are required to start and continue play in a game.
- 7 All players bat in order whether playing in the field or not. Any player who must leave the game early will NOT be called out each time she would be at bat.
- 8 If a batter cannot bat because of injury, she will NOT be called out each time she is up to bat. She can re-enter the game.
- 9 Any player arriving after her turn at bat can be immediately inserted at the end of the lineup and can take a position on the field.
- 10 Free substitutions are allowed defensively at any time.
- 11 Incomplete games (rain, etc.) considered suspended are picked up where they left off.
- 12 No new inning may be started after 1 hour and 30 minutes from the actual game start time. The Umpire is required to tell the home team scorekeeper, the start time of the game. The game will drop dead at 1:45 with the score reverting to the last inning completed
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- 14 Regular season games may end in a tie if time has expired at the end of the inning.
- 15 Extra innings may be started to break a tie if time has not expired. ITB rule applies.
- 16 A Complete Game is defined as 6 innings of play or expiration of the time limit prior to the start of the next inning, whichever occurs first.
- 17 The courtesy rule can be used for the Catcher. The courtesy runner will be the batter who made the last out.
- 18 Home plate conference is held 5 minutes before the beginning of every game.

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- 20 League Approved 11 inch game balls will be provided to the teams. The Home team will provide a new ball, the Visiting team a backup ball. If no new balls are available, the umpire will chose the best available used balls from the teams and proceed with the game.
- 21 League provided batting helmets will be equipped with a face mask and chin strap. Players choosing to use a personal batting helmet are required to use a face mask and chin strap.
- 22 Base path length will be 60 feet.
- 23 A 12 (twelve) run, Run-Ahead rule is in effect after the team with the lower score bats 4 times.
- 24 A four (4) run scoring limit per inning for each team will be enforced except for the sixth or any extra innings.
- 25 Sliding is not legal.
- 26 A maximum of seven players can be positioned in the infield prior to the pitch. A player may play next to a coach pitcher in the pitching circle.
- 27 Infield fly rule will not be in effect. Bunting is not allowed in the division.
- 28 Base stealing is not allowed.
- 29 Up to two (2) coaches are authorized to be on the playing field on the outfield grass when their team is in the field. The coach will not interfere with either a player or a ball that is in play. Interference by a coach in the field will result in all runners/batter being declared safe and advancing at least one base. The umpire may award additional bases if it is determined that runner(s) would have advanced more than one base if there had been no coach interference. No coach can physically move a defensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach not being allowed on the defensive field for the remainder of the game. No coach can physically move an offensive player while the ball is in play. First occurrence will be a warning; second occurrence will result in the coach being removed from the game with no advancement allowed by the player in either case.
- 30 One advanced base (maximum) is allowed on an overthrow, to a base or home plate, by a defensive player. The base is not automatically awarded and if the effective runner chooses to advance at her own risk, she will not be forced to return to the previous base if an attempt to return the ball to the pitcher is made, prior to her reaching the halfway point between bases. Overthrow: first attempted play from the field with the ball staying in live ball territory, (if ball enters dead ball territory from the first play, there is a one base award).
- 31 Coaches will pitch to their own team using the sling shot pitching machine and there will be no walks. Speed for the pitching should be set at 28-30 MPH. The Coach-Pitcher must be 35 feet from the batter while pitching. No non-swinging strikes will be called (the batter must swing at the ball to get a strike). The batter can be called out on strikes. A maximum of 5 pitches will be allowed for each batter. A batter taking 5 pitches without a hit will be called out, but she cannot strike out at the end her at bat on a foul ball. Coach pitch may be used instead of machine pitch if agreed to by coaches. Coach pitch need to be done at the 35 foot pitching mound.
- 32 However, the coach will not interfere with either a player or ball that is in play. If the Coach-Pitcher is hit by a batted ball, the ball is dead and the batter is awarded first base; only runners who are forced will advance.