

YOUTH SOFTBALL

(Recreation League Rules & Regulations – 2010 – 2nd revision)

Coach Pitch – Machine Pitch – Player Pitch

MISSION STATEMENT: It is the purpose of Belton Parks & Recreation to provide a place for youth, regardless of skill level, who wish to play baseball/softball an opportunity to play in a fun, exciting, safe, and supervised league. The program stresses sportsmanship and character development. Baseball/Softball skills are to be developed while maintaining an appreciation for clean, friendly competition, and a true spirit of community through partnerships between sponsors, managers, players, spectators, and league officials.

RULES & GUIDELINES: The following rules, supplemented by the United States Specialty Sports Association (USSSA) shall govern the conduct of all baseball/softball competition played under the jurisdiction of the City of Belton Parks & Recreation Department (BPR). The BPR shall have complete authority in the interpretation of all rules. All persons associated with BPR sponsored leagues are reminded that alcoholic beverages are not allowed at any park facility or program at any time. The BPR requests that all persons participating in a BPR sponsored activity as a player or spectator please refrain from using tobacco products during games or events as a courtesy to others.

Rule 1. Special Rules and Regulations

- A. The League Director shall be the Director of Belton Parks & Recreation (BPR) and have supporting staff: League Scheduler/Assistant League Director, League administrative Assistant, and Chief Umpire / Field Supervisor.
- B. Belton Parks and Recreation is in accordance with USSSA Softball Rules
- C. **Game Schedules, Reschedules, & Rainout Information**
 - a. League Schedules and Reschedules will be posted on the Belton Parks & Recreation Website at www.beltonparks.org.
 - b. Reschedules will be allowed under the following conditions
 - i. Games conflicting with School Activities in which a team will not have enough players to play
 - ii. Games that are canceled due to weather, field conditions, or other acts of God
 - iii. Coaches submit requested days prior to the official schedule being posted.
 1. Coaches are allowed up to 5 requests prior to official schedule being posted.
 2. Coaches will be granted up to 3 requests for reschedules once the start of the season.
 3. Coaches will be charged a Reschedule fee of \$15 per reschedule once the 3 granted requests have been used.

NOTE: Reschedules requested after the initial 3 are made will not be processed until proper payment is made. The decision to proceed without payment or to officially forfeit the game for coach, will made by the League Director or Acting Director.
 - c. Coaches must give a 5 day notice to cancel and reschedule a ball game without penalty.

PENALTY: Penalty for canceling a game with less than 5 days notice will result in a forfeit of the game unless the opposing coach agrees to reschedule without penalty. Games being canceled with less than 5 days notice where the opponent is from a neighboring city or league other than the BPR league, the opposing league scheduler/president will determine whether the game is to be rescheduled or the game is forfeited.
- D. Game days when playability is questionable due to weather, please call the **"Rain-Out Line" at 816-348-1000** or check the website listed below for all "Home" Games played at Belton Parks & Recreation Fields. Rain-out Line and website will be updated by 4:30pm each day. "Away" Games played in neighboring cities; you must contact that leagues rainout line or website for updated field and game information.

City	Rainout	Website
Raymore	816.892.3131	www.raymore.com
Belton	348-7400 ext. 1000	www.beltonparks.org
Greenwood	816-545-4139	www.greenwoodsportsassociation.com
Harrisonville	913.599-9948	www.harrisonvillebaseball.org
Peculiar	913.791.3838	
Grandview	816-316-4990	www.grandviewbaseball.com
Pleasant Hill	913.791.2600	

Rule 2. Penalties

- A. Penalties for violating any Rule may be levied by the League Director or supporting staff and will consist of any of the following:
- B.

<u>Consequence</u>	<u>Enforcer</u>
1) 1 Time Warning	BPR Staff – Chief Umpire – Field Umpire
2) Ejection	BPR Staff – Chief Umpire – Field Umpire
3) Forfeiture of a game or games.	BPR Staff – Chief Umpire
4) Temporary or Total suspension.	BPR League Commissioner
5) Penalties set forth by USSSA.	BPR League Commissioner
- C. Managers or Coaches in violation of the pitching rule will forfeit the game
- D. Score of a forfeited game is (7-0) unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind, then the score remains as recorded.

