

Roy City & West Haven Softball Leagues

Softball Rules 2019

Revised 4/23/2019

High School Softball Rules apply except when specifically modified by the Roy City & West Haven Softball League.



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Base Runner:

Hit by a batted ball: any runner, including the batter, is out if he is hit by a batted ball before the ball reaches a fielder. After the ball passes a fielder other than the pitcher or is deflected by any fielder including the pitcher, a runner is not out if touched by a ball. In this case that ball remains a live ball.

Over-throw rules: a thrown ball that goes out of play and the throw is the first play by an infielder after a batted ball, is considered an over-thrown ball. If it is not the throw of an outfielder, or the second throw of a double play, or the throw of an infielder after a relay from the outfield, then each runner gets two bases from where they were at the time the ball was pitched. Ball is dead. Pitcher is like any other fielder when fielding a ground ball.

Example:

If a batter hits a ground ball to the shortstop who throws the ball out of play over the first baseman's head, the batter gets two bases from where he was when the ball was pitched, he gets first and second. If a runner was on first base in the previous situation, he gets second and third.

Runners on first and second: A ground ball is hit to the second baseman who attempts to throw to third to get the force out but throws out of play over the third baseman's

head. Runner at first gets second and third, runner on second gets third and home, and the batter gets first and second.

In all other cases, when a thrown ball goes out of play, each runner gets the next two bases from where they were when the wild throw left the thrower's hand.

Example:

The batter hits a single to center field and rounds first. The shortstop takes the throw from the center fielder and attempt to pick off the runner going back to first and throw the ball over the first baseman's head and out of play. Since the runner had already made first base and was between first and second when the wild throw was made, and since the throw was not the first play of an infielder after a batted ball, the runner gets two bases from where he was when the throw was made, he gets second and third.

Runner on first: A ground ball is hit to the shortstop who attempts to get the force out at second. He gets the out at second but the second baseman throws the ball out of play at first base. The base which the batter gets depends on where the runner was when the second baseman made his throw, since this was not the first throw of an infielder after the pitch. If the runner had not made first base yet when the throw was made, he gets first and second. If the runner had already made first base when the throw was made, he gets second and third (since he was at first when the throw was made). If the runner going to second had been safe on the shortstop's throw, then he would be awarded third and home since he was at second when the second baseman made the wild throw.

Batters:

Batting out of turn: a batter is out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place. The proper batter may take his turn batting at any time before the improper batter is out or becomes a runner. Any balls and strikes on the improper batter will carry over to the proper batter. The defensive team has to appeal to the umpire before the first pitch to the next batter. The umpire declares the player who should have batted out, and any advance or run caused by a hit of the improper batter is nullified. If a player bats out of turn and an appeal is not made prior to the next pitch, there is no penalty, and then next batter is the one following the improper batter in the order.

Batter's Box: both batter's feet must be within the batter's box. The lines are considered with in the box. A batter is out if he is stepping out of the box when making contact with the ball. Leagues with no batter's box drawn on the field will NOT enforce this rule.

Dropped Third Strike (NOT ENFORCED IN 3RD/4TH LEAGUE): a batter may attempt to reach first base safely when a third strike is not caught by the catcher when first base is not occupied, and when first is occupied if there are two outs. If the batter abandons the batter's box and begins to return to the dugout, the umpire shall call the batter out. A pitched ball that hits the dirt first and is swung at for strike three is considered a dropped third strike.

Bunting Foul: a batter is out if he bunts foul on the third strike.

Hit by Pitch: A batter who is hit by a pitch advances to first base, unless the pitch is in the strike zone when it hits the batter and unless the batter makes no attempt to avoid being hit. If the ball is in the strike zone when it touches the batter, it is a strike. If the pitch is outside the strike zone when it hits the batter, and the batter makes no attempt to avoid the pitch, the pitch is a ball on the batter. If a pitch hits the dirt and then the batter, the batter is considered hit by pitch. If a player swings and is hit by the ball it is a strike. If a player swings and it's the 3rd strike regardless of where the ball ends up the batter is out. The ball is dead whenever it hits a batter.

