



SOFTBALL RULES AND REGULATIONS (10U-16U) Fast pitch

AGE DIVISION / PITCHING DISTANCE/BALL SIZE

10U	35'	11"
12U	40'	12"
14U/16U	<u>43'</u>	12"

Rule 1—Equipment

Mask, helmet, throat guard and chest protector must be worn by all catchers. All equipment must fit properly and be in good serviceable condition. Every team must provide helmets for their team.

Rule 2—Injury-Re-entry

If a player is injured and cannot continue the game, any player on the bench can be used to replace the injured player. If it is the substitute that is injured, only the original player (starter) may re-enter the game.

Rule 3—Players

A team must have at least eight (8) players to start the game or they must forfeit. If a team starts with eight (8) players, they will have an automatic out where the vacancy appears in the lineup due to the missed player. The coach will decide where that vacancy occurs in the lineup and indicate it on the roster/scorecard. A late player may enter the game at any time. If a player is unable to finish the game, the player will be counted as an out and the team will continue to play with as few as seven (7) players. No designated players are allowed in league play except for the 6-8th grade division.

Rule 4—Length of Play

A full inning is described as both the offensive and defensive portion of an inning. It shall count as a full inning when the home team is leading and does not take or finish its turn at bat. **No inning shall start after 1:15 minutes of play.** The plate umpire will note the starting time on the roster/scorecard.

Any game may be declared official by the umpire if the game cannot continue due to darkness etc. If the game is less than 3 innings in length and less than 1 hour in length and called due to darkness or inclement weather, the game will be rescheduled and replayed.

Any game that is declared a tie at the end of regulation time or innings will play the ITB rule (international tie breaker). Last batted out will be placed at 2nd base for each half inning and will start with 1 out.

Rule 5 – Game time

No infield practice allowed prior to game. Players are to stay clear of chalked lines. Teams will be ready to play 15 minutes prior to game time. If a team cannot field 8 players at game time, that team will be visitors (first bat). If enough players are not present to fill the batting positions as they come up or if 8 players are not present at the beginning of the bottom of the first inning, the game is declared a forfeit. If neither team has 8 players at game time, the game can be delayed for up to 10 minutes. If both teams are ready to play at this time, then no inning shall begin later than 1 hour and 15 minutes after the scheduled starting time. If one or both teams do not have 8 players after the 10-minute delay, the game is declared a forfeit of double forfeit whichever applies. **NOTE:** This is to guarantee that game time is not taken away from a later game due to late starts because teams are not ready to play at their scheduled time.

Game balls will be provided by SYA and umpires will bring them to the pre-game meeting.

Rule 6 – Thrown bat

A player may be ejected from the game for the intentional throwing of a bat. If the bat is thrown unintentionally, the player will be warned once and the warning will also be issued to the coach. If the same player again throws the bat during that game, the player will be declared out and may be ejected from the game.

Rule 7 – Reschedule

No games will be rescheduled except for darkness or inclement weather. All teams must either play or forfeit.

Rule 8 – Sportsmanship

All judgment calls made by the umpire are final. Coaches will be notified by the umpire of any parent(s) that display foul language, poor sportsmanship, etc. It is then the responsibility of the coach to inform the parent(s) to change their behavior. If ANY abuse continues the umpire will terminate the game with the outcome of the game to be a forfeit for the offending team

Rule 9 – Roster/Scorecard

A roster/scorecard provided by the umpire must be completed and submitted to the umpire prior to the start of the game. Only officially registered players that are paid in full and in good standing with the league can take the field and play. Numbers of all players must be shown on the roster. Each team should have an official scorekeeper and each scorekeeper should compare after each half inning. The home team scorebook will be the official scorebook.

Rule 10 – Coaching

Each team may have one coach and up to three assistant coaches in the dugout. The head coach must be at least 18 years of age.

Coaching duties include:

1. Promote good sportsmanship and fair play.
2. Keep the team roster up to date.
3. Familiarize themselves and their players with the official rules of softball.
4. Provide schedules to each player on their team.
5. Obtain a sponsor for their team in conjunction with SYA Executive Director and staff.

6. Communicate regularly with their players parents or if necessary the SYA Executive Director
7. Use only eligible players.
8. Keep benches and bleachers clear of litter.