Rule 3. Field Conduct

- A. There will be no alcoholic beverages on or in the vicinity of the playing field by anyone before, during, or after games.
- B. Rowdiness, intoxication, profanity, and gestures of poor sportsmanship by the manager, coach, player, or umpire will not be tolerated. Any violation the rule will result in ejection from Belton's Ball Fields and subject to all other penalties that may apply.
- C. Profanity and gestures of poor sportsmanship from any parent, spectator, or scorekeeper directed toward any player, manager, umpire, team or other spectator or scorekeeper is contrary to the aims and purposes of the League and will not be tolerated and will result in ejection from Belton's Ball Fields.
- D. Only team players, manager, two coaches, one bat person and umpire shall be allowed on the player's bench or in the vicinity of the dugout area reserved for the Team Members. Exception: T-Ball 6 & under only one manager, 2 field coaches, and 1 dugout coach.
- E. Be sure to follow all posted Park & Recreation Rules and Ordinances as ordained by each Home City.

Rule 4: Teams

- A. There will be 1 manager and 2 coaches allowed on each team except tee-ball (6 & under) where 1 manager, 2 coaches and 1 dugout coach will be allowed on each team.
- B. Allowed protected players shall be as follows. (Each sibling counts as 1 freeze) Each team will receive **4 freezes**.
- C. There will be a minimum of 10 and a maximum of 14 recreation players on each team.
i. **Exceptions:** To be reviewed by BPR League Officials.
- D. Recreational teams will be drawn in a fair method determined by the Belton Parks & Recreation Director and handled by BPR League Officials and/or head coaches at the Coaches Meeting (TBA) before the season begins.
- E. There will be no discriminations against race or sex, national origin or religion.
- F. A sponsor will be issued to the team that has drafted or frozen their representative.
- G. Both teams will provide a scorekeeper or forfeit the game. The home team will keep the official score.
- H. A verification of each player's current grade in school must be reviewed by Recreation Department staff at the time of registration.
- I. The player's current grade in school will determine the division in which he/she will be placed for the season.

- J. The age/division groups for Recreational Baseball/Softball are:
 **(Machine Pitch & Coach Pitch will be combined by gender if necessary and/or share games with other leagues.)

GIRLS SOFTBALL

Division	Grade	Length of Season
Tee-Ball	5 Years - Kindergarten	8 Games
Machine Pitch**	1st Grade	10 Games
Coach Pitch**	2nd Grade	10 Games
Player Pitch (U10S)	3rd & 4th Grade	10 Games
Player Pitch (U12S)	5th & 6th Grade	12 Games
Player Pitch (U14S)	7th & 8th Grade	12 Games
Player Pitch (U16S)	9th & 10th Grade	12 Games

- K. No player will be allowed to participate in another organized Softball league.

Exception: High School Softball (16 & Under Division only)

PENALTY: SEE RULE 2-A.

Rule 5. Protesting Games

- A. A PROTEST can only be made based on a play that is not a judgment call.
- B. The objecting manager/coach must notify the Plate umpire at the time the play occurs. The Plate umpire will then notify the opposing manager and the official scorekeeper that a protest has been made. Notation is made on the official scorebook that the game is being played under protest and the umpire will announce to the crowd that the game is being played under protest.
- C. The umpire and the objecting manager must file written detail within 48 hours of the protested game, to the League Director or his/her representative.
- D. League Staff will submit reports to League Director or acting Director if League Director is unavailable, within 48 hours after completion of the protested game.
 - i. A \$25.00 fee must accompany the objecting manager's protest, which will be returned if the protest is upheld by the League Director.
 - ii. The Recreational Manager and Chief Umpire shall rule on the validity of the protest and advise managers of the decision with 96 hours. The decision will be Final.
 - iii. NOTE: A Protest during Recreation League End of Season Play or Regular season South Metro Competitive League, a coach has five minutes to state his case, the umpire in chief or acting chief umpire's ruling will be final.
- E. A protest shall be ruled on as it was submitted in writing by the manager/coach and umpire. No rule shall be interpreted by a League Official who is involved in such a protest (e.g. manager, coach, or parent of the Division that the protest occurred).

Rule 6. Participation, Violation and Suspension.

