

2021 Scenic City Softball Rules

- Primary rules refer to Dizzy Dean softball rules.
- 9/10 & up 1 umpire
- 5/6 & 7/8 1 umpire
- Scheduling fee 15.00 per team

League Draft Rules

1. Hold core teams with previous signed spring roster.
2. New Teams: 4 holds, blind draw or draft with evaluations of players.
3. **Players MUST play up to the age group they will play in the Spring.**
4. All bats must have ASA or USA stamp, NSA stamp, and be 1.20 BPF.
5. NO SHOW CHECKS MUST BE 100.00 PER PARK. IF A TEAM DOES NOT GIVE A 24 HOUR NOTICE, THEN THEY WILL LOSE 50.00 PER GAME.

General Rules

1. 70 min. drop dead finish at bat. All games can end in a tie, no extra innings.
2. Softball shall be 47 core 375 compression.
3. Batting helmets must have a face mask & chin strap.
4. Team is allowed to pick up players to fill the team to 9 players. Pickup players must bat last & play in the outfield.
5. 10U, 8U, 6U all use 11-inch softballs. 16U and 12U use 12-inch softballs.
6. Tournament play only, a team can play with 9 players while still having subs. This rule is for 9 years and older.
7. 5 runs per inning in all age groups.
8. Teams that play in the league, but do not have a home park available for hosting home games will pay a fee of \$350.00 per team for U8 and younger \$400.00 per team for U10 and older. These fees must be paid before the fall schedule is made. These fees will be paid to parks who host these teams' home games.
9. **Players may not play down.**
10. During regular season games, no outs will be taken due to not having 9 players in a lineup.
11. There will be 4 infielders playing behind the 30ft safety line, pitcher in the pitching circle, 1 catcher, and outfielders which play behind the 20ft line (line placed 20ft behind the bases) or in the outfield grass.
12. RULE CHANGE:
 - a. 5/6 - Bat all play all
 - b. 7/8 - Bat all play all (12 or less players)
Bat all play 12 (more than 12 players)
 - c. 9/10; 11/13; 13/16 - Bat all play 10

5/6 Rules

1. Two tee hitters are allowed, and they must bat last. But if you pick up a player they will bat before the tee hitters.

2. Pitchers must have a helmet or face mask.
3. Players can leave the circle straight back within the circumference of the circle.
4. Bat all, play all in the field, free subs.
5. Catchers must wear a helmet with a face mask.
6. Five pitches, no strikes.
7. ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line cannot run the ball to 1st base. ANY fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3rd base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above, then the runner will be safe, and the play shall continue until time is called. Time being called will be at the umpire's discretion. This rule applies to initial play on the ball.
8. If a team has 8 players, they must field a catcher. If they have 7 or less, then they can play without a catcher.
9. Two coaches allowed in the outfield on defense must stay behind outfielders and stay out of the way of play and ball after ball is hit.

7/8 Rules

1. Pitchers must wear a helmet or face mask.
2. Pitchers can leave the circle straight back within the circumference of the circle.
3. With 12 players or less: Bat all, play all in the field, free subs.
4. With more than 12 players: Bat all, play 12 in the field, free subs.
5. Catcher must wear a helmet with a face mask & a chest protector; **HEAVILY ENFORCED**.
6. Five pitches, 3 strikes.
7. Bunting or slapping is allowed.
8. ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line cannot run the ball to 1st base. ANY fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3rd base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above, then the runner will be safe, and the play shall continue until time is called. Time being called will be at the umpire's discretion. This rule applies to the initial play on the ball.
9. Two designated hitters are allowed, and they must bat last. This means that they get 5 pitches instead of 3 strikes
10. Two coaches allowed in the outfield on defense. Must be behind the outfielders and stay out of the way of the play after the ball is hit.

9/10 Rules

1. Pitching rubber distance is 35 feet
2. Stealing bases: player can steal when the ball crosses the plate.
3. Player will be able to steal one base at a time, period even on wild throw or walks, **per pitch**.

4. Pitching rule: coach must pitch if the count is 3 balls with no strikes, or 3 balls with 1 strike, coach must pitch from the rubber, coach cannot come onto the field until time is called, must pitch underhand.
5. Pitcher must stay in the circle when the coach is pitching.
6. Bat all, play 10 in the field, free subs
7. No bunting or stealing when the coach is pitching.
8. Pitchers must wear a facemask.
9. Infield fly rule is not in effect and not enforced.
10. Hesitation rule is in effect and being enforced.

11 & Up Rules

1. Pitching rubber distance is 43 feet
2. 5 run limit per inning.
3. Dropped third strike runner can advance to first if not occupied. ***If bases are occupied with 2 outs, the batter may advance to 1st base with the liability of being put out. All other base runners advance at their own risk. The force out rule applies.
4. Infield fly is in effect for 11 and up.
5. Runners can advance to second on a walk at their own risk, hesitate and the runner is out unless there is an attempt to make a play at second.
6. Bat all, play 10 in the field with free subs.
7. Stealing bases is allowed when ball leaves pitchers hand
8. Steel cleats allowed for 14-16 only