



General Rules and Regulations for the Tri-Cities Baseball Softball Association *Amended as of September 10, 2018*

GENERAL INFORMATION

Tri-Cities Baseball Softball Association (“TCBSA”) will follow the rules of Major League Baseball (“MLB”) and Major League Softball (“MLS”), as reported in the most current edition of The Sporting News. As well as the United States Specialty Sports Association (“USSSA”) national rules for baseball and USA Softball (“USA”) national rules for softball, unless otherwise specified in TCBSA General Rules and Regulations. The order of precedence for rules is as follows:

- A. Baseball divisions – TCBSA, USSSA, and MLB.
- B. Softball divisions – TCBSA, USA, and MLS.

All rules have been presented by the Rules Committee, reviewed by the Board of Directors (“BOD”) and approved by the members. None of these rules shall be altered or revised by any league without consent of the BOD and approval of the members. These rules cannot be changed after seventy-two (72) hours prior to the first regular season game. During regularly scheduled games, the following line of authority shall be followed in cases where TCBSA General Rules and Regulations interpretations are necessary:

- A. Umpire-in-Chief
- B. League Commissioner
- C. Director of Rules and Protest – Baseball or Softball
- D. Vice President
- E. President

1.0 SCOREKEEPER

- 1.1 Home team shall provide the official scorekeeper for each game and the Visitor team shall provide a scoreboard scorekeeper. ~~In the event the official scorekeeper or scoreboard scorekeeper is not present at the scheduled time, the game shall not start until both positions are filled. If the home team cannot provide the official scorekeeper, and both teams agree, the visiting team can be the official scorekeeper.~~
- 1.2 The official scorekeeper shall record at-bats, hits, runs, ~~errors~~, strikeouts, base on balls, innings pitched by each pitcher and the scheduled starting time of games, or actual starting time ~~of games~~.

2.0 UMPIRES

- 2.1 There shall be at least one (1) official Umpire for 5U/6U Leagues and at least two (2) official Umpires for 7U thru 16U Leagues present at each ball game ~~(Fall leagues may play with less as determined by the board of directors).~~ (All ages may start, and/or continue, play with less as determined by the board of directors, or UIC, if circumstances call for it). In the event an official Umpire is not available at the scheduled starting time and the League Commissioner is unable to appoint a temporary Umpire, who is acceptable to both Managers of the involved teams, the game shall be rescheduled by the League Commissioner and Director of Scheduling.



- 2.2 An Umpire who ejects a person (coach, player, or spectator) must submit a report, either written or electronic, detailing the circumstances of the ejection, including reason, to the League Commissioner; Director of Rules and Protest; and the Head of Umpires, as well as note the ejection in the official scorebook. **Said person(s) are then subject to Article 10 – Conduct, in the TCBSA Bylaws.**

3.0 PROTESTS

- 3.1 A protest based upon a play which involves an umpire’s judgment is not permitted.
- 3.2 The Umpire-in-Chief of the game in question must be notified at the time of the protest, prior to the next pitch, and said protest shall be annotated and recorded in the scorebook. To validate this protest a \$100.00 cash filing fee and written notification stating the grounds of the protest must be submitted to the League Commissioner or designee within 24 hours, and shall be brought before the Protest Commission within the next 24 hours. If the protest is denied, the \$100.00 filing fee will be designated to the general fund. When a protest based on the interpretation of a rule is upheld by the Protest Commission, the game concerned shall be replayed from the point of protest and the filing fee returned.
- 3.3 Umpires shall make a public announcement to the crowd when a game is being played under protest.
- 3.4 Protests will not be permitted in fall leagues.

4.0 EQUIPMENT

- 4.1 Batting Helmets: National Operating Committee on Standards for Athletic Equipment (“NOCSAE”) approved batting helmets must be worn when a player steps onto the field of play in an offensive position (on-deck, batter, and/or batter-runner) and until he/she returns to the dugout. This includes practice games, batting practice or regular games.
- A. Batters in 9U and 10U baseball leagues are recommended to wear an approved batting helmet with faceguard.
- B. Batters in softball leagues are required to wear an approved batting helmet with faceguard and chin strap.
- 4.2 Metal Cleats: Metal Cleats and Metal Composition Cleats will be allowed at the 13U league and up, but not at any league 12U and under.
- 4.3 Catcher’s Gear: Catchers shall wear approved helmets, approved catcher’s *mitt*, chest protector, cup type supporters and throat protectors. Throat protectors will not be required with the Hockey style masks. **Approved helmets must cover below the ears.**

EXCEPTION: Catchers in 4U – 8U and softball divisions **only** may wear a fielder’s glove in place of a catcher’s mitt.

