

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 nd	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25 Ft to 2 nd	60 Ft, 84-10.25 ^{''} Ft to 2 nd
Mound	Pitching machine @ 35 Ft	35	40	43
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
 - b. Scoring Limit – 5 runs per inning, unlimited in 6th inning for 8U & 10U and 7th inning for 12U and 14U
 - c. Mercy Rule – 12 runs after losing team has batted 5 times, 8 runs after losing team has batted 6 times (8U 12 Run Mercy Rule after 5 Innings)
 - d. Complete game is 4 Innings (3.5 if Home team is winning) constitutes a complete game..
 - e. Game Time Limit – No new inning starts after 1 hour and 15 minutes. Inning is finished. Umpire is official time keeper
 - f. A batter currently at the plate will be allowed to complete their at bat if time limit expires.
 - g. 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. No hitting sticks are to be used on game day
 - d. All batters must wear helmet with facemask/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
 11. **10U Base running:** A runner may take one extra base on an overthrow (in jeopardy), and is limited to a 2B on a ball not hit past the infield

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.

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. If the batter has not either put the ball in play or struck out after 3 pitches, then she is out except on a foul. Coach pitches within 8' of the mound, in umpire's sole discretion.