

14U-16U-18U Softball Division Rules

GENERAL PLAYING RULES:

USSSA rules governs all play except the following: Line-up: All players in attendance and dressed in uniform must be listed in the line-up and bat in that order for the duration of the game, even if not playing in the field. If a player shows up after the first pitch, player must be added to the line-up in the last spot. This player must play the minimum number of innings unless player arrives after the third inning. Players batting out of order are not automatically out. If the out of order situation is discovered while the player is up to bat, the correct batter finishes the at bat using the current count. If the runner reaches base and the out of order situation is discovered before the next pitch is thrown, the player who batted out of order is recorded as out and the correct batter that should have batted will now be up to bat (if the wrong batter being called out results in third out of the inning, the batter who should have batted will be the first batter during their teams next at-bat and the batting order will be resume). If a pitch is thrown, the correct player replaces the runner at the base achieved and play resumes without penalty (see USSSA rule book). Once a player misses their place in the batting order due to illness or an injury, player is removed from the line-up for the rest of the game. An automatic out will not be charged to the team for a player who leaves the line-up due to illness or injury. In the event a team is short players for a game, the team may pull up a player(s) from the 12U league or 12U/14U/16U/18U Harris Travel Team players. A maximum number of three (3) players can be used by any one team during a game. You must have at least 6 rec players in the line-up prior to asking for help from 12U or 12U/14U/16U/18U Harris Travel Team players.

Game Times / Schedule:

Weeknight games will start at 6:00pm or 8:00pm. Interleague games may start on the half hour.

Length of the game:

2 hour time limit, but mercy rule with 4 runs per inning with: Run rules: 15 after 4, 10 after 6 (at the end of a complete inning or if the home team has the lead). Innings Played: Seven - an inning is over when three outs have been made by the defense, or when the offense has scored four (4) runs. When the outcome of the game has been determined and the losing team cannot win, the umpire will call the game. The losing team has the option of continuing play, time permitting.

Official game:

The game is official after 4 ½ or 5 innings (depending on if the visiting or home team is losing)

Inter-league Play:

Games played against any other league shall count on the official won-loss record.

Forfeit:

In the event of a forfeit, the score shall be recorded as 7-0. International tiebreaker: During rec season, games may end in a tie. If there is still time left on the 2-hour game time, international tiebreaker will be used to complete the game. If the game is tied at the end of six (6) innings, the visiting team will put the last out batter from the inning before on second base. At the bottom of the inning the home team will do the same. No new inning starts after the 2-hour time limit.

DEFENSIVE PLAYING RULES:

Innings played: All players must play a minimum of three full innings at a defensive position. No player can sit out for consecutive innings. Every player must play an infield position by the completion of the fifth inning (1st base, 2nd base, 3rd base or shortstop). There may be nine (9) players maximum on defense. The catcher must be in the catcher's box. Violation of these rules will be a ball called on the batter and all base-runners may advance one base. If less than nine (9) players are on defense, then the number of players less one must be in fair territory. Games may be played with a minimum of eight (8) players.

Infield fly rule: Yes - does apply

Dropped third strike: Yes - does apply

OFFENSIVE PLAYING RULES:

Base-runners may advance any number of bases at their own risk on any batted ball in fair territory until the pitcher has control of the ball within the pitching circle.

Base stealing: Base stealing is allowed. The runner cannot leave the base until the ball has left the pitcher's hand. Leaving the base early will result in the base-runner being called out. The base-runner can advance on an overthrow or steal more than one base at a time. The base-runner may steal home.

Bunting: Bunting is allowed.

Courtesy Runner: Pitchers and Catchers can have a courtesy runner. It will be the last out from previous inning. If no outs have happened, it's the last batter that is not a pitcher or catcher.

PITCHING RULES:

Pitchers will be allowed to pitch entire game. Pitchers will get 3 warmup pitches first time pitching. All other innings, 1 warmup pitch. If a pitcher is removed and returns in same inning, no warmup pitches.

Rec Season Championship and Runner-up:

Trophies will be presented to Rec Season Champs and Rec Season Runner-up

This will be determined by:

1st - Wins/Lost Record from regular season

2nd - Head to head record will be used (unless multiple teams have same record). If multiple teams have same record, disregard this tie-breaker

3rd – Runs allowed during entire season

4th – Runs scored during entire season

5th- Coin Toss

End of Season Rec Tourney:

A single or double elimination tournament may be scheduled at the completion of Regular Season games. Team standing from Regular Season will be used for seeding purpose (tie-breakers will be used if teams have same record). Higher seed will be home team during all games except championship game. Example, 1 seed is playing 8 seed, 1 seed would be home team. The winners bracket team will be home team in first championship game. If an “if game” is needed, the other team would now be the home team for “if game”

***It is very important that you enter your results into the website by the morning after your game.**