Interfering with Catcher: a batter is out if he interferes with the catcher making a throw or attempting to make a play on the ball. Ball is dead. All runners return to the last base touched. However, if the catcher makes the throw or play successfully, then there is no interference and the play stands and the ball remains live.

Dead Ball:

A ball is dead when (1) time out is called, (2) when a ball has gone out of play, (3) when a batted ball is declared foul, or (4) when the umpire has called dead ball due to interference or a similar situation. A ball is put back into play when the pitcher takes his position on the pitching rubber with the ball and the umpire calls "play".

Fair Ball and Foul Ball:

A fair ball is a batted ball which settles on fair territory between home and first or home and third, or that is on or over fair territory when it goes past first or third base after touching the ground, or that touches first or third base, or that leaves the field over the home run fence in fair territory, or that hits the foul line pole at the home run fence, or that touches a player or umpire in fair territory, or that falls in fair territory beyond first or third base.

A foul ball is a batted ball that settles on foul territory between home base and first or home base and third or that bounds past first or third while on or over foul territory, or that first touches the ground on foul territory beyond first or third base, or that touches

an umpire, player, or equipment in foul territory. A foul or fair ball is always judged by the position of the ball and not the player.

Foul Tip:

A foul tip is a batted ball that goes directly from the bat to the catchers' glove and is caught. If it is not caught, it is a regular foul ball. If the ball rebounds off the catcher's glove and touches any other person or equipment, such as the umpire, it is not a foul tip but a regular foul ball. A foul tip is a normal strike, and the ball remains in play. Runners can steal on a foul tip just like a normal strike. A foul tip that is a third strike is considered an out.

Infield Fly Rule:

An infield fly is a fair fly ball, not including an attempted bunt or line drive, which can be caught by an infielder with ordinary effort, with runners on first and second, or with the bases loaded, and less than two outs. The batter is automatically out, whether the ball is caught or not. The ball is live. The runners may advance at their own risk. If the ball is caught, the runners must tag up before advancing.

The pitcher, catcher and any other player who positions himself in the infield during the play is considered an infielder for this rule.

When it seems apparent that a batted ball will be an infield fly, the umpire will immediately declare "Infield Fly—Batter is out" for the benefit of the runners. If the ball is near the foul line, the umpire will declare "Infield fly is fair".

Interference:

Offensive Interference: is when the runner interferes with, obstructs, hinders or confuses a fielder attempting to make a play. The umpire will call the interfering runner out, and all other runners will return to the last base they touched before the called interference.

Catcher Interference: is when the catcher interferes with the batter trying to hit the ball. The batter gets first base. If a play follows interference (for example, if the batter hits the ball anyway) the coach of the offensive team can elect to take the play rather than the interference. Coach must notify the umpire immediately of the choice.

Defensive Interference: or obstruction is when a fielder who is not fielding the ball and who does not have the ball interferes with the progress of the runner. The ball is dead and the runners are awarded the base they would have gained if not interfered with, in the judgment of the umpire. The umpire waits until the play has finished and then makes the call and awards the bases.

Coach's interference: is when a base coach interferes with a thrown ball. The runner is out. If a thrown ball accidentally touches a base coach, the ball is live and in play. If a coach touches a base runner, the runner is out.

Pitching:

No Illegal Pitches will be called (warnings only) in 3rd/4th & 5th/6th League.

Illegal Pitches: Pitchers must follow the following guidelines –

- At the beginning of the pitching sequence the pitcher must establish contact with the pitching plate.
- The pitchers pivot foot must maintain contact with the ground through the release of the ball.

Regulation Game:

Regulation game time/inning rules are specified for each league under their leagues BYLAWS. In the event of bad weather, 35 minutes and 1 complete inning is considered complete game and will not be rescheduled. If the game has reached or exceeded the 35 minute and 1 inning standard, the game shall be declared over and the score will stand regardless of which team is batting or ahead in the score. If the 35 minutes and 1 inning have not been met then the game will be made up at the Recreation Departments discretion as to when and with the following parameters.

