
*InterLeague Athletic
Association*

SOFTBALL RULES

Softball Rules and Exceptions to ASA Rules

General

Section 20.01 Playing rules not specifically covered herein shall follow the current edition of the Official Softball Playing Rules as adopted by the Amateur Softball Association of America (ASA) (mid-year interpretations do not apply).

Section 20.02 in ages 5U-18U, any player who before January 1st of the current season reaches the below listed birthday (B) is not eligible to participate in that division (A), (ASA Rulebook).

<u>A</u>	<u>B</u>
Age Division	Birthday
5U	Sixth
6U	Seventh
7U	Eighth
8U	Ninth
10U	Eleventh
12U	Thirteenth
14U	Fifteenth
16U	Seventeenth
18U	Nineteenth

Section 20.03 Field Dimensions:

<u>Division</u>	<u>Bases</u>	<u>Pitching</u>
7U	60'	32' (Discharge of the Machine)
8U	60'	32' (Discharge of the Machine)
10U	60'	35'
12U	60'	40'
14U	60'	43'
16U	60'	43'
18U	60'	43'

Section 20.04 Length of Game Run Differential (ASA Rulebook):

7 Inning Game: 15 runs after 3 innings

7 Inning Game: 12 runs after 4 innings

7 Inning Game: 8 runs after 5 innings

Equipment

Section 21.01 All players must be fully uniformed, which includes the following: softball pants or shorts; socks; cap, visor or headband; and team jersey with numbers that are non-duplicating at least six inches (6") in height. Effective Spring 2019: No player will be permitted to wear "Optic Yellow" or "lime green" pants/shorts or any similar color that would resemble the softball. "Optic Yellow" or "lime green" pin stripes or side leg trim will be permitted.

Section 21.02 While in the field, as a defensive player; a cap, visor or headband must be worn.

Section 21.03 Metal spikes are prohibited in age divisions 14U and below.

Section 21.04 In all age divisions the catcher must wear all appropriate protective gear: protective catcher's helmet that fully covers both ears with face mask and throat guard, chest protector and shin guards.

Section 21.05 It is recommended that each player on the infield, including the pitcher; wear a protective face mask; however it is not required.

Section 21.06 All batting helmets shall be NOCSAE approved.

Section 21.07 All batting helmets are required to have an attached face guard in age divisions 7U through High School.

Section 21.08 Only softball bats may be used in softball games. Baseball bats, Tball bats and "coach pitch" bats are not allowed. The first infraction for a non-softball bat being used in a game will result in the bat being removed from the game and the batter being called out. The second and subsequent infractions by the same team will result in the manager being ejected. Bat restriction violations are not the responsibility of the umpire to notice. Bat restriction violations are the responsibility of the opposing team to bring to the attention of the umpire as an appeal. A violation may be appealed as soon as a player steps into the batter's box. For the purpose of player's safety, this rule does not require a pitch to be thrown in order to make the player the official batter.

Section 21.09 Softball bats must meet the 2004 ASA Bat performance standard, bear either the 2000 or 2004 certification mark and not listed on the ASA non-approved bat list as found on www.asasoftball.com. Bat barrels made of entirely of wood are permitted and need not bear an ASA mark, but shall not exceed 2 an 1/4 inches in diameter.

Pitching

Section 22.01 Free substitution shall prevail in all divisions. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, at any time and as often as desired except for when a Manager and/or Coach makes two (2) trips to the mound to the same pitcher in the same inning, the pitcher must be removed from pitching "for that inning".

Section 22.02 Five (5) pitches allowed as warm-up in between innings, not to exceed one (1) minute. In the event the catcher is not ready, coach will need to warm up pitcher.

Section 22.03 If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

7U Machine Pitch Division

Section 23.01 The official softball for the 7U division shall be an eleven (11") inch optic yellow SAFETY softball of competition grade.

Section 23.02 The importance of winning or losing should be minimized and emphasis placed on instruction.

Section 23.03 Teams in all divisions shall bat their entire roster of eligible players. The batting order shall not be changed during the game. Keeping score is allowed, if both managers agree then, one-half inning will consist of three outs or seven runs. If three outs are not recorded, then the inning is over when all of the team members have batted.

