



# 6th-8th Grade Softball Rules

The National Federation (high school) rules will govern play for all leagues. South Summit Recreation has adopted some rules and regulations to make the program better for all participants.

## League Bylaws:

- Home team will take the third base dugout.
- Team line ups are due to the scorekeeper: 10 minutes prior to game time!
- Teams will be granted a 5-minute grace period after scheduled game time. The umpire will hold the official clock and will make the determination for a forfeit.
- Only coaches are allowed on the field. **Please no older children on the field to help coach, must be 18 years or older.**
- The umpire has the sole discretion of calling, suspending, or forfeiting a game because of weather, sportsmanship, etc.
- **HECKLING: Heckling by the players or fans will not be tolerated.** The coach of each team is responsible for his/her players and fans conduct. At the discretion of an umpire or field supervisor, they will warn the offending teams coach. A second warning is caused for suspension or forfeit.
- **SPIKES: No metal or hard spikes.**
- All bats and equipment must stay in the dugout.

## Game:

- The pitching distance is 40 ft; base distance is 60 ft.
- Ball size is 12"
- Game length will be 7 innings or no new inning after 1 hour and 20 minutes.
  - If there is a tie, the international tie breaker will be used for 1 inning.
    - Runner will be placed on second base to start the inning. Last player to get out from the previous inning will be the runner.
- A game can start with a minimum of 6 players. However, you must still bat at least nine. The difference between the number of players present and nine will constitute the number of outs you must take in your batting line-up. If you have 6 players, you must take 3 outs, if you have 7 players you must take 2 outs & if you have 8 players you must take 1 out. You may place your outs anywhere in your batting line-up, but once the line-up has been submitted, the order of the outs may NOT be changed. If a player arrives late, he must be added to the bottom of the batting order. When players are added to the bottom, outs are removed in sequential order starting with the

first. *If coaches want to borrow players from the other team, and the other teams agree, they may do that in place of taking an out.*

- The maximum runs in one inning by a team will be 6. Once a team has scored 6 runs in any given inning that half of the inning is over.
- A 10-run rule is in effect if a team is 10 runs ahead after four innings.
- Players CAN NOT call time to stop runners from advancing. Time is awarded by the umpire only.
- **90 Second Rule:** To allow more playing time, teams have 90 seconds from the point when the last out occurs to when the first pitch is thrown to start the new half inning / inning.
  - When batting, have catchers ready with gear on before inning is over
    - Speed up for catcher - must be last out
  - Pitchers will get 5 warmup pitches. On the 5th pitch, the catcher can throw down to 2nd base.

### **Batting:**

- All players present at the game will be included in the batting order, Every player will bat regardless of whether he is in the field or not. Any player injured or leaving the game will be dropped from the line-up without penalty, and any player arriving late will need to report to the scorekeeper to be immediately added to the end of batting order.
- NO THROWING BAT: One team warning – next player to do so will be called out.
- **DROP 3RD STRIKE DOES APPLY TO THIS LEAGUE.**
  - If the third strike called by the umpire is not caught, the batter becomes a runner only if first base is unoccupied or if there are two outs
- **NO INFIELD FLY RULE IN THIS LEAGUE.**

### **Baserunning**

- **STEALING:** Players must be in contact with the base until the ball is released by the pitcher.
- A speed up runner can be provided for the catcher (**AT ANYTIME**) or the pitcher (**WITH 2 OUTS**). The speed up runner is the player who made the last out.
- **COACH AIDING RUNNER:** If a coach touches or unduly aids a runner, the runner will be declared out.
- **RUNNER COLLIDING WITH FIELDER:**
  - A runner who deliberately runs into a fielder is out.
  - There cannot be deliberate obstruction of a base path by a fielder who is not making a play on a live ball.
  - **CRASH = OUT**
- **THERE MUST BE A SLIDE!** If there is a play at any base, the runner must either
  - Give up and consent to an out
  - Slide legally into the base

It is the umpire's judgement on a play if a slide is warranted, If in double tell the players to slide safely. A field may not fake a lay or a tag!

### **Pitching:**

- The pitcher must start with the pivot foot in contact with the pitcher's plate, and must remain in contact with the plate when delivering the ball.
- Any time a pitcher is changed during a game the coach must report the change to the official and the scorekeeper.
- The pitchers can do a slingshot style of pitch. They do not have to do a full circle.
- If a pitcher walks three batters in a row, the coach MAY step into pitch
  - Coach must pitch from the mound.
- When traveling to Park City a pitching machine will be used.

**OTHER:**

- If a player leaves or is injured before the end of a game, that player's position in the batting order will be eliminated without penalty. **EXCEPTION: Ejection of a player from the game by the umpire will constitute an out.**
- LIGHTING/WEATHER ISSUES: When lightning is in 8 miles radius play will be suspended for 30 minutes. Leave and vacate the outdoor activity to a safer location. If lightning occurs at the beginning of the delay, the 30 minutes count will reset. Game can only be suspended for 60 minutes total, or it must be cancelled.
  - If a game is canceled due to inclement weather, it will not be made up if 3 innings or more have been played.
- Suspended games are a continuation of the originally played game

**\*\*To help keep our parks and fields clean we'd appreciate it if you as coaches would help make sure that all wrappers and game treats are thrown away after the games\*\***