

# 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 [Pitcher is only adult allowed on the field]

**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 after 5 innings

**Players** – 11 players in the field; all players are in batting lineup at all times (A-ball can play all players in field)

## **Pitching**

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

## **Pitcher Warm-ups**

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

**Ball Size** – A = 11" Saf-T-ball; AA, Minors = 11"; Majors, HS = 12"

**Batting Helmets** are optional

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

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

**No Illegal Bats** – Official softball bats only (umps discretion for T-ball, A & AA)

**No Bunting – No Stealing – No Leading Off – No Metal Spikes**

**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 1<sup>st</sup> or 3<sup>rd</sup> 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 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>, 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 (standing in the base path before ball is hit is not illegal)
- 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** – Player 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 they are behind as long as the inning started within time limit

**7-Run Rule** – Each team will only be allowed to score 7 runs each inning

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

**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!!!**