- A. Every player assigned to a recreational team will start a minimum of five games. Every player will play a minimum of 12 consecutive outs or 2 complete innings per game. This rule applies except if the player is on suspension or ineligible. Any violation must be reported within two hours after the end of the game to the League Director or supporting staff in writing.
 - 1) In order to suspend a recreational player the manager must notify the Director in writing giving basis for suspension. It is then up to the League Director to talk to the players and players parents and then discuss the suspension with the Board. The Board will than make a decision whether or not the player will be suspended and for how long a period of time.
- B. The manager of the team failing to adhere to Rule 6A (12 outs participation rule) will have a one game suspension effective the day of the infraction and the game will be forfeited. **The violation of rule 6A must have taken place in a regulation length game as outlined in Belton Parks and Recreation player's rules. If a player is removed before his 12 outs are completed due to an injury or illness the rule has been satisfied.**
- C. An ineligible player is any player missing two consecutive unexcused practices or games that have been authorized by the board or has been suspended or declared ineligible because of violating rules penalty set forth by BPR.
 - 1) Managers shall notify the official scorekeeper and must notify the opposing manager of the ineligible players. Ineligible pitchers must be reported in the same manager.

- 2) Recreational players not showing up prior to the completion of the second inning of play or players not in proper uniform will be declared ineligible for that game by the Plate umpire.
- D. Any manager, coach, or player ejected from a recreation or competitive game will be automatically suspended from their next league game at Belton Ball Fields. Contacting the umpire-in-chief or the League director when an ejection occurs will enable us to enforce this rule. **PENALTY FOR NON-COMPLIANCE OF AN EJECTION OF A PLAYER WILL RESULT IN THE PLAYER BEING SUSPENDED FOR THE NEXT 2 GAMES AS WELL AS THE MANAGER/HEAD COACH OF THE TEAM. NON-COMPLIANCE OF AN EJECTION OF A COACH WILL RESULT IN THE COACH BEING SUSPENDED FOR THE NEXT 2 GAMES. IN BOTH CASES THE GAME WILL BE DEEMED ILLEGAL AND FORFEITED.**

Rule 7. Substitute Rule: Recreation only.

- A. Recreational subs are to be called from the following league:
- a. 1st Grade: Subs will come from Tee-Ball
 - b. 2nd Grade: Subs will come from 1st Grade
 Note: If 1st & 2nd Grade are combined – subs will come from Teeball
 - c. 3rd & 4th Grade: Subs will come from 2nd Grade players only
 - d. 5th & 6th Grade: Subs will come from 4th Grade players only
 - e. 7th & 8th Grade: Subs will come from 6th Grade players only
 - f. 9th & 10th Grade: Subs will come from 8th Grade players only
- B. Only recreational players in the second year in their division are eligible to sub. Players substituting in Belton Parks and Recreation games will not be allowed to pitch or catch.
- C. The manager of the team requiring a substitute must first contact the manager or coach of the team in which the substitute player is contracted and obtain permission, and then contact the substitute players' parent or guardian for permission.
- D. Substitutes will play a minimum of 12 outs per regulation game.
- E. If a substitute is called and 9 regular players show up, the regular players will play in the game as they normally would. THE SUBSTITUTE WILL ONLY BE ALLOWED TO PLAY HIS 12 CONSECUTIVE OUTS. Exception: 8 and under if 10 regular players show up, the regular players will play in the game as they normally would. **VIOLATION: FORFEITURE OF THE GAME.**
- F. If a team has less than 9 regular team members (8 & under less than 10) then the regular team members shall play the entire game except for injuries or forfeit the game.
- G. If more than 1 player is borrowed, playing time shall be divided equally among them (12 consecutive outs or more) or forfeit the game.

Rule 8. Ties

- A. Games Tied at the end of regulation play will be continued a maximum of 15 minutes. At this time, if the game is still tied and a complete inning has been played, the game will end in a tie. In the event that a complete inning is not achieved, the game will revert back to the previous complete inning which will determine the winner. Tie games will only be rescheduled if a winner needs to be declared for league standings at the discretion of the Belton Parks & Recreation department. In the event that 2 or more teams are tied in their League standings, all teams will receive the appropriate place trophy.

