

2022 House Softball Rules

1. All coaches and umpires will adhere to rules for each division
2. Head Coaches must keep their assistant coaches and parents under control. Only the Head Coach should address the umpire, per the code of conduct that everyone has agreed to when registering
3. Game Information:

	8U	10U	12U	14U
Bases	60 Ft, 84-10.25 Ft to 2	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25 th Ft to 2 nd
Mound	Pitching machine @ 35 Ft	35 feet	40 feet	43 feet
Innings	6	6	7	7
In-Field Fly	No	No	Yes	Yes
Stealing	No	No	Yes (*)	Yes(**)
Lead Off	No	No	No	Yes(**)
Metal Spikes	No	No	No	Yes
Field Time	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total	2 Innings by the 4 th , Minimum 3 Total
Strike/Ball Count	See rule below	See pitching modification rule below.	Start at 0 - 0	Start at 0 - 0
Dropped 3rd Strike	Out	Out	Out	Batter must be thrown or tagged out, unless 1 st is occupied
Bunting	Not Allowed	Allowed (+)	Allowed (+)	Allowed (+)
Ball	11" softies	11"	12"	12"

* Limit of 3 per inning. A passed ball counts as a steal. A double steal counts as 1. A runner on 3rd cannot advance to home unless there is a ball put in play, bases loaded walk, or bases loaded and batter is hit by pitch (none of this applies to 14U)

** Stealing and secondary lead offs are allowed after the pitcher releases the ball to home.

+ No Fake or Swinging Bunts. A batter will be called out for fake bunting.

- a. Game time is first pitch. **Umpire is the official timekeeper.**
 - b. Scoring Limit – 5 runs per inning, unlimited in 6th inning for 8U & 10U and 7th inning for 12U and 14U
 - c. **Mercy Rule – 8U & 10U: 15 runs after three innings, 12 runs after four innings, 8 runs after five innings; 12U & 14U: 15 runs after four innings, 12 runs after five innings, 8 runs after 6 innings**
 - d. Complete game is 4 Innings (3.5 if Home team is winning) constitutes a complete game.
 - e. **Game Time Limit – The start of the last inning will be called by the umpire and agreed to by both coaches within a window 80 and 90 minutes after the first pitch. The goal is to complete a game within 2 hours after first pitch.**
 - f. **Lightning-if spotted by the umpire, game will be delayed 30 minutes and clock will restart at each successive strike of lightning.**
4. Uniforms:
 - a. Must use uniform provided by league, with jerseys tucked in
 - b. No Jewelry to be worn at any level.
 5. Batting:
 - a. **Bat Rule – Barrel Size 2.25" Max, No weight drop limit**
 - b. When bunting a foul ball on 3rd strike results in batter being called out (8U doesn't apply)
 - c. All batters must wear helmet with mask/cage
 6. Pitching:
 - a. A pitcher is to be removed from the game if 3 batters are hit by a pitch.
 - b. Pitching limit is 4 innings per 7 inning game (do not have to be consecutive), extra innings are considered a new game
 7. Runners must slide or give themselves up to avoid collision with fielder. **All base runners can be called out for failing to avoid contact.**
 8. Coaches must keep their parents under control **per the code of conduct that everyone has agreed to when registering**
 9. Coaches are responsible for their own make-ups due to schedule conflicts.
 10. Players having to leave early may do so without penalty to team. Must notify other coach before game or as soon as possible

10U Base running: Base to base movement on batted balls unless the batted ball reaches the outfield. Maximum of 2B hit on balls that do not reach the outfield. Runners may continue to advance bases until the ball is returned to the infield. A runner may take one extra base on an overthrow (in jeopardy).

10U Pitching Modification:

- 3 inning max per pitcher per game. A pitch to 1 batter in an inning counts as a complete inning. 1 mound visit per inning. Pitchers can be re-inserted so long as they do not exceed 3 innings. HBP gets 1B. 5 HBP per game, pitcher must be removed.
- Batters will begin with a 0-0 count, 3 strikes is a strikeout, 4 balls is not a walk. HBP gets 1B, **though HBP is at the discretion of the umpire and may be called a ball if the batter makes no attempt to avoid the pitch.**
- If a pitcher pitches 4 balls in an at-bat, it is not a walk, the batter's coach will complete the at-bat for the pitcher with called balls and strikes. **The count will continue from the change from the player to coach pitcher. If the batter has not either put the ball in play or struck out after a maximum of 3 hittable coach pitches, then she is out except on a foul.** Coach pitches within 8' of the mound, in umpire's sole discretion.

8U-Machine Pitch

- 5 total swings/pitches (unless 5th pitch is fouled off, then batter gets another pitch, no strikeouts until 5th swing/pitch), No walks
- Defensive team may have 10 players in field and defensive coaches may be in the outfield
- 2B maximum hit; no advancement on overthrows
- Utilize a bucket of balls at pitching machine to increase pace of play
- Machine fed by the offensive coaches
- If a player is hit by pitch, the pitch is counted towards the 5 pitches and player is not awarded first base