

Softball Rules

1st-2nd Grade Machine Pitch Rules

General

1. The Umpire will lead in prayer before the start of each game. After the game, both teams will line up to congratulate each other for a game well played.
2. The Sporting News Official Rules of Baseball shall apply at all times, except as amended as below.
3. The game will be six (6) innings. No inning starts after 70 minutes. Weekday games may be shorter.
4. If the catcher drops the ball on the third strike, the batter is still OUT.
5. Base lines shall be 55 feet in length.

Offense

1. The offensive team will be made up of the entire team roster. Example: If eleven players are present and not injured or ill, eleven players bat. In case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty.
2. Each batter will receive up to five (5) pitches. If a batter fouls off the 5th pitch, they will receive another pitch. This will continue until the player hits the ball into fair territory or swings and misses for a strikeout. If the batter lets the 5th pitch go by, he is out. Note: if the batted ball hits either the coach pitcher or the pitching machine, the ball is dead and runners advance 1 base.
3. The offensive coach will operate the pitching machine. The coach pitcher should make every effort to avoid making adjustments to the pitching machine within an inning. If the pitching machine needs to be adjusted, it should be after the home team hits. The pitcher may carry a glove onto the field for his protection only. The pitcher should complement the defensive team and never attempt to distract them. *When the ball is hit, the designated pitcher will attempt to leave the field of play, opposite the play.*
4. An inning will end after the third out or after five (5) runs have scored in an inning.
5. The base runners may NOT steal. The base runner shall remain in contact with the base until the ball is hit.
6. Bunting is NOT allowed.
7. NO infield fly rule is in effect.
8. The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game.
9. All batters, on deck batters, and base runners are required to wear a batting helmet. All equipment that is not in use must remain in the dugout.
10. Bat Throwing will not be tolerated. Any batter that throws the bat will receive a warning. If the same batter throws the bat again, he will be automatically out (this should be treated as a dead ball and the runners may not advance).
11. Overthrows: Base runners can advance one (1) base at their own risk on an overthrow at any base. There shall be allowed only one overthrow per play. Any consequent overthrows in the same play will not warrant another base.
12. A courtesy runner for the catcher is required when there are two outs or when the runner who would be the fifth run is in scoring position (on second or third base). The person who runs for the catcher will be the player who made the last out (not necessarily the last batter in the dugout).
13. A player must attempt to slide when the defensive player is making a play on the ball or

has the ball and is waiting to make a tag. The runner will be called out if a slide is not attempted to avoid collision.

Defense

1. There will be ten (10) players on defense: a standard infield and four (4) outfielders. If a team has less than nine (9) players, the opposing coach should arrange a loan of players for defensive purposes. There are no forfeits.
2. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two consecutive innings or sit out twice before everyone else has sat out at least once.
3. All players shall play a minimum of three innings on defense.
4. Players only have to switch positions every 2 innings. All players will have the opportunity to play the infield. It is not required for every player to play every position or for the coach to swap out the catcher & first baseman.
5. The defensive team may have two coaches in the outfield behind the players and one coach behind the catcher to help with player positioning. Coaches should NOT interfere with play.
6. Players should play in their correct positions. No defensive player shall be positioned outside of their normal position. Any defensive player may move outside their position once the ball is put in play by the batter. There should be no outfielders playing on the infield dirt or more than one pitcher.
7. Before any pitch is delivered, the player pitcher is to be positioned with at least one foot on or inside the pitching circle and parallel to the pitching rubber, to the left or right of the machine, maintaining sufficient distance as to not interfere with the delivery of the pitch.
8. The ball becomes dead when (A) the pitcher has control of the ball within the pitching circle/mound, (B) a defensive player has control of the ball in front of the of the lead runner (trail runners awarded closest base at umpire discretion), or (C) all runners have maintained their current base.
9. Players may not intentionally distract the batter. This includes verbal “chatter” and any other noises intended to distract.

Dugouts

- Assignments: Home Team will occupy the 3rd base dugout.
- Clean-up: Teams need to remove all trash from the dugout for the team immediately following each game.

Equipment

- Game balls will be provided by Victory Sports. A 10 inch softball will be used.
- An official youth fast pitch softball bat must be used; T-ball bats are not permitted.
- All batters and base runners must wear helmets. The helmets should not be removed until player has returned safely to the dugout.

3rd-4th Grade Modified Kid Pitch Rules

General

1. The umpires will lead in prayer before the start of each game. After the game, we will line up to congratulate the opposing team for a game well played and meet for testimony

- in your teams designated area.
2. The ASA Official Rules of Softball shall apply at all times, except as amended below.
 3. The game will be six (6) innings or 90 minutes. No inning starts after 75 minutes. Weekday games may be shorter.
 4. If the catcher drops the ball on the third strike, the batter is still OUT.
 5. Base lines shall be 55 feet in length.
 6. The distance from the pitching mound to home plate will be 33 feet.
 7. NO stealing.