Rule 9. Equipment

- A. All players must be fully uniformed, which includes the following: baseball pants/softball pants or shorts, socks, baseball cap/visor, and team shirt with numbers that are non-duplicating and at least 3 inches in height. All players must be dressed identically, however the team must be uniformed alike with the exception of substitute players called up from the lower division.
Example: The players on a girl's softball team must all wear shorts or all wear pants so that the team is dressed in the same manner.
- B. Managers & coaches must wear the designated managers shirt and will be properly dressed (coaches/managers may wear coaches' shorts.)
- C. All catchers must wear appropriate mask, throat guard, head protector, chest protector and shin guards while behind the plate at all times. All catchers warming up must wear protective headgear at minimum. Age divisions 12 & below: The catcher must wear protective helmet that fully covers both ears.

- D. All batters, on deck batters, runners and player coaches at all times, will wear batting helmets with appropriate attached chin straps and faceguard mask which is NOCSAE approved.
- E. Managers are responsible for returning all equipment to BPR on completion of the season. Equipment turn in will be at closing ceremonies or at any time between the last game and closing ceremonies at the Parks & Recreation Office during regular business hours.
 - **An equipment fee will be charged to the head coach 4 weeks after the completion of the season.**
 - **All equipment LOST during the course of the season will be the responsibility of the head coach.**
 - **An equipment list and appropriate fees will be included in all coaches' packets.**
- F. No Steel Cleats will be allowed in any recreational division.
- G. Players in the game are prohibited from wearing jewelry. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. If jewelry is not removed, that player will not be able to play until the jewelry is removed.
- H. Recreation Bats – For more information regarding bat regulations, please see the appropriate USSSA Rules. www.ussa.com

Rule 10. General Ground Rules.

- A. Any ball hit bouncing over, going through, around or going under the fence, in fair territory is a ground rule double.
- B. Home team will be designated as indicated on the schedule and utilize the first base line dugout. The home team will be responsible for ensuring the bases and pitching distances are correct for their division. Pertains to 2nd game of the evening when a division with different dimensions may have been on the field. **The home team will move the bases and pitching rubber not the umpires.**
- C. Incomplete games called due to inclement weather, field conditions, time limits or park curfew by the staff or his/her representative shall be rescheduled at the discretion of the League Director. Tie games will be rescheduled according to Rule 8.
- D. Regular scheduled games may be rescheduled under Rule 1 and all subsequent rules.
- E. Seven eligible players must be present to start the game. Teams not having 7 eligible players 15 minutes after scheduled game time will forfeit. Games that have started must be completed by no less 7 eligible players. Tee-Ball can start with 6 eligible players. **ELIGIBLE PLAYERS ARE DEFINED AS ROSTER PLAYERS OF THE TEAM THAT IS PARTICIPATING AND/OR SECOND YEAR PLAYERS CALLED UP FROM A YOUNGER DIVISION IN THEIR LEAGUE.**
- F. No game will start 15 minutes after schedule time unless the delay is caused by an umpire, field conflict or weather conditions. Any team not ready to start 15 minutes after scheduled time will forfeit the game. Schedule game times will be start times. Scheduled time is defined as that time listed on the official printed schedule, or that time rescheduled by BPR, or field conflict caused by a prior game. There will be a 15-minute time span between the finish of the subsequent game on each field. On a delay time caused by field conflict the scheduled time of the delayed game will be the time of the last out of the prior game.
- G. If the time limit is reached before completion of official game the team ahead at the end of a complete inning or if the run spread applies will be declared the winner.
- H. Only managers, coaches, and team members can request timeout.
- I. Both teams involved in the game will clean out their receptive dugout and place all trash in provided trash receptacles at the conclusion of their scheduled game.
- J. One out constitutes 1/3 of an inning.
- K. Field Measurements:

Division	Age	Baseline	Pitcher's Mound
1 st & 2 nd Grade	7 & 8	60 feet	42 feet (front edge of circle)
3 rd & 4 th Grade	9 & 10	60 feet	35 feet
5 th & 6 th Grade	11 & 12	60 feet	40 feet
7 th & 8 th Grade	U14 (13 & 14)	60 feet	40 feet
9 th & 10 th Grade	U16 (15 & 16)		

