

General Rules

A-ball – (Coach Pitched) Swing until you hit; after 5 swings, coach will assist; bat full roster every inning

AA-ball – (Coach Pitched) Only swinging strikes will be called; 3 strikes = out; no walks; 3 outs per side; 7 runs or 3 outs = change sides (except last inning); 10 run slaughter rule

Minor/Major/HS – 4 balls/3 strikes/3 outs; Arc: 3'-10' from point of release; Mat/Plate = strike; 7 runs or 3 outs = change sides (except last inning); 10 run slaughter rule

Players – 11 players on the field; all players are in batting line up at all times (A-ball can play all players in field if both coaches agree)

Pitching

- Pitcher must start with one foot on the rubber
- Minors/Majors – use first rubber (30 ft); HS use 2nd rubber (36 ft)

Pitcher Warm-ups

- 5 before game starts; 3 between innings (new pitcher gets 5 warm-ups)
- Team will not warm up on field before games or between innings

Ball Size – A = 11” safe-T-ball; AA, Minors = 11”; Majors, HS = 12”

Batting Helmets are optional

Catchers Masks will be required for all divisions except T-ball; other catcher gear is optional
(UMPIRES WILL HAVE MASKS AT DIAMOND)

Batters Box - (Minors/Majors/HS) – Batter must stay in box while swinging; stepping on plate while hitting ball is an out.

No Bunting – No Stealing – No Leading Off – No Metal Spikes - No Illegal Bats – Official softball bats only (umps discretion for T-ball, A & AA)

Bat Throwing – 1 warning per team; after that batters will be called out.

Pop up to Catcher - 3' over catchers head and caught = out

Fair Ball – Between bases; if grounder goes over 1st or 3rd then hits foul – IT IS FAIR; ball must travel over bag

Force Out – If all bases before base where play is made are occupied, runner is out

In-Field Fly Rule

- Less than 2 outs
- Runners on 1st and 2nd, or 1st, 2nd & 3rd, batter hits fly ball in infield
- Batter is automatically out; runners can advance at their own risk
UMPIRE MUST HAVE YELLED – “INFIELD FLY, BATTER OUT”

Orange Bag at First Base – (*Minors, Majors, HS*) – belongs to the runner – (fielder must use white bag)

Overthrows

- If throw goes past out of play fence or into players bench, ball is out of play and runners receive base going to + 1
- If ball hits fence and stays in play, it is considered a live ball and runners advance at their own risk

Runner Hit by Batted Ball

- If runner is not on a base and defensive player did not touch ball, the runner is OUT

Base Path

- Runner must stay in base path
- Base path is 3' each side of imaginary straight line between 2 bases

Interference

- Defense must give right of base path unless there is a play at his/her base
- Runner may not intimidate defensive player while advancing

Sliding – (*Minor/Major/HS*) On a close play, if the runner does not slide – runner will be called OUT; this is for everyone's safety

Calling Time – Players must have ball and be in infield to call TIME

No Throwing Glove – No player can throw his or her glove at ball to stop or slow ball

Time Limits

T-Ball (35 min or 3 innings)

A/AA/Minor/Major/HS (55 min or 7 innings)

- Time limit starts at start of game (Ump should inform coaches of official start times)
- No innings will start after allowed time has expired unless game is tied
- Home team is allowed to bat when losing if inning started within time limit
- Only 7 runs allowed per inning (teams switch sides)

7 RUN RULE – each team will only be allowed to score 7 runs each inning

- they switch sides even if they don't have 3 outs
- 10 run slaughter rule still applies
- last inning will not use 7 run rule

Slaughter Rule – 10 runs after 5 innings

NO SWEARING OR UNSPORTSMANSHIP LIKE CONDUCT
WILL BE TOLERATED FROM PARENTS OR PLAYERS
Be sure players pick up ALL their garbage from bench before they leave!!!!