Offense

1. The offensive team will be made up of the entire team roster. Example: If ten (10) players are present and not injured or ill, ten (10) players bat. In case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty.
2. Inning will end after the third out or after five (5) runs have scored in an inning.
3. The base runner cannot steal or advance on a passed ball.
4. Bunting is not allowed.
5. No infield fly rule.
6. The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game.
7. Batters, on deck batters, and base runners are required to wear a batting helmet with a facemask. All equipment must remain in the dugout.
8. There will be no walks (base on balls) A batter receiving (4) non-strikes during one at bat shall receive 3 extra pitches from a coach. Note: Any pitch thrown by coach shall be an underhand single line plane pitch (no lobs). After three extra pitches if player does not put the ball in play she is out. Player may foul off 3rd pitch and receive another until ball is put into play or swings and misses it.
9. Please refer to pitching regulations directly following the 5th-7th grade rules.
10. In the event that a pitching machine is used in the game, the following rules will be in effect:
 - The offensive team will have one coach operating the pitching machine along with coaches at first and third base. If the pitching coach or pitching machine gets hit by a ball, it is ruled dead, the batter goes to 1st, and the runners advance one base.
 - Each batter will receive five (5) pitches or three swinging strikes. If a batter fouls off the 5th pitch, they will receive a 6th pitch. This will continue until the player hits the ball into fair territory or swings and misses for a strikeout. If the batter lets the 5th pitch go by, she is out. Please Note: If the umpire deems the fifth pitch not hittable and the batter does not swing the batter will receive one additional pitch.
11. Bat Throwing will not be tolerated. Any batter that throws the bat will receive a warning. If the same batter throws the bat again, she will be automatically out.
12. Overthrows: In the first four games, the runner can advance 1 base on each overthrow at her own risk. Starting in the fifth game the ball is live, meaning as long as the ball is being overthrown the runners can advance and as many bases as they choose.
13. A player must attempt to slide when the defensive player is making a play on the ball or has the ball and is waiting to make a tag. The runner will be called out if a slide is not attempted to avoid collision.
15. A courtesy runner for the catcher is required.
16. If a batter is hit by a pitch (this will constitute four balls), the at bat will continue and she will receive 3 more pitches from the coach.

17. Summary of changes starting in the fifth game: runners can advance as many bases as they can on overthrows.

Defense

1. There will be ten (10) players on defense. Teams may play with less than ten (10). If a team has less than nine (9) players, the opposing coach will arrange a loan of players for defensive purposes. There will be no forfeits. **THE OUTFIELD SHOULD NEVER EXCEED FOUR PLAYERS.**
2. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two consecutive innings.
3. All players shall play a minimum of three (3) innings on defense.
4. Players only have to change positions every 2 innings. It is at the coach's discretion where players play, but they must play 2 in the infield each game.
5. No players should sit out a second inning defensively until every other player has sat out one inning.
6. No coaches are allowed in the outfield. Pitching Coach will be allowed on the field to assist player pitcher.
7. Players should play in the correct positions. There should be no outfielders playing in on the infield dirt and only one pitcher.
8. The ball becomes dead when (A) the player pitcher has control of the ball in the circle within the pitching circle/mound, (B) a defensive player has control of the ball front of the lead runner (trail runners awarded closest base at umpire's discretion), or (C) all runners have maintained their current base.
9. Players may not intentionally distract the batter. This includes verbal "chatter" and any other noises intended to distract.

Dugouts

- Assignments: The Home Team will occupy the 3rd base dugout.
- Clean-Up: Teams need to remove all trash from the dugouts.
- Vacate immediately– There will be a game scheduled right behind yours almost every game day. As soon as your game is finished, please head to your designated areas for testimony & star presentation.

Equipment

- Game balls will be provided by Victory Sports. An 11 inch softball will be used.
- Official youth fast-pitch softball bat must be used. No baseball or T-ball bats.
- All batters and base runners must wear helmets with facemasks. Helmets should not be removed until players have safely returned to the dugout.
- Catchers must wear a catcher's mask and helmet as well as a chest protector.
- No watches or jewelry should be worn.

5th-7th Grade Kid Pitch Rules

General

1. One of the umpires will lead in prayer before the start of each game. After the game, we will line up to congratulate the opposing team for a game well played.
2. The ASA Official Rules of Softball shall apply at all times, except as amended below.

3. The game will be six (6) innings. No inning starts after 90 minutes. **Weekday games may be shorter.**
4. Base lines shall be 60 feet in length.
5. Scorekeeping is encouraged in this league even though there is no scoreboard.
6. If the catcher drops the ball on the third strike, the batter is OUT.
7. The distance from the pitching plate to home plate will be 40 feet. Time in between half innings shall not exceed 2 min. During this time the pitcher can have up to 5 practice pitches. Have your catchers ready!

