

## 2019 Fishers-HSE Youth Softball League Rules

### General Rules

#### Pregame and Game

- First games of the evening start at 6:00pm sharp. Visiting team warms up first. Home team may take the field 10 minutes before the game, warm up, and remain on the field for game to start.
- If there is a doubleheader, the first teams must exit their dugout immediately following their game.
- Second game will start no earlier than 7:30 or 15 minutes after the previous game ends. For example, if the first game ends at 7:25pm, the second game will start at 7:40pm. Likewise, a game following a game that ends at 7:35 pm will start at 7:50 pm with no warm-ups on the field prior to the game.
- No infield warm-up between innings. Two warm-up pitches allowed between innings. A new pitcher receives four warm-up pitches. The goal is to play as many innings as possible.
- Home team occupies 3rd base dugout; no exceptions.
- Umpires will have game balls (one new) for 10U and up. Coaches for 6U and 8U will need to supply the game balls. The umpire is official timekeeper.
- Players are to remove all jewelry except earrings unless they are loose, dangling, or hoop earrings. Plastic hairpieces are permitted.
- Players must tuck in jerseys and tuck in any loose strings (sliding shorts and sliding pads are highly recommended for safety).
- Appropriate facemasks are mandatory for all infield players (including pitchers) in 8U and up. Pitchers at the 8U and 10U level are required to wear heart guards (will be provided by the league). Pitchers at the 12U and 14U level are strongly encouraged to wear heart guards.
- The league provides helmets but a player may use their own helmet as long as it complies with local rules.
- All players present shall be included in the batting order. Any player arriving late will be inserted at the bottom of the order. Any girl leaving the game early will be removed from the lineup with no penalty.
- Farming up: Teams may farm-up players from lower age leagues to create the complete 10-player roster. **Farmed-up girls may not pitch or catch** and must be placed last in the batting order. Farmed-up girls must be registered with the Fishers-HSE Youth Softball League through the SPORTS office.
- Base coaches are responsible for helping keep bases clean.
- Only defensive players, batter, on deck batter, umpire(s) and base coaches are allowed out of the dugout during the game.
- No travel players are allowed to play in the rec league games.

#### Postgame

- Each team's scorekeeper is responsible for confirming scores with each other; settle disputes before the next pitch. Home team is the official scorebook.
- Winner of the game is required to inform the league commissioner of the result via email within 24 hours. In case of tie the home team coach contacts the commissioner.
- Return game balls to umpire after game.

### **Umpires and Coaches**

- Be professional. Dress respectably.
- Only the head coach (chief assistant if head coach is not present) shall have rights to discuss judgment calls or rules with umpire. Balls and strikes may not be questioned. If there is a rules application or interpretation question it will be calmly, respectfully, and quietly discussed at home plate by both teams' head coaches.
- Head coaches are responsible for the conduct of their coaches, players and fans; and they are also responsible for reviewing rules with the players, coaches and fans. Umpires will issue one verbal warning to any coach, player or fan not following the objection rules above. After the first warning the umpire may ban a coach or player to the dugout and require their silence; or may require silence from a fan(s). Umpire will inform head coach if fan(s) are to remain silent. If the requested silence is broken, the umpire may remove that coach, player or fan from the park. This rule applies to all in attendance of the game. Anyone ejected from the game must immediately leave the property and will automatically be suspended from the next game. This one game suspension may be appealed to the executive committee of the board.

### **General Game Rules**

- **Slide Rule:** Runners are NOT required to slide at any base; however, the runner must avoid contact with the defender. If a runner attempts to slide (judgment call), contact rule is not in effect. Headfirst slides are prohibited except when diving back to the base.
- **Interference:** If a runner makes contact with a defender during a play at a base, the runner will be called out for contact while not sliding. If a runner interferes with a fielder attempting to field a batted ball, the runner will be called out. In both cases, the onus is on the runner to not interfere with the fielder. If, in the judgement of the umpire, a runner attempting to reach any base intentionally and/or maliciously runs into a defensive player she may be called out and ejected from the game; and play stops immediately at the point of collision and the head coach is restricted to the bench for the rest of the game.
- **Strike Zone:** Batters chest to the top of their knees and inside and outside edges of the plate.
- **Metal Cleats:** No metal cleats will be allowed in leagues 12u and younger
- **Obstruction:** Obstruction will be called, at the judgement of the umpire, if a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder interferes with a runner, the umpire may grant the runner one extra base when the play has completed. For avoidance of doubt, the runner still may not purposely initiate contact with any obstructing fielder (see interference rule above). Tagging a runner out is not considered obstruction.
- **Hit by Pitch: 8U & 10U-** If a pitched ball hits the batter out of the strike zone, the batter will be awarded first base. However, if the pitched ball bounces or rolls and hits the batter no base will be awarded. Hands and fingers are not considered part of the bat.
- **Hit by Pitch: 12U & 14U-** A pitched ball, legal or illegal, hits the batter's person or clothing. EFFECT: The ball is dead immediately. EXCEPTIONS: 1. If the batter swings or If the ball enters the strike zone or If the batter prevents the ball from entering the strike zone, a strike is called on the batter; and if it is the third strike, the batter is out. 2. If the batter intentionally moves to get hit by the pitch, it is a strike or ball depending on location of the pitch. NOTE: 1. If a batter's loose garment, such as a shirt that is not buttoned is hit by a pitched ball, the batter is not entitled to first base. 2. It does not matter