NOTE: Approved catcher’s helmets for 4U – 6U shall be a batter’s helmet with face mask. Approved catcher’s helmets for 7U and above shall be full. Skull caps shall no longer be considered acceptable catcher’s gear. Catchers in all leagues shall wear full catcher’s gear. Catchers warming up the pitcher



in the warm-up area **must** wear an approved helmet and cup type supporter. (It is strongly recommended they wear full catcher’s gear.)

- 4.4 Pitchers in 6U and younger shall wear a batter’s helmet with face mask and chest protectors. (This is also strongly recommended for pitchers in 7U and 8U as well)
- 4.5 TCBSA bat rules will be in accordance with the USSSA rules for 3U/4U – 13U/14U baseball divisions, as indicated in USSSA National rule 7.01C and 7.01.D. TCBSA bat rules will be in accordance with the USA rules for all softball divisions.

5.0 PLAYING INDIVIDUALS AND MANDATORY SUBSTITUTION

- 5.1 All TCBSA games, including post season (including USSSA zone tournament and/or any tournament play), at every age level will be played in such a manner that all present players on the roster will be included in the lineup (i.e. bat the roster). If a player arrives late to the game that player will be immediately added to the bottom of the lineup and take their at bat the first time available. All players not playing in the field at the start of the game must be substituted in defensively by the start of the 3rd inning and play.
- 5.2 All players must play 2 complete defensive innings for their team. If a player does not play 2 defensive innings because the game is shortened in innings due to weather, run rule or time limit, then that player must start the next game and make up the innings missed, plus play the 2 defensive innings for that game.
- 5.3 The penalty for violation of any of the above rules shall be forfeiture of the game in which the violation occurred. The time limit for reporting a violation of this rule shall be 48 hours and said report or complaint must be in writing to the League Commission. The League Commissioner will refer the complaint to the Managers Disciplinary Review Commission. A second violation of this rule shall make the Manager subject to suspension for the remainder of the season or from Tri-Cities Baseball Softball Association.
 - A. Exception: Absence, injury, sickness or disciplinary actions
 - B. All disciplinary actions must be submitted in writing to and approved by the League Commissioner or the delegated replacement prior to the game.

6.0 GAME PLAY

- 6.1 The scheduling of dates and starting times for league games shall be determined by the Director of Scheduling or league delegate and approved by the Board of Directors or League President. TCBSA will try to honor scheduling request, if possible, but makes no guarantee to reschedule if conflicts occur. Under no condition can league officers set up a schedule of games which would require a team to play more than two (2) games in one day. Games will be played as scheduled. Listed below are the planned numbers of games per season by age group:

	3/4U	5/6U	7/8U	9/10U	11/12U	13/14/15U
Spring Season	8	10	10	10	10	10
Fall Season	8	10	10	10	10	10



6.2 All regular season games shall be played to the time limits specified by the league, subject to the following limitations:

A. No new inning shall begin once official time has expired as recorded by the Umpire-in-Chief, if the score is tied at the end of the last inning, and the score will be recorded as a tie, for league play or as specified in tournament play (pool play). For bracket play, where a winner needs to be determined, additional play is required until a winner has been defined.