Rule 11 – Run rules (All Divisions)

Each half inning will be limited to three (3) outs or five (5) runs, whichever comes first. **ALL DIVISIONS**

Rule 12 – Re-entry players

A starter can be taken out and can return.

Rule 13 – Base Length

All leagues will use 60' base distance.

Rule 14 – All players present bat

Coaches will bat their roster present for 8U and 10U. 12U and 14U will bat their lineups.

Rule 15 – Stealing bases

No stealing of bases in the 8U division. 10U will be allowed to steal but not home plate. 12U and 14U stealing will be allowed and home plate. There will be no base limits on stealing.

Rule 16 – Walk

A walk WILL be awarded after four balls.

In the 10U division...if 4 balls are thrown, the coach then comes in and pitches a max of 3 pitches. The batter either hits the ball or strikes out. The batter cannot hit more than a double if the batter hits off of the coach or coach pitcher.

Rule 17 – Dropped third strike

The batter/runner MAY NOT run on a dropped third strike in the 10U division. Batter MAY run on a dropped third strike in the 12U and 14U divisions.

Rule 18 – Pitching

Pitchers are encouraged to use the windmill motion pitch.

1. **NEW...Back foot does not have to be in contact but in proximity to the mound.**
2. The pitcher must push off of the mound with the lead foot and not take an additional step. If a step is taken it would be an illegal pitch.
3. The pitcher must have continuous drag of the back leg. No hopping or air time is allowed which would be an illegal pitch.
4. A pitcher may not do walk throughs after warm up pitches are thrown. Walk throughs are only allowed during warm ups.

Rule 19 –Batter hit by pitch

First base will be awarded only if the batter is hit while the ball is in the air. If the ball hits the ground first it will be called a ball and no base will be awarded. **ALL DIVISIONS**

Rule 20 – Infield Fly Rule

There is no infield fly rule in the 8U and 10U Division. There is an infield fly rule in the 12U and 14U divisions.

Rule 21 – Home Plate

Home plate will be OPEN to steal in the 12U and 14U divisions.

Rule 22 – Bunted Ball

Bunting will be allowed in ALL DIVISIONS.

PROTEST RULES

No protest will be made during games. They will be settled on the field. The umpire's decision is final.

POINTS OF EMPHISIS for Coaches and Umpires

1. Pre-Game Meetings... Both Coaches, umpire and scorekeepers must all meet prior to the game to make sure line ups are official with the umpire's scorecard.
2. All players must be properly equipped.
3. Coin toss determines home team.
4. All umpire judgment calls are final.
5. If the weather or other conditions prevent games from being played as scheduled, the ON SITE PROGRAMME DIRECTOR OR THE EXECUTIVE DIRECTOR reserves the right to change the length of games, times, and locations as needed.

SYA...YEAR END TOURNAMENT 10-14U Divisions ONLY

There will be a league single-elimination tournament at the season's end. Those teams that have met the league's requirements will be eligible to participate. Eligible players in year-end tournament are only those players on original rosters.

The tournament director will be responsible for the scheduling of games and for the final decision concerning forfeits, rescheduling, etc.

In the case of the possible tie at the end of these limits, the ITB rule will be in effect. The five-run rule is still in effect.

A player that is on an SYA team from a lower division and has been eliminated can become a sub. Sub rules apply and see below.

Additional Rules

Roster additions...

A team can add a player no later than the start of the 3rd week of regular season games. Fees will be the same.

Substitutions...

A sub player, if needed, can be added to a team for a game but must be...

1. A current SYA player.
2. A SYA player from a lower league than which they are subbing for.
3. During tournament time a sub player can be added once they are eliminated from the tournament but still cannot be from the same age division.

Div	<u>Pitching Distance</u>	<u>Batting</u>	<u>WALKS</u>	<u>DROP 3RD STRIKE...</u> Can they Run?	<u>BUNTING</u>	<u>LEAD OFFS</u>	<u>STEALING + multiple bases</u>	<u>HOME PLATE ...OPEN?</u>	<u>INFIELD FLY</u>
<u>10U</u>	35'	Roster	4 balls + <u>3</u> coach pitches..Hit or Out	NO	YES	YES	NO	NO	NO
<u>12U</u>	40'	Line-up	YES	YES	YES	YES	YES and HOME	YES	YES
<u>14U</u>	43'	Line-up	YES	YES	YES	YES	YES and HOME	YES	YES