Section 23.04 Coaches of both teams while on the field will act as umpires. Umpires-in-training may be used for 7U play, when present, they will load the balls to be pitched and make the calls.

Section 23.05 When present umpires will make the calls and the coaches should support the umpire's call.

Section 23.06 A proper pitching machine that pitches the ball similar to a softball style pitch shall be used in all games.

Section 23.07 A machine power/mechanical failure will be treated as a rainout.

Section 23.08 The coaches will work together to set the speed and adjustment of the machine. If an agreement cannot be reached, the parks director on duty will set the pitching machine. The pitching machine may be adjusted as needed to ensure that it is throwing consistent strikes.

Section 23.09 The pitching distance will be thirty-two feet (32') and the bases will be set at sixty feet (60').

Section 23.10 The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the outside the 8' diameter circle and not in front of the 32 foot pitching distance.

Section 23.11 When an umpire is not present, the manager/coach will drop the ball into the machine for their own team when it is their turn at bat.

Section 23.12 The coach (if an umpire is not present) dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. Base runners are to be coached by the first and third base coaches only.

Section 23.13 Before dropping the ball into the machine the umpire or coach will hold the ball over their head, and make eye contact with the batter and catcher.

Section 23.14 The machine and safety screen (if used), will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the 8' circle it will be considered out of play and runners will be awarded one base. Everything inside the 8' circle is considered part of the field. If a batted ball strikes any equipment inside the 8' circle or the coach pitching balls, then goes foul before the first or third base, it is a foul ball (just as a batted ball striking a pitching rubber then going foul before first or third base, is a foul ball).

Section 23.15 Defensively, a maximum of three (3) coaches may be used throughout the field to assist the fielders. Fielding coaches shall not touch a ball in play or do anything to distract or obstruct an offensive player.

Section 23.16 A team should not play more than eleven (11) players defensively. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and five (5) outfielders. Rotate players regularly to give everyone a similar experience.

Section 23.17 Catchers must wear protective gear, including but not limited to a catchers helmet, chest protector and shin guards.

Section 23.18 Offensively, only three (3) coaches should be on the field. one coach will pitch (if umpire is not present) and a first and third base coach to typically assist the runners is advised. If the offensive manager/ coach deliberately obstructs the defensive team in fielding a batted ball, the batter is declared out.

Section 23.19 All offensive players MUST wear helmets with earflaps while the ball is live and in play. This includes batters, on-deck batters, and base runners.

Section 23.20 Teams in all division shall bat their entire roster or eligible players. The batting order shall not be changed during the game.

Section 23.21 No walks or hit batsmen allowed; hits and strikeouts only. Each batter should receive up to 5 total pitches, per at bat. If the 5th pitch is a foul ball, the batter will get another pitch; batters are never called out on strikes when the final strike is a foul ball. If the batter doesn't put the ball into play in the 5 pitches or foul the final pitch, they are declared out on strikes. A coach will not assist a child in putting the ball in play.

Section 23.22 Any batter that throws a bat which strikes the catcher or allows the bat to fly more than a reasonable distance will be immediately called out.

Section 23.23 No bunting allowed.

Section 23.24 No leadoffs or base stealing is allowed. Base runners will advance only after the ball is hit.

Section 23.25 A ball hit to the outfield will remain in play until it is returned to the infield. Once the ball is touched by an infielder, the runner may advance to the base they were running to or return back to last base touched.

Section 23.26 A player called out by the umpire must return to the bench.

Section 23.27 All games shall have a time limit of one hour & fifteen minutes (1:15) SOFT TIME.

Section 23.28 All other situations will be subject to official softball rules and governed by common sense.

8U Machine Pitch Division

Section 24.01 The official softball for the 8U division shall be an eleven (11") inch FAST PITCH softball of competition grade.

Section 24.02 One (1) Umpire will be required at the pitching machine, who will load the balls to be pitched. A second field umpire may be used at the discretion of the member association.

Section 24.03 A team shall field ten (10) defensive players. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders.

Section 24.04 A proper pitching machine that pitches the ball similar to a softball style pitch shall be used in all official games.

Section 24.05 A machine power/mechanical failure will be treated as a rainout.