~~**B. *Fall leagues*** No new inning shall begin within three (3) minutes of the end of official time expiring as recorded by the Umpire in Chief. If the score is tied at the end of the last inning the score will be recorded as a tie.~~

6.3 All TCBSA games will be played in accordance with the following table:

League	Innings	Time Limit	Run Limit per Half Inning	Mercy Rule	Pitching Distance	Base Path Distance
3/4U BB	4	0:45	N/A	N/A	N/A	55'
5/6U BB	6	1:15	5	N/A	N/A	60'
6U SB	4	1:00	5	N/A	N/A	60'
7/8U SB	6	1:15	5	N/A	35'	60'
7/8U BB	6	1:15	5	N/A	40'	60'
9/10U SB	6	1:15	5	15 after 4; 10 after 5	35'	60'
9/10U BB	6	1:30	5	15 after 4; 10 after 5	46'	65'
11/12U SB	7	1:15	5	15 after 4; 10 after 5	40'	60'
11/12U BB	6	1:40	5	15 after 4; 10 after 5	50'	70'
13/14/15U SB	7	1:15	5	15 after 4; 10 after 5	40'	60'
13/14/15U BB	7	1:45	5	15 after 4; 10 after 5	54'	80'

6.4 Games are not to be held on Sunday except at the discretion of the League Commissioner and consent of the Team Managers involved.

NOTE: No team shall be penalized or required to forfeit if unable to field a team on a Sunday.

6.5 Rained Out Games:

A. Rained out games shall be rescheduled in the order in which they were rained out by the League Commissioner at the earliest available date. The Commissioner shall notify both involved managers, the Director of Scheduling, and the Chief Umpire as soon as the date and time of the rescheduled game has been determined (36-48 hour notice should be given). Under no conditions will there be switching of scheduled games by League Commissioners. Games will be played as scheduled.

B. Games deemed completed will not be rescheduled and the score will be reported as defined below. A game will be deemed complete after completing 3 innings, or 2.5 innings if the home team is ahead.

C. A game that is deemed complete, if stopped mid-inning will revert to the score at the last completed inning.



D. TCBSA will not follow USSSA rule 7.03.D. Any game not deemed complete, as defined at 6.5.b will not be suspended. Games rained out prior to being deemed complete will be rescheduled and replayed in its entirety.

6.6 In 7U – 15U Leagues, during the first week of play, any player making a fake tag will be ejected from the game after one warning. No warning will be given after the first week of play.

6.7 In an attempt to avoid injuries, the following rule is in effect: If the runner, in the umpire’s opinion, forcefully collides with the defensive player in an obvious attempt to either jar the ball loose or interfere with the defensive player’s ability to catch the ball, he/she shall be called OUT and the ball declared dead. At the umpire’s judgment, the runner may also be ejected from the ball game.

NOTE: This rule does not give the defensive player the right to block the base path except when in the act of fielding a hit or thrown ball. In addition to reducing injuries, the intent of this rule is to learn proper sliding techniques, not to penalize players.

6.8 The designated hitter rule as indicated in USSSA National rule 7.02.E will not be utilized.

6.9 Managers, coaches and players must remain in the dugout or in appropriately designated areas throughout the game. After one (1) warning, the offending person will be ejected from the ball game.

6.10 ~~A maximum of 4 adults shall be allowed in the dugout at one time. All others must be eligible players.~~ Dugout occupants will consist of eligible players, along with managers, coaches, and assistants that have passed the appropriate background screenings as stated in Article 8 – Managers and Registered Coach Approval, in the TCBSA Bylaws.

6.11 An official line-up shall be submitted to the official scorekeeper and the opposing manager at least **ten (10)** minutes prior to the scheduled starting time, listing all eligible players.

6.12 A team failing to field at least eight (8) players within fifteen (15) minutes after the scheduled starting time of the game shall forfeit the game. **If there are only eight (8) players**, the ninth (9th) slot will be an automatic out, **when the ninth (9th) spot comes up in the batting order.**

6.13 Guest Player –**Up to 3 guest players can be used to fill the roster up to the ninth (9th)** position and avoid forfeit. Any guest **player(s)** should be declared at the plate talk. The **player(s)** shall be a registered TCBSA player and:

- Wearing their own TCBSA team uniform,
- Play in the same division or no more than 1 division below,
- Bat at the bottom of the lineup, and
- Play in the outfield

Note: If additional players arrive that are on the teams regular roster (that are not additional guest players), will be added to the bottom of the roster, as stated in Article 5.1 in these Bylaws. It is recommended to follow the rules for playing time for all players, including the guest players.

