

3rd & 4th GRADE SOFTBALL RULES

1. Sportsmanship must be emphasized at all times. Unsportsmanlike conduct by players, coaches, or parents must be dealt with by the umpire with appropriate action for the situation. This can range from a warning to expulsion from the game for the individual or individuals involved.
2. Pitching distance 35 feet. Home team to indicate clearly correct distance. Both feet should start on rubber. 60 foot bases.
3. Instruct umpires to establish a big strike zone. (Knee to shoulder – use a wide zone.)
4. No walks. After pitcher throws 3 balls, your own coach pitches and may strike you out. Player must stand to the left or right of the coach. Example: If coach comes out to pitch and player has 2 strikes, they get 2 more strikes by coach or if they have no strikes they get 3 strikes by coach. (if a batter is hit by a pitch thrown by coach, it is not a walk).
5. Pitcher may reenter game -- if pitcher pitches 1st inning and plays another position or is taken out of game on 2nd inning, they may return to game as pitcher at any time. Pitcher to stay within 16' circle. Pitchers are allowed only 5 warm-up pitches in order to keep the game going.
6. 10 players allowed on field per team. Only 6 players allowed in the infield. If you need other players to fill team count of 10, recruit from same age group or younger. Player must be part of league and can play any position in a week game. For tournaments, add to bottom of batting order and must play in the outfield. Players can only be on 1 roster for a tournament.
7. Game time limit is 5 innings or 1 hour and 15 minutes, unless diamond is available and both coaches agree to play longer (prior to the start of the game). Double headers are limited to 1 hour games.
8. Innings -- 5 runs or 3 outs, whichever comes first. All innings for league play will have a 5 run cap including the last inning. * Unless you are the last game & it's agreed upon by both coaches before the game starts.
9. No infield fly rule.
10. Dropped 3rd strike is an out.
11. Use continuous batting order
12. No bunting allowed if 3rd base is occupied. No bunting if coach is pitching. **NO slap bunting/hitting.**
13. Stealing is allowed if ball gets out of catcher's zone but only one base unless play is made. Home is closed unless a play is made on you or elsewhere in the field. "The catcher's zone" width- from the outside of the right batters box to the outside of the left batters box. Length- from the front of the batters boxes to just in front of the umpire.
14. Leading off will be allowed as soon as the ball leaves the pitchers hand. If the runner leaves early, a team warning will be issued. If it happens again the runner will be out
15. On overthrows at any base, player may advance one base unless play is attempted. Ball thrown to pitcher indicates play is complete (pitcher must be within 16' circle).
16. Rubber cleats only.
17. Yellow or white balls are acceptable. Standard ball for game is 11 inches.
18. Chin straps are optional. Effective 2019: Helmet face guards are mandatory when batting.
19. Sliding is the expectation on close plays. If player doesn't slide - out will be based on umpire discretion.
20. Home field team provides game balls and umpires. The age of umpires is to be freshman and above and they need to see a copy of rules prior to start of game. Home plate umpire must wear face mask.
21. Throwing of bat is an automatic out.

22. If pitched ball hits the ground, then the batter, it is a dead ball and base is awarded. Player must make attempt to move out of the way. This rule does not count if the coach is pitching.
23. Ball is considered dead when pitcher has ball or attempt was made to get the ball to pitcher within the 16' circle.
24. Fielders do not stand in base line unless they are fielding the ball. Interference rules apply.
25. We will not play in inclement weather or if lightning is seen even at a distance. It is not worth risking any life. Home team decides if game will be made up.