Section 24.06 The umpire with the agreement of both managers will set the speed and adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The pitching machine may be adjusted as needed to ensure that it is throwing consistent strikes.

Section 24.07 The pitching distance will be thirty-two feet (32') and the bases will be set at sixty feet (60'). The pitching distance will be measured from the discharge, in front of the wheel.

Section 24.08 The defensive player playing the pitcher's position SHALL NOT be positioned in front of the pitching machine; they may position the pitcher on either side of the outside the eight foot (8') diameter circle and not in front of the thirty-two foot (32') pitching distance.

Section 24.09 Before dropping the ball into the machine the Umpire will hold the ball over their head, and make eye contact with the batter and catcher.

Section 24.10 The machine and safety screen (if used), will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the 8' circle it will be considered out of play and runners will be awarded one base. Everything inside the 8' circle is considered part of the field. If a batted ball strikes any equipment inside the 8' circle or the umpire pitching balls, then goes foul before the first or third base, it is a foul ball (just as a batted ball striking a pitching rubber then going foul before first or third base, is a foul ball).

Section 24.11 No walks or hit batsmen allowed; hits and strikeouts only, not to exceed 5 pitches (unless the fifth pitch is a foul ball, batters are never called out on foul balls). Strikes will be called on swings as well as pitches taken in the strike zone.

Section 24.12 No bunting allowed.

Section 24.13 The catcher need not hold the ball on the third strike.

Section 24.14 Infield fly rule is not in effect.

Section 24.15 Illegal pitch rules will NOT apply.

Section 24.16 When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.

Section 24.17 No leadoffs or base stealing is allowed. Runner must keep their foot on the base until the ball is hit. PENALTY: Runners caught leading off shall be declared out.

Section 24.18 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that more than seven (7) runs are attained from continuous play, only the seventh (7th) run shall be the last counted.

10U Division

Section 25.01 The official softball for the 10U division shall be an eleven (11") inch FAST PITCH softball of competition grade.

Section 25.02 Stealing of 2nd or 3rd base is allowed after the release of the ball by the pitcher. Leading off from any base and stealing of home is NOT allowed. The runner must be driven home by a hit or forced in by a walk. PENALTY: Runners caught leading off shall be declared out. Runners advancing home illegally will be returned to 3rd base.

Section 25.03 Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out".

Section 25.04 The pitching distance will be thirty-five feet (35') and the bases will be set at sixty feet (60'). The radius of the pitcher's circle around the pitcher's rubber is 8 feet or a diameter of 16 feet.

Section 25.05 Illegal pitches, as defined in ASA Official Rulebook, will be called by umpire(s). A verbal warning will be given to the pitcher on the first offense. Second and subsequent offenses will result in a ball on the batter and one (1) base advancement for all runners. EXCEPTION: Level 2, no penalties at any time.

Section 25.06 Continuous walks are allowed. (ASA Rulebook)

Section 25.07 Look back rule is in effect. (ASA Rulebook)

Section 25.08 Infield fly is in effect.

Section 25.09 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that more than five (5) runs are attained from continuous play, only the fifth (5th) run shall be the last counted.

12U - 14U Divisions

Section 26.01 The official softball for the 12U division, as well as all subsequent age divisions, shall be a twelve (12") inch FAST PITCH softball of competition grade.

Section 26.02 12U - The pitching distance will be forty feet (40') and the bases will be set at sixty feet (60').

Section 26.03 14U - The pitching distance will be forty-three (43") feet, bases will be set at sixty feet (60"). The radius of the pitcher's circle around the pitcher's rubber is 8 feet or a diameter of 16 feet.

Section 26.04 Illegal pitches, as defined in ASA Official Rulebook, will be called by umpire(s). No verbal warnings issued.

Section 26.05 Drop third strike is in effect.

Section 26.06 Stealing is allowed.

Section 26.07 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that more than seven (7) runs are attained from continuous play, only the seventh (7th) run shall be the last counted.

16U – 18U Divisions

Section 27.01 The pitching distance will be forty-three (43") feet and the bases will be set at sixty feet (60").

Section 27.02 Metal spikes are allowed.

Section 27.03 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that more than seven (7) runs are attained from continuous play, only the seventh (7th) run shall be the last counted.