

Thumb Area Baseball/Softball

10– 12 SOFTBALL RULES 2017

Games considered complete after 3 innings. Before start of game, home league representative is responsible to determine if field is playable and contact opponent if game's cancelled. If a tornado warning is posted 30 min prior to game time or later, games are cancelled. Home league representative **must** contact opponent if games are cancelled. It is the home league representative's discretion for cancellation for a tornado watch. Once a game starts, it is the umpire's decision to continue/delay /cancel games due to field condition/inclement weather. If lightning sighted, or thunder, game's put into 15 min delay. If there's another occurrence within the 15min, the 15min restarts at time of **new** occurrence. Games not meeting min number of innings played to be considered complete, make-up game starts over at top of 1st inning).

1. No player may play on more than one team in the league or change teams when and/or after the season begins.
2. Game time is noted on official league schedule. Forfeit time is 15 min after official game time noted on schedule.
3. Each team must have a minimum of 7 players to start a game.
4. A game consists of no more than 6 innings and does not last longer than 90 minutes. No new inning will start after minutes. In the event of a tie international tie breaker will be played.
5. Only 6 players are allowed on the infield and 3 players in the outfield. The outfielders must play at least 12 feet behind the base paths.
6. 3rd out ends inning or if 5 runs scored that inning. **Only 5 runs may score per inning even if there have not been 3 outs. After the 5th run crosses the plate, the inning ends. (If other runners are coming into home after the 5th run crosses the plate, you may, and SHOULD, let them cross the plate but ONLY 5 runs will be counted)**
7. There is a 1 base advancement on an overthrow to 1st or 3rd base when the ball goes out of the field of play (through a fence)
8. "Free Substitution" is effective in all age groups
9. Pitching: pitcher may pitch only 4 innings per game. Pitchers may make only 2 appearances at mound. 1 pitch to a batter=1 inning pitched; 1 warm-up pitch=1 appearance. Any pitcher hitting 3 batters in a game is automatically removed from that position for remainder of that game. Any eligible pitcher removed can only return to mound once during the game. If a pitch is determined a strike and the batter was hit, it does not count as a hit batter against the pitcher.
10. **No metal cleats** or jewelry may be worn. Umpires have final say of jewelry to be removed due to safety of all.

11. If player arrives after start of game, they must be added to bottom of lineup AFTER you have informed the other coach AND umpire
12. Leaving early for reasons other than illness/injury constitutes an out each time spot comes up for remainder of game. The ill/injured player can leave game without being called out; next batter in order bats, game continues. Injured player can be reinstated but **MUST** be reinstated prior to next at bat. Decision **MUST** be communicated to **ALL**. **DECISION MUST BE COMMUNICATED TO BOTH COACHES AND UMPIRES.**
13. **Thrown Bat:** will not be tolerated while batting or **anywhere** on field of play. This is the warning to all coaches before each game. 1st infraction during game will be a warning to offending team. **Each** infraction thereafter causes a dead ball situation and results in offending player being called out. Runners return to the bases they started.
14. **Helmets:** All offensive players **MUST** wear a helmet when **anywhere** inside the field of play. This is the warning to all coaches before each game. 1st infraction during the game will be a warning to the offending team. **Each** infraction thereafter will cause a dead ball situation and result in the offending team receiving an out. All runners will return to the bases started from. Batter returns to batting position with count as infraction occurred.
15. **Ejection:** Umpires discretion if a coach, spectator, player is ejected from game. They shall have 2 min to leave the field and immediate area and take no further part in that game. They may not sit in the stands or immediate area and may not be recalled. They must refrain from further ejected behavior. Not leaving the field/area within 5 min and/or not refraining from further ejected behavior for the duration of game will result in a forfeit for that team.

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| BALL SIZE | 12" |
| BUNTING | YES |
| LEAD OFF * | WHEN BALL LEAVES PITCHERS HAND |
| STEALING | YES CAN STEAL HOME |
| INFIELD FLY RULE | YES |
| BALL DROPPED, 3 RD STRIKE | YES |
| ILLEGAL PITCH | YES AFTER A WARNING |
| LOOK BACK RULE DOES NOT APPLY | PITCHER HAVING BALL IN CIRCLE STOPS RUNNERS |
| INNINGS ALLOWED TO PITCH | 4 |
| OFFICIAL GAME MAX/MIN INNINGS | 6/3 90 MIN |
| MERCY/RUN RULE | 5 RUNS PER INNING |
| PLAYERS ALLOWED ON FIELD | 9 3 OUTFIELDERS |
| PLAYERS AT BAT | ALL |

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| BASELINES | 60 FEET |
| HOME TO 2ND | 84 FEET 10 INCHES |
| HOME TO PITCHER PLATE | 40 FEET |
| PITCHER CIRCLE (ON FIELD JUST TO GET SOFTBALL PLAYERS USED TO IT BEING THERE) | 7 FOOT RADIUS/14 FOOT DIAMETER |

All bats must be stamped ASA 2002 or 2004. Must be a softball bat – no restriction on weight or length as long as bat has “ASA 2002 or 2004” permanent certification stamp.