Make-up game rules:

Structure of line up cannot change from the original game to the make-up game.

Ex 1. If a player that was a at the original game cannot attend the rain out make up and he or she was the third batter then the 4th batter moves up to the 3rd batter position etc. to the end of line up.

Ex 2. If a player was not at the original game but can be at the make-up game they can either take over for an absent player that was explained in EX 1. Or they have to go to the bottom of the line up if all original players are in attendance of make-up game.

Game can and will begin at the point of play that the rain out game was called by the Recreation department. Ex. If there are two runners on bases and 1 out. We will start the game the same with runners on etc.

BYLAWS 3rd/4th Grade Softball

Revised 4/23/2019

General Rules:

- Players must wear the team issued shirt when playing a game. Jackets may be worn over the uniform during cold weather. **Long pants are required for league. Metal cleats are not allowed.**
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player, coach or spectator being thrown out of the game without warning. The recreation director will determine if player or coach will be allowed to participate in next scheduled game.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Inclement weather determination prior to games will be determined by 3 p.m. MST.
- Games can end in a tie.
- 60 min. OR 6 innings, no new inning after 55 minutes.

Team Selection:

- Rosters are formed by Recreation Department.
- Rosters are final prior to 1st game. Alterations to roster after 1st game will be approved by recreation director

Game Rules:

- The baselines are 60 feet with 30 feet pitching distance.
- **An 11 inch softball will be used.**
- Regulation games will consist of 6 innings or a time limit of 60 minutes. No new inning may start after 55 minutes. The home team, if behind or tied, will be allowed to bat regardless of time limit. If a game is tied after 6 innings or at the end of the time limit and completed inning, game will be ruled a tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat. A team will be given a 5 minute grace period to start with 7 players. If a team still doesn't have 7 players, game will be declared a forfeit.
- Players that arrive to the game after their first scheduled **at-bat** will be added to the bottom of the lineup.

- Before each game, both teams will provide their line up to supervisor 10 minutes prior to the game. Each player will be listed in the batting lineup. **This must include last names and uniform number.**
- The offensive team will have three outs, or 7 runs per half inning, whichever comes first. **This is considered a "Hard" 7 runs.** Note: If a team has scored 6 runs in their half inning and the next batter hits a grand slam, only 7 runs will count and the next inning will begin with the batter after the player that hit the grand slam.
- Protesting games will not be allowed.
- In case of rainouts, the game will be rescheduled by recreation department and coaches will be notified as soon as possible. This includes the possibility of make-up games on days other than regular scheduled game days, to include the possibility of double-headers.
- Games shortened by the elements will be considered complete if at least 35 minutes of regulation game length have been completed AND 1 complete inning.
- Inclement weather call will be determined by recreation staff only.

Batting:

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

Pitching:

- On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive illegal pitches. **No advancement of baserunners will be awarded for illegal pitches, due to this being a "beginner" pitching league.** If a player continually makes the same illegal movements, the umpire may ask coach to substitute pitcher.
- At the beginning of the pitching sequence the pitcher must establish contact with the pitching plate. The pitchers pivot foot must maintain contact with the ground through the release of the ball.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A new pitcher brought in during an inning may have 5 warm-up pitches.

Defense:

- All substitutes must enter the game by the beginning of the second inning.

- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

Base Runners:

- Stealing is allowed between first, second, and third. Runners may not steal home **unless a play is made on any baserunner**. Runners cannot leave the base until the ball has left pitchers hand. If a runner leaves too soon, he will be called out on the judgment of the umpire.
- Third base runners can only score by 3 scenarios, **attempted play on any baserunner**, batted in, or walked in. Third base runners may not steal on a pass ball or on a throwback to the pitcher.
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 2 or more outs. (The last recorded out will be the allowed base runner)
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of the recreation department.
- Runners must keep their helmet on until back in the dugout.

