

# City of Fort Collins Youth Softball Rules

Anything not covered in this rules document will default to the NFHS Softball Rules Book.

Updated May 2022. Rules changes will appear in *highlighted italics font*.

1. **Equipment and Uniforms** - Parks and Recreation will provide
  - a. Balls.
  - b. Bats.
  - c. Catcher's equipment for each team. *The catcher must wear a catcher's mask.*
  - d. The coach should check all equipment, any defective equipment should be returned to the Program Coordinator.
  - e. Shorts worn must be an appropriate length for the game (Determined by umpire).
2. **Warm-up Practice** - No infield practice is allowed. Teams should use the warm-up area located outside of the playing field.
3. **Home Team** - The home team will be the first team listed on the schedule and will occupy the third base dugout.
4. **Number of Players:** A minimum of 8 Players with 9 players max in the field\
5. **Time** - Time-out is not in effect until the umpire calls time. **Note:** *Throwing the ball to the pitcher does not automatically give time. The ball does not have to be in the infield to be considered a dead ball. The umpire decides when the ball becomes dead.*

## Grade Specific Modifications

### Elementary (Grades 2<sup>nd</sup>-5<sup>th</sup>)

1. **Game Length:** No new inning after 55 minutes if the game is in the middle of an inning when time expires, we will finish the inning or play until 65 minutes have elapsed.
2. **Field Dimensions** – Base paths are 60' and pitching is 35'.
3. **Infield Fly:** Will be in effect
4. **Pitching:**
  - a. **2<sup>nd</sup>/3<sup>rd</sup> Grade:** Coach will pitch, if a player strikes out they will have three swings to hit off the batting tee.
  - b. **4<sup>th</sup>-5<sup>th</sup> Grade:** All players will pitch from 35 feet. Windmill pitching is not allowed
5. **Base Running:** K-1 base running will be station to station 2<sup>nd</sup>/3<sup>rd</sup>-Runners may not advance after the ball is returned to the infield.
  - a. A player can leave the base once the pitch has been released, but they cannot commit to the next base until the ball is hit.
6. **Batting:**
  - a. All players need to be in batting line up even if they are not playing in the field.
  - b. **Ten Batter Rule** - The inning ends when three outs are made or after the 10<sup>th</sup> batter completes their at bat. The last batters at bat is completed when:
    - i. The batter is put out
    - ii. The batter crosses the plate
    - iii. The ball enters the infield after a hit to the outfield.

### **Middle School (Grades 6<sup>th</sup>-8<sup>th</sup>)**

1. **Game Length:** No new inning shall be started after 55 minutes of play. If an inning is in progress when the time limit is reached, the inning and game shall be finished according to the following:
  - a. If the home team is at bat and ahead when the time limit is reached, the umpire shall declare the game over.
  - b. If the score is tied at the completion of the time limit, the game shall remain tied.
2. **Pitching:** All pitchers will windmill pitch from 40 feet. *Players will pitch in all innings of all games.*
3. **Stealing-***Stealing is allowed (including home.) The runner may not leave the base until the pitcher has released the ball.*
4. **Six Run Rule** - The inning ends when three outs are made or after 6 runs are scored. Coaches are responsible for keeping track and informing the umpire. All players need to be in batting line up even if they are not playing in the field.
5. **Drop Third Strike-***Is allowed as long as first base is not occupied*
6. **Bunting-***Is allowed along with slapping*
7. **You will be allowed to have everyone in your lineup to bat but only 9 players on the field at a time.**