6.14 A game that has been forfeited shall have a score of 7-0.



- 6.15** In all leagues except 5U and 6U, if the catcher (7U and 8U only) or pitcher (of record from the previous inning) is on base, the Manager has the option to substitute the catcher with a courtesy runner. The courtesy runner must be the last batted out unless that player is the pitcher in which case it would be the previous batted out prior to the pitcher. If no outs have been made then the last batter not on base would be the courtesy runner. IT IS NOT MANADORARY TO RUN FOR THE CATCHER OR THE PITCHER.
- 6.16** Under no circumstances can pitching rules be changed or waived by anyone.
- 6.17** For all leagues, players who arrive late for the start of the game shall be added to the team batting order at the end of the lineup and bat when this position comes up. Players who must leave before the end of the game may do so. Their position in the batting order will be ignored for the rest of the game and no out will be charged unless the batting order falls below nine (9) players.
- 6.18** Any time the batting order is reduced by an ejection when a team is batting the roster, an automatic out shall be declared in that batting order position.
- 6.19** **No Slashing** for 12U and under. On the first offense, if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- 6.20** Practices are limited to twice a week during pre-season and regular season. Each practice shall not exceed the game time defined at 6.3. There shall be no more than 3 activities per week, i.e. – 2 practices and 1 game, or 2 games and 1 practice. **A practice constitutes five (5) or more players, in an organized fashion, where drills are performed, and instruction is given. Anything less (4 or less kids hitting a ball around, pitching lessons, hitting lessons....etc.), is not considered an organized group event such as a practice.**

7.0 BASEBALL RULES – Rules herein are specific to age divisions designated as BB in rule 6.3.

7.1 – 3U/4U – ROOKIE T-BALL RULES

- 7.1.0** No umpires are assigned at this age division
- 7.1.1** On defense – all active players will field defensively. ~~Infield positions should be limited to standards.~~ **Infield positioning can be up to the coach. Safety is a concern, so positioning players should take this into consideration. As teams move into 4U, and are preparing for 5U, it is recommended that players start to learn true infield positions.** Extra players should play the outfield.
- 7.1.2** On offense – the team will bat the entire lineup each half inning, with the last batter clearing the bases. Players prior to last batter will advance base to base.



7.2 – 5U/6U – T-BALL RULES

- 7.2.0** The ball shall not be pitched, but hit off a tee that has been approved by the TCBSA, placed on home plate. For 6U only: The batter shall receive three (3) coach pitched pitches. The batter will not be called out for 3 swinging strikes. If unable to hit a fair ball from the pitches the batter will be granted 3 swings from the approved tee.
- 7.2.1** The batter may not hit the ball until the pitcher has made a pitching motion from the pitching rubber.
PENALTY: Strike is called.
- 7.2.2** Batters are to take a full swing and the ball shall go beyond a 10 foot circle in fair territory.
PENALTY: Batter shall be called back to the plate and a strike called.
- Note:** Any ~~motion toward the~~ contact with the ball shall be considered a swing (Umpire judgment).
- 7.2.3** 5U - A batter shall be declared “out” after failing to hit a fair ball after six (6) swings at the ball from the tee.
6U - A batter shall be declared “out” after failing to hit a fair ball after three (3) swings at the ball from the tee. (The batter gets three pitches from a pitcher coach and is not considered out until he misses from the tee.)
- 7.2.4** Thrown bat, warning on the first offense, on the second offense the batter is out (Umpire judgment).
- 7.2.5** Players shall not be permitted to steal or lead off the bases.
PENALTY: Runner is call out
EXCEPTION: If the runner retouches the abandoned base during the play and is not passed by another runner/batter.
- 7.2.6** Base runners may not advance more than one base on any overthrow by an infielder. Only one overthrow is allowed per play after the ball is thrown by an outfielder, the runners advance only to the base they were going to, but play is still live until runners are on base(s) and are no longer advancing.
- 7.2.7** A player may not play the position of pitcher more than one (1) inning or first base more than three (3) innings per game. **NO EXCEPTIONS**
- 7.2.8** Games will be played as long as time allows, even if it is mathematically impossible for the losing team to catch up. **Once time expires, the game can be called and mathematical elimination should be a consideration.**
- 7.2.9** If there are not three (3) outs when five (5) runs are scored, the teams shall change sides. The play on which the 5th run is made should be completed but no more than five (5) runs shall be recorded into official scorebook.