Offense

1. The offensive team will be made up of the entire team roster. Example: If ten (10) players are present and not injured or ill, ten (10) players bat. In case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty.
2. An inning will end after the third out or after five (5) runs have scored in an inning.
3. NO stealing.
4. NO infield fly rule is in effect.
5. Bunting is allowed.
6. The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game.
7. All batters, on-deck batters, and base runners are required to wear a batting helmet with a facemask. All equipment must remain in the dugout.
8. Overthrows: As long as the ball is being overthrown, the runners can advance at their own risk. See Defense Rule 11.
9. A courtesy runner for the catcher is required with two outs or when the potential 5th run of the inning is in scoring position. A courtesy runner may also be used for the current pitcher but is not required. The person who runs for the pitcher/catcher will be the player who has made the last out.
10. A player must attempt to slide when the defensive player is making a play on the ball or has the ball and is waiting to make a tag at any base. The runner will be called out if a slide is not attempted to avoid collision.
11. Bat Throwing will not be tolerated. Any batter who throws the bat will incur a team warning. If any subsequent player on that team throws their bat, they will be called out.
12. If a base runner leaves base before the ball crosses the plate they are out.

Defense

1. There will be ten (10) players on defense. If a team has less than nine (9) players, the opposing coach should arrange a loan of players for defensive purposes. There are no forfeits in Victory Sports Softball.
2. Any player on the bench for a defensive inning must play the next defensive inning, unless injured. A player shall not sit out two (2) consecutive innings. No player shall sit out a second inning on defense until every player has taken a turn sitting out an inning.
3. All players shall play a minimum of three (3) innings on defense. All players will have the opportunity to play the infield. It is not required to swap out the catcher, pitcher and first baseman.
4. Balks will not be called.
5. Pitching regulations are directly after this section. Please become familiar with and follow them for the safety of the athlete!!

6. If a player pitcher hits three (3) batters in one inning, she must be removed from the mound.
7. If a player pitcher walks three (3) consecutive batters in one inning, including hit batters, the coach can replace her with another pitcher, or allow a coach from the team which is batting complete the inning. If the replacement pitcher also walks three (3) consecutive batters, then a coach from the team which is batting will be required to complete the inning. If a coach is required to pitch, he must deliver the pitch flat and with velocity, no lobbing. The coach is only allowed 3 pitches. The player can still strike out swinging, but they can foul off the last pitch as many times as they can until they put it in play or strike out.
8. A new pitcher will be allowed 5 warm-up pitches. Also a pitcher is allowed 5 pitches before each half inning.
9. Any player/coach warming up the pitcher must wear a facemask with a throat protector.
10. The defensive coach can request one timeout per inning to discuss strategy with the pitcher. However, on the second timeout in the same inning, he/she must change the pitcher.
11. The ball becomes dead when (A) the pitcher has control of the ball within the pitching circle/mound, (B) a defensive player has control of the ball in front of the lead runner (trail runners awarded closest base at umpires discretion), or (C) all runners have maintained their current base.
12. Players may not intentionally distract the batter. This includes verbal “chatter” and any other noises intended to distract.

Dugouts

- Assignments: The Home Team will occupy the 3rd base dugout.
- Clean-up: Teams need to remove all trash from the dugouts immediately following the end of the game.
- Vacate Immediately: Dugouts should be vacated immediately following any game where another game is scheduled on the same field. Post-game team meetings and star presentations will be held in your designated areas.

Equipment

- Game balls will be provided by Victory Sports. An 12 inch softball will be used.
- An official youth fast pitch softball bat must be used.
- All batters, on-deck batters, and base runners must wear helmets with facemasks.

Pitching Regulations

General

- A pitcher removed from the mound because of walking three consecutive batters may return to the mound at the beginning of the next inning, provided the pitcher is eligible per the pitch count rules.
- A pitcher removed from the mound for any other reason may return to the mound anytime in the remainder of the game, but only once provided the pitcher is eligible per the pitch count rules.
- If the catcher is having difficulty catching, retrieving and returning the ball to the pitcher in a timely manner, a coach may back-up the catcher in order to speed up the game. This coach will assist with passed-balls only and may not touch any live ball that is in play.

- For rescheduled and/or suspended games, the pitcher shall adhere to pitch count rules for the week in which the makeup game is being played. These games shall not be considered an extension of the week in which they were originally scheduled.

Pitch Count

- 75 pitches or 4 innings per game
- 100 pitches per week
- Warm up pitches are not included in the pitch count.
- Coach shall record number of pitches on designated form. All pitch count forms shall be turned in after each game.

Pitcher Rest Requirements

- Pitches 61 or more pitches in a game= 3 calendar days of rest
- Pitches 41-60 pitches in a game= 2 calendar days of rest
- Pitches 21-40 pitches in a game= 1 calendar day of rest
- Pitches 1-20 pitches in a game= 0 calendar day of rest