if the ball strikes the ground before hitting the batter. 3. The batter's hands are not considered part of the bat. 4. If a batter swings and the ball hits their hands which send it into fair or foul territory, the ball is dead immediately; A strike is called on the batter; and if it is the third strike, the batter is out

- **Foul Ball:** A ball is not foul until it stops completely or hits any object in foul territory such as the fence, player, base coach, etc. Base lines are fair territory. If a hit ball lands in fair territory then goes foul after passing by first or third base it is considered fair.
- **Time Outs:** Two, one-minute timeouts are allowed per inning. Second defensive time out in an inning requires a pitching change be made.
- **Playing Time/Team Line Up:** Coaches at all levels must play all girls, giving each of them meaningful playing time. Every effort should be made to rotate players to the infield. Players may not sit out more than one inning in a row defensively (reasonable exceptions may be made, such as injured or sick player, player's request, etc.). Players must play both offense and defense and not just one or the other.
- **Twelve Players Present:** No player sits out more than one inning in a row; maximum two innings total.
- **Eleven Players Present:** No player sits out more than one inning in an entire game.
- **Minimum Number of Players Allowed:** Any team in 8U or 10U not able to start and finish a game with 7 players must forfeit that game. Any team in 12U or 14U not able to start and finish a game with 8 players must forfeit that game. A 15-minute grace period is granted to allow for arrival of the seventh(8U & 10U) or eighth player(12U & 14U). However, a practice scrimmage may be played if both coaches agree. The umpire does not have to be present to play a scrimmage game. There is no penalty (outs) for having only 7(8U & 10U) or 8(12U & 14U) players present. There is no minimum player requirement for 6U

### Other Items

- **Suspended Games/Inclement Weather:** Games will be on hold for 30 minutes from the last lighting strike. BMOD (Board Member on Duty) will be responsible for calling the game due to weather.
  - In 8U, 10U, and 12U, a game is considered complete after either 45 minutes of play or 3 innings.
  - In 14U, a game is considered complete after 60 minutes or 4 innings of play.If the game is made up at a later time it will continue from where it was suspended. Different player lineups may be used in the suspended game if different girls are present. Use, as close as possible, the same line up from the game being made up. The score will revert back to the last full inning played for all games that have been called a completed game. For example, if a 12U game with two outs in the bottom of the 4th inning gets called by rain, the final score will be the score at the end of three full innings played. No runs scored in the 4th inning will be counted.
- **Weather Info:** Please follow our twitter feed: @fhsoftball for weather info, game changes, and cancellations.
- **Code of Conduct:** All Members of the SPORTS softball community, including players, coaches, parents, and board members will sign a league-wide code of conduct outlining appropriate behavior at softball practices and contests. The code of conduct will also out-line the proper procedures for problem solving issues between, players, coaches, parents, and the SPORTS Softball Board.
- **Concussion Training and Background Checks:** Any individual who is a head coach, an assistant coach, a scorekeeper, or a helper at practice must complete Concussion Training through SPORTS.

Training must be repeated every three years. All Head Coaches, assistant coaches, scorekeepers, and practice helpers must have a background check completed by SPORTS. Background checks are valid for three years.

- **Player Injuries:** All players who have suffered a concussion or a broken bone must be medically cleared in writing by a certified doctor before that player can participate in team activities, including practice and games.
- **All Other Rules:** We will follow the USSSA rule book for all other rec rules.