- 7.2.10** The batting order shall consist of all players present and that order remains throughout the game. Each player shall bat when his/her turn comes, regardless of whether he/she has played in the field during the inning. Players arriving late will be added to the bottom of the batting order. In the event a team has only eight (8) players, the ninth (9th) batting position will be counted as an automatic out each time that position comes up to bat in rotation. **The tenth (10) position will not be counted as an out.**
- 7.2.11** One defensive coach is allowed in the field of play but must be positioned outside the infield. It is recommended that by the end of the season, this coach should remain off the playing field.
- 7.2.12** One coach may coach first and third base and an additional coach may be positioned behind home plate away from the players in order to help position his/her batter. For 6U only: 7U/8U rules 7.3.4- 7.3.6 will be followed and in effect for the 6U coach pitcher.
- 7.2.13** Infield fly rule will not be observed.
- 7.2.14** If a ball hits the runner after it passes an infielder other than the pitcher, it is considered to be a dead ball. The batter is then awarded first base. If the ball strikes an umpire, it is live and in play.
- 7.2.15** The number of players allowed to play defense will be ten (10). The 10th player must play outfield which will result in four (4) outfielders. A game may start with eight (8) players when ten (10) players are not available.
- 7.2.16** An attempt must be made to throw the ball (not rolled underhand) when a play is being made on any base, 1st – 3rd. The pitcher may make the attempt for the out at home without a throw required. Outfielders must throw the ball into the infield when making a play on a runner at any base and are not permitted to run the ball into the infield in attempt to make a play unassisted. **EXCEPTION:** If the natural motion and progression of the baseball play promotes a tag in the base line, the out will be recorded. **PENALTY:** Runner will be called safe.
- 7.2.17 Runner Advancement** – The umpire shall call time when the ball is in the possession of an infielder, and in the umpire’s judgment all runners are not attempting to advance, the umpire shall call time. A change of direction from the runner shall constitute not attempting to advance. (Refer to rule 7.7 for overthrows. The intent of the rule is to stop play once the ball is in the infield so as not to allow continuous advancement of runners due to fielding errors.)
- 7.2.18 Protective Gear-** Catchers are required to wear gear; Pitchers are required to wear a helmet with faceguard and chest protection (may be full chest pad or “heart guard” style).
- 7.2.19 Intentional Walks** - as allowed in USSSA National rule 7.04.A will **NOT** be allowed.
- 7.2.20 Pitcher Position** – In accordance with USSSA National rule 10.07, the pitcher must remain in contact with the pitchers’ plate until the ball is hit.



7.3 – 7U/8U – BASEBALL COACH PITCH RULES

- 7.3.0** The number of players allowed to play defense shall be ten (10). The 10th player must play outfield which will result in four (4) outfielders. A game may start with eight (8) players, with the 9th position as an automatic out. **The tenth (10) position will not be counted as an out.**
- 7.3.1** The batting order shall consist of all players present and that order remains throughout the game. Each player shall bat when his/her turn comes, regardless of whether he/she has played in the field during the inning. Players arriving late will be added to the bottom of the batting order. In the event a team has only eight (8) players, the ninth (9th) batting position will be counted as an automatic out each time that position comes up to bat in rotation.
- 7.3.2** No bat boys allowed.
- 7.3.3** The umpire shall call the ball dead when it is in possession of an infielder, and in the umpire's judgment, the lead runner is no longer attempting to advance. Refer to USSSA national rule 8.19.
- 7.3.4** If a ball strikes a coach-pitcher the following shall apply:
If in the umpires' judgment
- a) There was no legitimate attempt to avoid contact; the batter is out, no runners advance.
 - b) There was a legitimate attempt to avoid contact, the ball is dead and no-pitch is declared.
- 7.3.5** The coach-pitcher pitches to his/her team.
- 7.3.6** The Coach-Pitcher shall be permitted to coach batting position through hand signals or minimal verbal communication, prior to the pitch being thrown. No further coaching may be permitted while the ball is in play.
- 7.3.7** There shall be only one (1) time out per inning for the positioning of the batter.
- 7.3.8** There shall be only two (2) time outs per inning for the positioning of the fielders.
- 7.3.9** Only the catcher may cover home plate while fielding a thrown ball; the pitcher (or another fielder may "backup" the play and may field an overthrown or passed ball without penalty.
- EXCEPTIONS:** Rundowns and regular baseball backup play. E.g. pitcher backing up the catcher can tag out a runner at home, but the pitcher may not field the ball at the mound and make play at home. If ball is fielded at mound a baseball play should be attempted (thrown to catcher).
- 7.3.10** Games will be played as long as time allows, even if mathematically impossible for the losing team to catch up. **Once time expires, the game can be called and mathematical elimination should be a consideration.**