Slide Rule:

- There is NOT a mandatory slide rule. However, there is an avoid contact rule. A runner must attempt to avoid any violent contact with fielder. If runner fails to do so, they MAY be ejected (umpires discretion). A fielder that is blocking the base path MAY be called for obstruction and baserunner is awarded said base (umpires discretion).

Third Strike Rule:

- **The “Drop Third Strike” rule will NOT be applied in this league.** Therefore, if a catcher drops the ball on the 3rd strike the batter MAY NOT attempt to advance to 1st base. The batter is called out. Base runners can advance at their own risk.

BYLAWS 5th/6th Grade Softball

Revised 4/23/2019

General Rules:

- Players must wear the team issued shirt when playing a game. Jackets may be worn over the uniform during cold weather. **Long pants are required for league. Metal cleats are not allowed.**
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player, coach or spectator being thrown out of the game without warning. The recreation director will determine if player or coach will be allowed to participate in next scheduled game.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Inclement weather determination prior to games will be determined by 3 p.m. MST.
- Games can end in a tie.
- 60 min. OR 6 innings, no new inning after 55 minutes.

Team Selection:

- Rosters are formed by Recreation Department.
- Rosters are final prior to 1st game. Alterations to roster after 1st game will be approved by recreation director

Game Rules:

- The baselines are 60 feet with 35 feet pitching distance.
- **A 12 inch softball will be used.**
- Regulation games will consist of 6 innings or a time limit of 60 minutes. No new inning may start after 55 minutes. The home team, if behind or tied, will be allowed to bat regardless of time limit. If a game is tied after 6 innings or at the end of the time limit and completed inning, game will be ruled a tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat. A team will be given a 5 minute grace period to start with 7 players. If a team still doesn't have 7 players, game will be declared a forfeit.

- Players that arrive to the game after their first scheduled **at-bat** will be added to the bottom of the lineup.
- Before each game, both teams will provide their line up to supervisor 10 minutes prior to the game. Each player will be listed in the batting lineup. **This must include last names and uniform number.**
- The offensive team will have three outs, or 7 runs per half inning, whichever comes first. **This is considered a "Hard" 7 runs.** Note: If a team has scored 6 runs in their half inning and the next batter hits a grand slam, only 7 runs will count and the next inning will begin with the batter after the player that hit the grand slam.
- Protesting games will not be allowed.
- In case of rainouts, the game will be rescheduled by recreation department and coaches will be notified as soon as possible. This includes the possibility of make-up games on days other than regular scheduled game days, to include the possibility of double-headers.
- Games shortened by the elements will be considered complete if at least 35 minutes of regulation game length have been completed AND 1 complete inning.
- Inclement weather call will be determined by recreation staff only.

Batting:

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

Pitching:

- On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive illegal pitches. **No advancement of baserunners will be awarded for illegal pitches, due to this being a "beginner" pitching league.** If a player continually makes the same illegal movements, the umpire may ask coach to substitute pitcher.
- At the beginning of the pitching sequence the pitcher must establish contact with the pitching plate. The pitchers pivot foot must maintain contact with the ground through the release of the ball.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A new pitcher brought in during an inning may have 5 warm-up pitches.

Defense:

- All substitutes must enter the game by the beginning of the second inning.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

Base Runners:

- Stealing is allowed between first, second, and third. Runners may not steal home unless a play is made on any baserunner. Runners cannot leave the base until the ball has left pitcher's hand. If a runner leaves too soon, he will be called out on the judgment of the umpire.
- Third base runners can only score by 3 scenarios, attempted play on any baserunner, batted in, or walked in. Third base runners may not steal on a pass ball or on a throwback to the pitcher.
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 2 or more outs. (The last recorded out will be the allowed base runner)
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of the recreation department.
- Runners must keep their helmet on until back in the dugout.

Slide Rule:

- There is NOT a mandatory slide rule. However, there is an avoid contact rule. A runner must attempt to avoid any violent contact with fielder. If runner fails to do so, they MAY be ejected (umpire's discretion). A fielder that is blocking the base path MAY be called for obstruction and baserunner is awarded said base (umpire's discretion).