## Individual League Rules

6U (No Umpires)	8U	10U	12U	14U
<b>1.0 Players / Coaches</b>				
<b>1.01 Player Positions</b>				
<p>All players play in the field. Players must alternate positions each inning and players are to play in both the infield and the outfield during games.</p> <p>The team at bat will provide an adult catcher. No players are allowed behind the plate as a catcher.</p> <p>The entire batting order hits each inning; i.e. three outs does not end the inning. HOWEVER, a batter/runner that is put out by the defensive team is removed from the base.</p>	No more than 10 players on the field at a time.	No more than 10 players on the field at a time.	No more than 10 players on the field at a time.	No more than 9 players on the field at a time.
<b>1.02 Outfield</b>				
N/A	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the pitcher releases the ball
<b>1.03 Coaches</b>				
Two coaches are allowed in the field	One outfield coach (NOT silent but instructional) and one	One SILENT coach behind the umpire. Silent coach cannot touch a live ball while in play. This	None	None

and one behind the plate.	SILENT coach behind the umpire.  Any coach hit by a ball in fair territory then the ball is considered in play.	includes a player pitched ball that the catcher misses and the baserunner is stealing a base.  Any coach hit by a ball in fair territory then the ball is considered in play.		
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**2.0 Running the Bases**

**2.01 Advancing Bases**

<p>If a batted ball <b>REACHES</b> the outfield grass, batter/runner may take up to a maximum of two bases with the liability of being put out by the defense. Any runner on base may take up to a maximum of two bases with the liability of being put out by the defense.</p> <p>If a batted ball <b>DOES NOT REACH</b> the outfield grass, batter/runner may take up to a maximum of one base with the liability of being put out by the defense. Any runner on base may take up to a maximum of one base with the liability of being put out by the defense.</p>	<p>Runners are entitled to advance with liability to be put out until the umpire calls time. The umpire will call time when:</p> <p>a. the pitcher's helper has control of the ball within the pitching circle; or</p> <p>b. when the advancement of the lead runner has been stopped by the defensive team.</p> <p>Runners who have passed halfway to the next base when time is called will be allowed to proceed without liability to be put out.</p>	<p>The <b>"Look Back"</b> rule is in effect.</p> <p>The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>	<p>The <b>"Look Back"</b> rule is in effect.</p> <p>The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>	<p>The <b>"Look Back"</b> rule is in effect.</p> <p>The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>
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**2.02 Leaving the Base**

No Lead offs	Runners may lead off when the ball crosses home plate.  If runner leaves early the umpire will call them out.	Runners may lead off when the ball crosses home plate.  If runner leaves early the umpire will call them out.	Runners may lead off when the ball crosses home plate.  If runner leaves early the umpire will call them out.	Runners may lead off when the ball is released by the pitcher.  If runner leaves early the umpire will call them out.
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**2.03 Stealing / Passed Balls**

Stealing is NOT allowed.	Stealing is NOT allowed.  Runners may NOT advance on a passed ball by the catcher.	Stealing is allowed.  No restrictions on passed balls.	Stealing is allowed.  No restrictions on passed balls.	Stealing is allowed.  No restrictions on passed balls.
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**2.04 Overthrows**

No advancing on overthrows	Runners are entitled to advance a MAXIMUM of 1 base on an overthrow with liability to be put out. Runners cannot advance more than one base even if additional defensive plays are attempted.	Runners are entitled to advance a MAXIMUM of 1 base on an overthrow with liability to be put out. Runners cannot advance more than one base even if additional defensive plays are attempted.	No restrictions	No restrictions
<b>3.0 Batting</b>				
<b>3.01 Bunting</b>				
Not allowed	Not allowed	Allowed off the player-pitcher NOT the coach.	Allowed	Allowed
<b>3.02 Dropped 3rd Strike</b>				
N/A	Not in effect	Not in effect	Not in effect	Not in effect
<b>3.03 Infield Fly Rule</b>				
Not in effect	Not in effect	Not in effect	Not in effect	In effect
<b>3.04 Hit By Pitch</b>				
No hit batters; hitters hit off of a coach or a tee.	Batter will be awarded 1st base if pitched ball hits batter while in the air.  Batter will NOT be awarded 1st base if ball hits the ground prior to hitting the batter.	Batter will be awarded 1st base if pitched ball hits batter while in the air.  Batter will NOT be awarded 1st base if ball hits the ground prior to hitting the batter.	Batter will be awarded 1st base if pitched ball hits batter.	Batter will be awarded 1st base if pitched ball hits batter.
<b>4.0 Pitching</b>				
<b>4.01 Strike/Ball Count</b>				
There will be no walks and no strikeouts.  After 5 pitches by the offensive coach, if the player still has not hit the ball then the player will have the opportunity to put the ball into play by using a tee.	There will be no walks.  There will be no called strikes on a coach-pitched ball.  After 3 pitches the offensive coach pitches while strikes carry over.  After 4 pitches by the coach the batter is out unless the ball is foul tipped. An additional pitch is awarded after each foul ball.  The coach pitching to the batter must have both feet in the circle upon release of the ball.  Coach-pitchers will be on the field at all times.  Any Ball that hits a coach-pitcher is considered in play.	There will be no walks.  There will be no called strikes on a coach-pitched ball.  After 4 pitches the offensive coach pitches while strikes carry over.  After 3 pitches by the coach the batter is out unless the ball is foul tipped. An additional pitch is awarded after each foul ball.  The coach pitching to the batter must have both feet in the circle upon release of the ball.  Coach-pitchers will be on the field at all times.  Any ball that hits a coach-pitcher is considered in play.	4 balls and 3 strike count in effect..	4 balls and 3 strike count in effect.