- 7.3.11** Catchers are required to wear full gear; Pitchers are recommended to wear a helmet with faceguard and chest protection (may be full chest pad or “heart guard” style).
- 7.3.12** Intentional Walks (as allowed in USSSA National rule 7.04.A) will **NOT** be allowed.
- 7.3.13** The “Fair Ball Arc” and “Safety Arc” as indicated in USSSA National rules 8.01 & 8.02 will **NOT** be observed.
- 7.3.14** Each batter will be allowed six (6) pitches **or three (3) swinging strikes, whichever occurs first.** If a batter hits a foul ball on the sixth pitch, he/she will be allowed to continue batting until he/she does not make contact with the ball or puts the ball in play, **regardless of how many strikes the batter has at that point.** Therefore TCBSA modifies the observance of the USSSA National rule 8.14.
- 7.3.15** A defensive coach (NOT the head coach) shall be allowed to be positioned behind the catcher in the interest of speeding up play, and is not allowed to provide any verbal instruction to the defensive team.
- 7.3.16** Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

7.4 – 9U/10U – KID PITCH BASEBALL RULES

- 7.4.0** 9U and 10U teams will bat the roster.
- 7.4.1** ~~9U and 10U will play open bases and balks will be called. For the 9U league only the following rules regarding batter/runners will apply, for 10U the 11U/12U batter/runner rules will apply:~~
- ~~a) — A batter is automatically out on dropped/missed 3rd strike.~~
 - ~~b) — With regard to stealing bases; tight bases will be enforced as defined as no leading off and the runner may advance upon ball release from pitchers hand.
PENALTY: 1st time, dead ball ruling and field reset; 2nd time, the runner is out~~
 - ~~c) — Runners from 3rd base are only able to score from 3rd on a hit ball, a balk, be walked in, or on a passed ball. (Note: if the catcher over throws a defensive player then the runner can advance at their own risk. But the runner cannot score on a return throw to the pitcher that is cleanly caught)
PENALTY: 1st time, runner is returned to 3rd base; 2nd time, the runner is out~~
- 7.4.2** One balk warning, per team, per game will be issued. Subsequent violations will be subject to penalty according to official baseball rules.

Note: it should only be an obvious attempt to deceive the runner

Note: Umpires may use leniency for 9U in fall leagues to help with instruction and teaching of the balk rule.

7.5 – 11U/12U – KID PITCH BASEBALL RULES



- 7.5.0 11U and 12U teams will bat the roster
- 7.6.0 One balk warning, per team, per game will be issued. Subsequent violations will be subject to penalty according to official baseball rules

7.6 – 13U/14U – KID PITCH BASEBALL RULES

- 7.6.0 TCBSA will allow 15U players to play in this age group as long as the player is not on his/her High School Baseball team.
- 7.6.1 15U player rules:
 - 7.6.1.1 15U players MUST use a -3 (drop 3) bat. PENELTY: Player is removed from the game and an out is taken for that spot for the remainder of the game.
 - 7.6.1.2 15U players cannot pitch more to TWO (2) innings per game.

8.0 SOFTBALL RULES –

Rules herein are specific to age divisions designated as SB in rule 6.3. These rules are developed in agreement with the local interlock between the North Richland Hills, Colleyville, and TCBSA youth softball organizations.

