

## SOFTBALL MINORS

1. Grades 3-5
2. Field Dimensions
  - a. Base length: 60 feet
  - b. Pitcher's rubber to home: 35 feet
  - c. A player may move up as long as pitching motion completes inside the pitching circle.
  - d. Pitching circle: 8 foot radius around pitching rubber
3. In Game Rules
  - a. Continuous Batting Order - All team members will bat in a continuous batting rotation
  - b. Continuous Walk – In the Minor League, a walked batter may not immediately steal 2<sup>nd</sup> base if the catcher does not return the ball to the pitcher in time.
  - c. Courtesy Runner – may be used to speed up the game for when the catcher is on base and there are 2 outs.
4. Defensive Positions
  - a. 10 players in the field to include 4 outfielders
  - b. Outfielders must be on outfield grass at least 12 ft. from the infield during a pitch.
  - c. Defensive substitutions are free except that a removed pitcher may not assume the catching position in the same inning removed.
5. Dropped Third Strike – Does not apply in the Minor League
6. Hit Batter – a direct pitch or ball bouncing and hitting the batter awards the hitter first base.
7. Infield Fly Rule – Does not apply in the Minor League.
8. Lead Offs
  - a. Lead-offs are not permitted until the ball crosses home plate. Players leaving early will be sent back to the original base.  
Maximum Batters
  - b. Play continues in an inning until 3 outs are recorded or 5 runs are scored.
9. Mercy Rule
  - a. If a team is leading by at least fifteen (15) runs after 3 innings or ten (10) runs or more after four (4) or more innings have been played, the game shall be terminated and the leading team declared the winner.
  - b. The bottom half of the inning need not be played or completed if the home team achieves such a lead.
  - c. Equal number of bats unless the lead is by the home team.
10. On Deck – There is no on-deck circle. Players may not practice swinging until stepping into the batter's box.
11. Pitching – There is no restriction on number of pitches per game or week but managers are encouraged to develop multiple pitchers for the betterment of the game.
  - a. A third or fourth grader must pitch at least 3 outs or to 3 consecutive batters in every game.
  - b. The pitcher must use the windmill or slingshot motion to deliver the pitch.
  - c. Pitchers are allowed 8 warm-up pitches for their first inning of pitching. After their first inning, 5 warmup pitches are allowed.
  - d. When the ball is in the possession of the pitcher within the pitching circle, play is stopped and the ball is dead. If a base runner has committed to the next base, she may continue to that base at the risk of being thrown out. The ball remains dead until the ball is pitched and crosses home plate.

## 12. Sliding

- a. Defensive players may not stand on home plate or any other base without the ball.
- b. Requirement to slide
- c. Runners are never required to slide, but to avoid interference or malicious contact the runner elects to slide, the slide must be legal.
- d. Diving or hurdling a player or jumping over the outstretched glove of a fielder at any base is prohibited.
- e. Any infraction of the above results in the runner being called out.
- f. Umpire determines whether a slide is legal or not.

## 13. Stealing

- a. Stealing is permitted for 2<sup>nd</sup> and 3<sup>rd</sup> base once the ball crosses home plate.
- b. Stealing home plate is forbidden unless a pickoff play is attempted by the pitcher or catcher of the runner at 3<sup>rd</sup> base.
- c. When stealing 2<sup>nd</sup> or 3<sup>rd</sup>, and an error occurs, the runner may not attempt to take the next base.
- d. A runner can only advance home on a batted ball.

## 14. League Standings

- a. League standings will be determined on a point system.
- b. Two (2) points are awarded for a win.
- c. One (1) point is awarded for a tie.
- d. There are no points for a loss or forfeit.
- e. One (1) point is awarded to each team for a complete game.

## 15. Post-Game – All teams shall leave the dugout as clean as or cleaner than when they arrived.

### Playoffs

16. End of Season Tournament – Teams will play a single elimination tournament at the end of the regular season. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
  - a. Final round tournament games will play a regulation 6 inning game without time limit. There will be no 6-run limit per inning, however the Run Rule will remain in force.
  - b. No special requests will be accepted for playoffs. Once the bracket has been posted, that will be the set schedule of events.

## **SOFTBALL MAJORS**

1. Grades 6-8
2. Dimensions – 60' bases, 40' pitcher's mound. The safety base will be used at first base when possible. If the safety bases is in use, the runner is encouraged to use the orange base to reduce the likelihood of collision.
3. Regulation Game – 6 innings.
4. Pre-Game Warm Up
  - a. The home team shall occupy the 1<sup>st</sup> base bench.
  - b. Each team is permitted 15 minutes of on-field warmup
  - c. The visiting team will warmup first and the home team second so the game may start with the home team in the field first.
  - d. If there is shortened warmup time, the time is to be divided equally.