



Triple-A Softball Rules

Syracuse City

1- Game Format:

- A. All Playing Rules will be those under the current National Federation of State High School (NFHS) rules. This applies to gameplay only and does not include administrative procedures or actions. Amended Syracuse Parks & Recreation Youth Baseball & Softball playing rules are as follows:
- B. Game timing: No new innings will begin after 55 minutes; teams will finish the inning. The drop-dead time will be 65 minutes. Once 65 minutes have been reached the game will end. If the home team is ahead, they WIN, if the visitor is ahead at that time, reverse back to the previous inning. If the game was a tie at the point, then the game would end in a tie.
- C. An inning or half-inning ends when a team gets three outs or reaches 7 runs. This is a “hard” seven runs meaning only 7 runs will count that inning.
- D. The first team listed on the schedule is the home team and is always on the third base side.

2- Equipment -

- A. Equipment such as balls, batting helmets, and bats will be provided by the Syracuse Parks and Recreation Department.
- B. Catchers MUST wear a NOCSAE-approved face mask with a helmet, chest protector, and shin guards. Batters, on-deck hitters, and base runners must wear batting helmets.
- C. Players are allowed to use their own equipment.
 - a. Softball players are permitted to use aluminum and composite bats if they are certified under USA Softball standards and no larger than a 2 1/4” barrel.
 - b. An 11-inch ball will be used in this league.

3- Players:

- A. A minimum of eight players constitutes a team. If a team cannot field a minimum of eight players by 10 minutes after the scheduled game time, the team will forfeit the game. The 10-minute grace period will be taken from the game time.
- B. Free substitutions are permitted. Exception: Players must play the entire inning defensively, unless injured No player will sit out 2 consecutive innings, defensively, unless injured.
- C. Batting order consists of all team players present, each batting in the same rotation throughout the game.
- D. All players must remain in the dugout, which includes not playing defense, batting, on deck, or base running.
- E. After starting the game teams can drop down to a minimum of 7 players due to injury. It will be considered an out once the 8th & 9th players come up to bat and can end the inning if it is the third out.
- F. If a team drops to 6 players, the game will be considered a forfeit.
- G. Teams will play with 9 players defensively.

4- Pitching:

- A. High School Fastpitch rules will apply, with the following modifications:
 - a) No illegal pitch will be called in this league, however, if an illegal pitch occurs the umpire will instruct and warn the pitcher. If there is an issue with the pitcher continuing to throw illegal pitches, the coach will be asked to substitute the pitcher.
 - b) If a coach has an issue with how the pitcher is pitching, they must address the umpire and the opposing coach only. The umpire’s judgment will prevail as to compliance. The opposing coach will not say anything directly to the pitcher.
 - c) There will be no pitch count in this league.
- B. NO Walk Rule. Once the batter reaches ball 4, the following will occur:
 - a) The batting team's coach will come in to pitch the remainder of the at-bat.
 - b) The coach must pitch from the designated coach's pitching mark.



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- c) The coach will pitch up to four pitches, subtracting the number of strikes already thrown, or until the batter hits the ball or strikes out.
- d) **Hit by Pitch:** Batter will be awarded first base.

5- Batters & Base Runners:

- A. All players present will bat. Any kids who are late will be added to the end of the line-up, regardless of where the team is at in their line-up.
- B. **Stealing** - Base Runners may not leave the base until the ball crosses home plate (penalty: Dead Ball, the base runner will be called out). When the coach is pitching, there is NO STEALING.
- C. **Advancing to home-** Base runners will not be allowed to advance home on a passed balls or wild pitch by the pitcher.
- D. Base runner must attempt to avoid contact with the catcher whenever there is a close play at home. Penalty: base runner may be declared out and may be ejected if the contact is deemed intentional by the umpire.
- E. There is no 3rd strike rule in this league. The batter is out on a dropped 3rd strike.
- F. If there could be intentional or malicious contact at any base, the runner must slide or avoid the fielder.
- G. If the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or if he maliciously runs into the fielder, then that runner is automatically out.
- H. Speed up Rule – with two outs, running for the catcher is allowed but must be for the catcher from the previous inning. It is recommended, but not required. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on the bases.

Note: If the team decides not to use the speed-up rule, it is suggested that they have either a coach or substitute from the bench (the substitute must wear a catcher's mask) warm the pitcher while the catcher is putting on their equipment.

6- Coaches:

- A. One coach is permitted in each coach's box. All other coaches must remain in the dugout.
- B. Any violation, or misinterpretation, of a rule (not a judgment call) must be brought to the attention of the umpire BEFORE THE NEXT PITCH. If the umpire cannot solve the problem the Field Supervisor will make the final ruling on the play/rule in question.

7- Playing Field:

- A. Bases will be set at 60'.
- B. Pitching distance will be at 35'
- C. Pitcher's Circle will be 16ft (8ft. radius)