8.1 – 6U – T-BALL SOFTBALL RULES

- 8.1.1 League play will be one hour or 4 innings, whichever comes first.
- 8.1.2 An eleven inch (11”) Soft Touch or Similar ball that is approved by the leagues will be used.
- 8.1.3 Limit 5 runs per inning or 3 outs.
- 8.1.4 The batting team’s designated adult pitcher throws 5 pitches to the batter. After 5 pitches, the players must hit the ball from a tee. Five pitches is the maximum regardless if the pitches are ball or strikes. Batters continue their at-bat using a tee at home plate until they hit the ball fair or until 10 swings have been attempted.
- 8.1.5 No lead offs and no stealing.
- 8.1.6 Force out at home must be thrown.
- 8.1.7 Pitchers are encouraged to begin their pitch in the pitching circle; however, pitchers can stand closer to the batter if necessary.
- 8.1.8 Each player must play half of the game in the infield.
- 8.1.9 Base runners advance on hits only. No advancing on overthrows.



8.1.10 All players play in the field defensively. Infielders are limited to one per standard position. Extra players will play in the outfield.



8.2 – 8U – COACH PITCH SOFTBALL RULES

- 8.2.1** League play will be one hour and fifteen minutes or 6 innings, whichever comes first.
- 8.2.2** An eleven-inch (11”) ball will be used.
- 8.2.3** Pitching distance is 35 feet.
- 8.2.4** Limit 5 runs per inning.
- 8.2.5** Ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned on the outfield grass and cannot come into the infield until the ball is put into play by the batter.
- 8.2.6** Coach pitch only. Coaches must pitch from the pitching rubber if it is set at 35 feet. If set at 40 feet, the coach must finish the pitch with at least one foot inside or on the circle.
- 8.2.7** The batter will receive up to 5 pitches to try to put the ball into play. The batter is out after 3 strikes (physical swings of bat) or after 5 pitches and the ball has not been put into play. Ball count is not kept. Batter can foul the last pitch indefinitely.
- 8.2.8** Drop 3rd strike rule will not be in effect.
- 8.2.9** Infield fly rule is not in effect.
- 8.2.10** Slapping, slashing, and bunting are not permitted.
- 8.2.11** Runners must remain in contact with the base until the ball is hit. A warning will be issued to the team for taking a lead off of bases. Subsequent infractions will result in the runner being called out.
- 8.2.12** Runners may only advance when the ball is put into play by the batter. Stealing bases is not allowed for any reason.
- 8.2.13** One base allowed per overthrow.
- 8.2.14** Play stops when the pitcher has control of the ball in the circle.
- 8.2.15** The coach pitching cannot coach from the pitcher’s circle and must make every attempt to get off the field if the ball is put into play.
- 8.2.16** If a batted ball should hit the coach who is pitching, the ball is declared a “dead ball” and the pitch will be replayed. All runners must return to the base where they began.

8.3 – 10U – MODIFIED PLAYER/COACH PITCH SOFTBALL RULES

- 8.3.1** League play will be one hour and fifteen minutes or 6 innings, whichever comes first.
- 8.3.2** An eleven-inch (11”) ball will be used.



- 8.3.3** Pitching distance is 35 feet.
- 8.3.4** Limit 5 runs per inning.
- 8.3.5** Teams may have 10 defensive players and four must be outfielders.
- 8.3.6** Pitcher may pitch no more than two consecutive innings.
- 8.3.7** No dropped 3rd strike.
- 8.3.8** Infield fly rule will not be in effect.
- 8.3.9** No bunting or slash hitting allowed.
- 8.3.10** Each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or acquires 4 balls. After acquiring four balls, the coach-pitcher for the batting team enters and assumes the strike count. When the coach-pitcher is pitching, there are no called strikes. The coach-pitcher can throw two pitches if the batter has one or zero strikes. If the batter has two strikes, the coach pitcher is allowed one pitch. The batter is out if no contact is made on the ball on the last pitch that is a strike. If the pitch is deemed out of the strike zone by the umpire and the batter does not swing, the batter will be given only 1 additional pitch at the umpire's discretion. A final pitch that is fouled off does not count toward the pitch count and an additional pitch(es) may be thrown. **EXCEPTION:** If the catcher catches a foul tip of the final coach-pitcher pitch, the batter is out.
- 8.3.11** Runners cannot advance until the ball crosses the plate.
- 8.3.12** Runners cannot steal home.
- 8.3.13** Runners stealing may only steal one base, and cannot continue past that base even if an overthrow occurs at that base.
- 8.3.14** Runners can attempt to take the next base on each overthrow attempt, except an overthrow on a stolen base attempt. For example, a runner overthrown at second base can attempt to reach third base. If third base is then overthrown, the runner can attempt to score a run.
- 8.3.15** The ball is live until the pitcher has control of the ball in the pitcher's circle. At this point, runners between bases can attempt to take the next base or must return to the previous base. If an attempt is made to throw a runner out, the runner may continue until the ball is returned to the circle.
- 8.3.16** Coaches must pitch from the pitching rubber if it is set at 35'. If set at 40', the coach must finish the pitch with at least one foot inside or on the circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.