- L. In all recreation divisions batting order will consist of all players eligible for game play. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
- M. Free substitutions will be allowed as long as the 12 consecutive out rule is followed
- N. Any player not filling their spot in the batting order will constitute an out unless due to injury.
- O. Any player can re-enter the game to replace an injured player.
- P. No player leaving the game due to injury will be permitted to re-enter the game. (Rule 10-O takes precedence over Rule 10-P)
- Q. Any player ejected from the game can be replaced by a member of the team (recreational: who has not played his 12 outs) if all subs have been played any player may re-enter in the ejected players place.
- R. A coach, player, substitute or bench personnel shall not:
 - 1) Deliberately throw a bat or helmet; or
 - 2) Call "Time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk; or
 - 3) Use words to act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon opposing player, umpire or spectator; or
 - 4) Enter the area behind the catcher while the opposing pitcher and catcher are in their positions; or
 - 5) Use amplifiers or bull horns on the bench or on the field during the course of the game; or
 - 6) Maliciously run into a fielder; or
 - 7) Have an object in his procession in the coaches' box other than a scorebook, which will be used for scorekeeping purposes only; or
 - 8) Be outside the vicinity of the designated dugout (bench) or bull pen area if not a batter, runner, on deck batter, in the coaches box or one of the 9 players on defense; or
 - 9) Verbalize in any way with the opposing team for the purpose of intimidation; or
 - 10) Exhibit behavior that is not in accordance with the spirit of fair play.

PENALTY: IN RULES 10-R- (1), (2) & (6) UMPIRES SHALL EJECT THE OFFENDER FROM THE GAME. FAILURE TO COMPLY SHALL RESULT IN GAME BEING FORFEITED. HOWEVER, IN RULE 10- R- (3), (4), (5), (7), (8), (9) & (10), IF THE OFFENSE IS JUDGED TO BE OF A MINOR NATURE, THE UMPIRE MAY WARN THE OFFENDER AND THEN EJECT HIM/HER IF HE/SHE REPEATS THE OFFENSE. ALSO 10- R- (6) AN EJECTED PLAYER IS DECLARED OUT UNLESS HE WAS OBSTRUCTED ON THE PLAY.
- S. No pitch shall be made after 8:35 p.m. on any unlit field.
- T. No division regardless of age shall have a time limit over 2 hours. No new inning will start after 1 hour and 45 minutes after official starting time.

SOFTBALL DIVISIONS	AGE	INNINGS	REGULATION TIME	MAXIMUM TIME
1st Grade Machine Pitch	7 & 8 Years	6	1hr 30 minutes	1hr 45 minutes
2 nd Grade Coach Pitch	7 & 8 Years	6	1hr 30 minutes	1hr 45 minutes
3 rd / 4 th Grade – Player Pitch	9 & 10 Years	6	1hr 30 minutes	1hr 45 minutes
5 th / 6 th Grade - Player Pitch	11 & 12 Years	6	1hr 30 minutes	1hr 45 minutes
7 th / 8 th Grade - Player Pitch	13 & 14 Years	6	1hr 30 minutes	1hr 45 minutes
9 th /10 th Grade - Player Pitch	15 & 16 Years	6	1hr 30 minutes	1hr 45 minutes

U. Mercy Rule

Length of Game	Run Differential	Inning
6 innings	12	After 4 innings
6 innings	8	After 5 innings

Rule 11. Special Playing Rules Coach Pitch Softball (1st & 2nd Grade)

The following rules are National guidelines and may vary at the State or Regional level.

A. Field / Equipment

1. Bases – 60 feet
2. Fair Ball Arc – There will be a ten foot (10') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.
3. Pitching Circle – There will be a ten foot (10') in diameter circle with the front edge at forty-two feet (42') from the back point of home plate.
4. A Pitcher's Line will be drawn 5ft in front of the pitching circle. The Pitcher will pitch from 35 feet – 42 feet based on pitcher's comfort level of safety
5. Catcher's must adhere to Rule 9c
6. Official Ball: Softball Coach Pitch: FAST PITCH (11") OPTIC YELLOW COVER ONLY - BLUE STITCH (the ball is either USSSA or ASA approved for game play).
7. Game balls will be provided by the umpire

B. Players

1. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baselines in the outfield areas.

C. Batting

1. All players present will bat each inning until 3 outs are made or max runs are reached.
2. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
3. A batter shall receive a maximum of 5 Hittable pitches or three (3) swinging strikes. (A Hittable pitch will be determined by the umpire.)
4. Intentional walks are not allowed.
5. No bunting.

