

Thumb Area Baseball/Softball League

7/8/9 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).

FIELD DIMENSIONS

Fields will be set up and put away by the home team. Home team bench is on the 3rd base line.

1. Baseline: 60 ft. Pitchers line: 35ft from home plate. 2ND base: 84 feet 10 inches from home plate. There will be a 10' diameter circle around the pitchers line.
2. There will be a "Hash" mark located 30ft between 1st/2nd - 2nd/3rd - 3rd/home. The hash marks are used by the umpire to define the position of the runners during the progression of the play.
3. The pitching machine will be set **approximately** 35 feet from home plate.
4. Pitching machine speed will remain constant for both teams. It should be set at about 35 mph.

OFFICIAL RULES

1. A game consists of no more than 6 innings, with no new inning beginning after 90 minutes. In the event of a tie international tie breaker will apply.
2. Each team must field a minimum of 7 players to start the game.
3. Only 6 players are allowed on the infield and 4 players in the outfield.
4. 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)

5. 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). On an over throw to 1st or 3rd that remains in the field of play the runners cannot advance.
6. When ball is hit/stopped on the infield, 1st attempt to throw runner out at any base stops play, exception: if the ball is overthrow and remains within the foul lines the play is live and the runners can advance at their own risk. **Catcher returning pitched ball to pitcher (missing) = dead ball situation, stopping runners.**
7. "Free Substitution" is effective in all age groups.
8. Batters will be pitched to by pitching machine. Batter must put the ball in play or strike out. If, after 5 machine pitches, batter has not put ball in play or struck out swinging at 3 pitches, batter will be out (except if 5th pitch is fouled, only then will the batter will receive subsequent pitches). Batters hit by pitch while within the batter's box will be awarded first base. Only forced runners advance. Strikes will be called and player may strike out. No walks.
9. Bunting is not allowed. Stealing/leading off is not allowed. **1st infraction during** game will be a warning to offending team. **Each** infraction thereafter will result in offending player being called out.
10. Throwing bats for any reason **will not** be tolerated while batting or **anywhere** on the field of play. **1st infraction during** game will be a warning to the offending team. **Each** infraction thereafter causes dead ball situation and results in offending team receiving an out. All runners return to bases started from. Batter returns to batting with count as infraction occurred.
11. All offensive players **MUST** wear a helmet when **anywhere** inside field of play. **1st infraction during** game will be a warning to 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 their base started from. Batter returns to batting position with count as infraction occurred.
12. Field umps, pitching machine coach feeding pitch machine or defensive coach in field is hit by batted ball in fair territory the batter is awarded 1st base and only the runners forced to advance a base will move.
13. Offensive coaches are not allowed to touch base-runners during play. If this happens the runner will be called out. (It's time for the kids to listen to their coaches.)
14. Pitcher must wear helmet/mask and have at least one foot inside pitchers circle to start play.
15. 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.**

16. Coaches are allowed to enter the field of play at any time for instruction, offense or defense, if so desired. **(But please don't take advantage of this and cause delay of the game. Play time is just as important as instruction at this age!)**

BALL SIZE	11"
BUNTING	NO
LEAD OFF *	NO
STEALING	NO
INFIELD FLY RULE	NO
BALL DROPPED, 3 RD STRIKE	NO
OFFICIAL GAME MAX/MIN INNINGS	6/3 90 MIN
MERCY/RUN RULE	5 RUNS PER INNING
PLAYERS ALLOWED ON FIELD	10 4 OUTFIELDERS
PLAYERS AT BAT	ALL
BASELINES	60 FEET
HOME TO 2 ND	84 FEET 10 INCHES
HOME TO PITCHER PLATE	35 FEET