8.4 – 12U – PLAYER PITCH SOFTBALL RULES

- 8.4.1** League play will be one hour and fifteen minutes or 7 innings, whichever comes first.



8.4.2 A twelve-inch (12") ball will be used.

8.4.3 Pitching Distance is 40 feet.

8.4.4 Limit 5 runs per half inning.

8.4.5 USA (ASA) Rules Apply.

8.5 – 14U & Above – PLAYER PITCH SOFTBALL RULES

8.5.1 League play will be one hour and fifteen minutes or 7 innings, whichever comes first.

8.5.2 A twelve-inch (12") ball will be used.

8.5.3 Pitching Distance is 43 feet.

8.5.4 Limit 5 runs per half inning.

8.5.5 USA (ASA) Rules Apply.

8.6 – SUBSTITUTION & GENERAL RULES FOR ALL AGE DIVISIONS

8.6.1 Substitute players can be pulled from teams laterally or below only.

8.6.2 A substitute player from a lateral-division team is only allowed when a 9th player is needed to fill the roster of a lateral team. The substitute player from the lateral division team may only play outfield and must bat last.

8.6.3 Substitute players from a lower age division can be used to fill any vacant, permanent place on a roster, but is only allowed to bring the line-up to 9. Lower age division players may only be used when a permanent roster player is absent. The lower age division player must bat last and can play anywhere except pitcher & catcher.

8.6.4 Age-eligibility of players participating in older age divisions does not make them eligible to substitute in a younger age division than the division in which they are playing.

8.6.5 Any substitute player will play in her own team uniform.

8.6.6 All substitute players must be identified to the opposing coach and umpire before the start of the game. The opposing coach must raise an objection before the start of the game. Once play starts, no objections will be heard.

8.6.7 Substitute players must be a current registered participant of team's own league. If no current registered participant is available from team's own league an exception can be made, but must be approved by the Board of every participating league.



- 8.6.8** In case of weather or other early stoppage of play. Games deemed completed will not be rescheduled and the score will be reported as defined below. A game will be deemed complete after completing 3 innings, or 2.5 innings if the home team is ahead or if 45 minutes has been played. If the home team has the lead at the time of stoppage, the score will be recorded as is even if the inning did not complete. Otherwise the score will be recorded as the score from the last completed inning. If the game is less than 3 innings and less than 45 minutes, it will be made up and will pick up where it was left off. Example: at the end of the 2nd inning, score is 4-6, home team is up. The game is then called in the middle of the top of the 3rd inning (visitors at bat), they are now up 7-6. The score goes back to the end of the completed 2nd inning 4-6.
- 8.6.9** End of Seasons Tournaments: See rule 3 regarding pick up players. No lateral pick up players for tournament play. For tie breakers, ITB rules will be in effect.
- 8.6.10** A player will not be eligible to participate in games if that player is currently rostered on a select/tournament team or a team that is not associated with a city or park district recreation league. Players may play as a non-active substitute in up to 2 select tournaments per season.
- 8.6.11** All age divisions must bat entire roster.
- 8.6.12** 8U & below may play the game with no automatic out penalty if a team starts with less than 7 on the roster. 10U & above will go by USA rules. (A team must have 8 players to start a game. A team with 8 players takes an automatic out each time the 9th player should bat. 7 players or less will result in an automatic forfeit of the game and a score of 7-0 will be recorded.)