D. Rules

1. Coach Pitch games will be a 1 hour 30 minute time limit or 6 innings. A new inning should not be started after 1 hour 25 minutes of play. Games that are postponed due to weather/injury/behavioral incidents under the chief or assistant chief umpire's discretion/ or Acts of God will not be rescheduled if 4 innings have been reach.
2. In case of inclement weather or darkness, a game will be considered completed after 4 innings or 3.5 innings if the home team is winning.
3. Tie games: At the end of Regulation play (1hr 30 minutes) if the game is tied, an additional 15 minutes will be allowed to determine a winner. If at the end of 1hr 45 minutes, no winner is declared the game will end in a tie. Refer to Rule 8 for additional information on Tie Games. (*Games played in the City of Belton will end after 1 hour 30 minutes of play regardless of score – no standings are kept and the tie breaker rules are not in affect. However, other townships that keep score will use the tie breaker rules to finish games that are tied at the end of regulation play.*)
4. An umpire will be present to monitor the flow of the game. Scores will not be turned into BPR.
5. Home team will supply the official book keeper and will keep track of innings played and official game time.
6. A maximum of five (5) runs may be scored per inning or three (3) outs. This includes the last inning.
7. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all runners are not attempting to advance. "Time" shall not have to be called by the participants for the purpose of this rule.
8. No advancement will be allowed on overthrow to first from inside the dimensional square. The square is defined as: From foul line to the inside of the field.
9. Teams may use free substitution for position players between innings for defense but the batting order must remain the same. The batting line up will consist of all players.
10. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
11. The Infield Fly Rule is not in effect.
12. Runner MAY NOT advance to 1st base on a dropped 3rd strike.

13. The catcher must receive the pitch in the batters box in a normal manner. If in the umpire's discretion, the catcher is not receiving the ball in a normal manner, there will be a warning issued. If the act continues after the warning, the pitcher will be replaced.
14. One defensive coach will be allowed on the field of play, but MUST position him/herself in the outfield behind the players.
15. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. **PENALTY: The batter/runner will be awarded 1st base.**
16. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGEMENT IS FINAL.
17. Any batted ball or thrown ball hitting the pitcher is dead and the hitter & the runners will be awarded one base.
18. A batted or thrown ball striking a pitcher, coach, or player(s) off the field or striking a player in the "On Deck" area shall be called a dead ball.

Rule 12: Special Playing Rules Player Pitch Softball (3rd & 4th Grade)

The following rules are National guidelines and may vary at the State or Regional level.

A. Field / Equipment

1. Bases – 60 feet
2. Pitching Mounds: 3rd & 4th Grade will be 35 feet
3. Catcher's must adhere to Rule 9:c
4. Official Ball: Softball Coach Pitch: FAST PITCH (11") OPTIC YELLOW COVER ONLY - BLUE STITCH (the ball is either USSSA or ASA approved for game play).
5. Game balls will be provided by the umpire

B. Rules

1. 3rd & 4th Grade games will be a 1 hour 30 minute time limit or 6 innings. A new inning should not be started after 1 hour 20 minutes of play. Games that are postponed due to weather/injury/behavioral incidents under the chief or assistant chief umpire's discretion/ or Acts of God will not be rescheduled if 4 innings have been reach.
2. In case of inclement weather or darkness, a game will be considered completed after 4 innings (3.5 if the home team is winning).
3. Tie games: At the end of Regulation play (1hr 30 minutes) if the game is tied, an additional 15 minutes will be allowed to determine a winner. If at the end of 1hr 45 minutes, no winner is declared the game will end in a tie. Refer to Rule 8 for additional information on Tie Games.
4. An umpire will be present to monitor the flow of the game. Scores and statistics will be turned into BPR and posted on the Parks & Recreation Website.
5. Home team will supply the official book keeper and will keep track of innings played and official game time.
6. A maximum of 5 runs may be scored per inning or three (3) outs. This includes the last inning.
7. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all runners are not attempting to advance. "Time" shall not have to be called by the participants for the purpose of this rule.
8. A base runner is out for leaving the base before the ball is pitched.
9. Stealing is allowed except for stealing Home. Only 1 base may be stolen per pitch.
10. Teams may use free substitution on defense but the batting order must remain the same.
11. The batting order shall include all players on the roster at the beginning of the game. All players bat before returning to the top of the order.
12. Defensive coaches are not allowed on the field of play and must coach from the dugout.
13. The Infield Fly Rule does not apply.
14. 1 base will be awarded on an overthrown on a batted ball.
15. A dropped 3rd strike is an automatic out.
16. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGEMENT IS FINAL.