Third Strike Rule:

- The "Drop Third Strike" rule WILL be applied in this league.
- A batter may attempt to reach first base safely when a third strike is not caught by the catcher when first base is not occupied, and when first is occupied if there are two outs. If the batter abandons the batter's box and begins to return to the dugout, the umpire shall call the batter out. A pitched ball that hits the dirt and is swung at for strike three is considered a dropped third strike.

BYLAWS Jr High Softball

Revised 4/23/2019

General Rules:

- Players must wear the team issued shirt when playing a game. Jackets may be worn over the uniform during cold weather. **Long pants are required for league. Metal cleats are not allowed.**
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player, coach or spectator being thrown out of the game without warning. The recreation director will determine if player or coach will be allowed to participate in next scheduled game.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Inclement weather determination prior to games will be determined by 3 p.m. MST.
- Games can end in a tie.
- 65 min. OR 7 innings, no new inning after 60 minutes.

Team Selection:

- Rosters are formed by Recreation Department.
- Rosters are final prior to 1st game. Alterations to roster after 1st game will be approved by recreation director

Game Rules:

- The baselines are 60 feet with 40 feet pitching distance.
- **A 12 inch softball will be used.**
- Regulation games will consist of 7 innings or a time limit of 65 minutes. No new inning may start after 60 minutes. The home team, if behind or tied, will be allowed to bat regardless of time limit. If a game is tied after 6 innings or at the end of the time limit and completed inning, game will be ruled a tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat. A team will be given a 5 minute grace period to start with 7 players. If a team still doesn't have 7 players, game will be declared a forfeit.
- Players that arrive to the game after their first scheduled **at-bat** will be added to the bottom of the lineup.

- Before each game, both teams will provide their line up to supervisor 10 minutes prior to the game. Each player will be listed in the batting lineup. **This must include last names and uniform number.**
- The offensive team will have three outs, or 7 runs per half inning, whichever comes first. **This is considered a "Hard" 7 runs.** Note: If a team has scored 6 runs in their half inning and the next batter hits a grand slam, only 7 runs will count and the next inning will begin with the batter after the player that hit the grand slam.
- Protesting games will not be allowed.
- In case of rainouts, the game will be rescheduled by recreation department and coaches will be notified as soon as possible. This includes the possibility of make-up games on days other than regular scheduled game days, to include the possibility of double-headers.
- Games shortened by the elements will be considered complete if at least 35 minutes of regulation game length have been completed AND 1 complete inning.
- Inclement weather call will be determined by recreation staff only.

Batting:

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

Pitching:

- On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- At the beginning of the pitching sequence the pitcher must establish contact with the pitching plate. The pitchers pivot foot must maintain contact with the ground through the release of the ball. **Illegal pitches will be called in this league.**
- A new pitcher brought in during an inning may have 5 warm-up pitches.

Defense:

- All substitutes must enter the game by the beginning of the second inning.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

Base Runners:

- Base runners must tag up and may not leave the base until the ball leaves the pitchers hand. Penalty: base runner may be declared out on the judgement of the umpire.
- **Runners may steal home.**
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 2 or more outs. (The last recorded out will be the allowed base runner)
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of the recreation department.
- Runners must keep their helmet on until back in the dugout.

Slide Rule:

- There is NOT a mandatory slide rule. However, there is an avoid contact rule. A runner must attempt to avoid any violent contact with fielder. If runner fails to do so, they MAY be ejected (umpires discretion). A fielder that is blocking the base path MAY be called for obstruction and baserunner is awarded said base (umpires discretion).

Third Strike Rule:

- **The “Drop Third Strike” rule WILL be applied in this league.**
- A batter may attempt to reach first base safely when a third strike is not caught by the catcher when first base is not occupied, and when first is occupied if there are two outs. If the batter abandons the batter’s box and begins to return to the dugout, the umpire shall call the batter out. A pitched ball that hits the dirt and is swung at for strike three is considered a dropped third strike.