17. A courtesy runner for catcher of the previous inning only may be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
18. Team may play 10 defensive players in the field and may use a rover format. The rover position is not allowed to be inside or in the path of any base line while the pitch is being delivered. The defensive player can not cross the base line while making a defensive play.
19. A Pitcher can only appear in 5 innings per game.
20. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that may be distracting to the batter.
 - a) Foreign Substance on the ball/Items on pitcher
The pitcher shall not at any time be allowed to neither use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. Neither shall any other player or team personnel apply moisture or a foreign substance to the ball nor do anything to deface the ball. Under the supervision and control of the umpire, powdered resin may be on the hands to dry them.
 - b) Penalty - For the offense, an illegal pitch shall be called.

D. All other rules and playing regulations shall be addressed in the official USSSA Rule book.

Rule 13: Softball Player Pitch Rules

The following rules are National guidelines and may vary at the State or Regional level. For additional explanations or scenarios not covered herein, please see the official USSSA rules for Fast Pitch Softball.

- A. Divisions: these rules apply to the following divisions:
 1. U12S (5th/6th Grade)
 2. U14S (7th/8th Grade)
 3. U16S (9th/10th Grade)
- B. Equipment
 1. Field Bases – 60 feet
 2. Catcher’s must adhere to Rule 9:c
 3. Pitching Mounds: 40 feet
 4. Official Ball: Softball Coach Pitch: FAST PITCH (12") OPTIC YELLOW COVER ONLY - BLUE STITCH (the ball is either USSSA or ASA approved for game play).
 5. Game balls will be provided by the umpire
- C. Rules
 1. Games will be a 1 hour 30 minute time limit or 6 innings. A new inning should not be started after 1 hour 20 minutes of play. Games that are postponed due to weather/injury/behavioral incidents under the chief or assistant chief umpire’s discretion/ or Acts of God will not be rescheduled if 4 innings have been reach.
 2. In case of inclement weather or darkness, a game will be considered completed after 4 innings (3.5 if the home team is winning).
 3. Tie games: At the end of Regulation play (1hr 30 minutes) if the game is tied, an additional 15 minutes will be allowed to determine a winner. If at the end of 1hr 45 minutes, no winner is declared the game will end in a tie. Refer to Rule 8 for additional information on Tie Games.
 4. An umpire will be present to monitor the flow of the game. Scores and statistics will be turned into BPR and posted on the Parks & Recreation Website.
 5. Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as all runners are not attempting to advance. “Time” shall not have to be called by the participants for the purpose of this rule.
 6. Home team will supply the official book keeper and will keep track of innings played and official game time.
 7. A maximum of 5 runs may be scored per inning or three (3) outs. This includes the last inning.

8. Whenever a tag play is evident, runners must seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. **PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGMENT IS FINAL.**
9. At anytime the team at bat may use courtesy runners for the current pitcher and catcher. The courtesy runner(s) must be someone not presently in the lineup and may appear as an offensive player 1 time per inning. The re-entry status of the courtesy runner, pitcher and catcher is not affected by this rule. If the courtesy runner is determined to be illegal, a legal replacement (if available) will be substituted. **RECREATION LEAGUE ONLY-The last available hitter will be the eligible courtesy runner(s).**
10. **U12S – 5th/6th Grade Only.** A Team will field 9 position players unless both coaches & the plate umpire all agree to allow both teams to play 10 defensive players. If both teams agree to allow 10 defensive players in the field, the 4 fielder must play the rover position. The rover position is not allowed to be inside or in the path of any base line while the pitch is being delivered. The defensive player can not cross the base line while making a defensive play.
11. U14S & U16S divisions will play only 9 defensive positions
12. A Pitcher can only appear in 5 innings per game.
13. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that may be distracting to the batter.
 - a) Foreign Substance on the ball/Items on pitcher
The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. Neither shall any other player or team personnel apply moisture or a foreign substance to the ball nor do anything to deface the ball. Under the supervision and control of the umpire, powdered resin may be on the hands to dry them.
 - b) Penalty - For the offense, an illegal pitch shall be called.

D. All other rules and playing regulations shall be addressed in the official USSSA Rule book.

**THANK YOU FOR PARTICIPATING AND ABIDING BY THE RULES, WHICH WE FEEL,
WILL PROMOTE FAIR PLAY. HAVE A GREAT SEASON!!!!**