	While the coach-pitcher is pitching the player at the pitcher position must be in the pitcher's circle. No player pitched balls until May 15 <sup>th</sup> . Opening day until May 14 <sup>th</sup> will be coach pitch only. During this time, the coach is allowed 4 pitches. After 4 coach pitched balls the batter is out unless the ball is foul tipped. An additional pitch is awarded after each foul ball.	While the coach-pitcher is pitching the player at the pitcher position must be in the pitcher's circle.		
<b>4.02 Pitching Distance</b>				
Coach pitcher should try to stay within the circle while pitching.	35 ft.  Pitcher must start with both feet on the pitching rubber.  The pitch starts when the hands are separated or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.  In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.	35 ft.  Pitcher must start with both feet on the pitching rubber.  The pitch starts when the hands are separated or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.  In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.	40 ft.  Pitcher must start with both feet on the pitching rubber.  The pitch starts when the hands are separated or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.  In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.	43 ft.  Pitcher must start with both feet on the pitching rubber.  The pitch starts when the hands are separated or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.  In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.
<b>4.03 Pitching Safety</b>				
N/A	All pitchers are required to wear facemasks and heart guards while pitching.	All pitchers are required to wear facemasks and heart guards while pitching.	All Pitchers are required to wear facemasks. Pitchers are strongly encouraged to wear heart guards while pitching.	All Pitchers are required to wear facemasks. Pitchers are strongly encouraged to wear heart guards while pitching.
<b>4.04 Pitching Limitations</b>				
N/A	Player may pitch a maximum of 3 innings per game.  If the pitcher returns in the same inning it will be considered another inning.  Only the starting pitcher may return to the	Player may pitch a maximum of 3 innings per game.  If the pitcher returns in the same inning it will be considered another inning.	Player may pitch a maximum of 3 innings per game.  If the pitcher returns in the same inning it will be considered another inning.  Only the starting pitcher may return to the	Player may pitch unlimited innings per game.  Only the starting pitcher may return to the pitching position, once removed.

	pitching position, once removed.  If a relief pitcher is removed, she may not return to the pitching position.  For avoidance of doubt, even if the relief pitcher is removed for violation of Rule 4.05 – Hit Batter, she may not re-enter into the pitching position.	Only the starting pitcher may return to the pitching position, once removed.  If a relief pitcher is removed, she may not return to the pitching position.  For avoidance of doubt, even if the relief pitcher is removed for violation of Rule 4.05 – Hit Batter, she may not re-enter into the pitching position.	pitching position, once removed.  If a relief pitcher is removed, she may not return to the pitching position.  For avoidance of doubt, even if the relief pitcher is removed for violation of Rule 4.05 – Hit Batter, she may not re-enter into the pitching position.	
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**4.05 – Hit Batter**

N/A	Pitcher must be replaced if <b>three</b> batters are hit in the same inning. The game’s starting pitcher may return in a subsequent inning. A relief pitcher, once removed, may not re-enter into the pitching positions.  Once a pitcher hits a total of <b>six</b> batters in a game that pitcher must be removed from the pitching position and either return to a fielding position or the dugout and cannot pitch for the rest of the game.	Pitcher must be replaced if <b>two</b> batters are hit in the same inning. The game’s starting pitcher may return in a subsequent inning. A relief pitcher, once removed, may not re-enter into the pitching positions.  Once a pitcher hits a total of <b>six</b> batters in a game that pitcher must be removed from the pitching position and either return to a fielding position or the dugout and cannot pitch for the rest of the game.	Pitcher must be replaced if <b>two</b> batters are hit in the same inning. The game’s starting pitcher may return in a subsequent inning. A relief pitcher, once removed, may not re-enter into the pitching positions.  Once a pitcher hits a total of <b>six</b> batters in a game that pitcher must be removed from the pitching position and either return to a fielding position or the dugout and cannot pitch for the rest of the game.	Pitcher must be replaced if <b>two</b> batters are hit in the same inning. The game’s starting pitcher may return in a subsequent inning. A relief pitcher, once removed, may not re-enter into the pitching positions.  Once a pitcher hits a total of <b>four</b> batters in a game that pitcher must be removed from the pitching position and either return to a fielding position or the dugout and cannot pitch for the rest of the game.
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**5.0 The Game**

**5.01 Run Rule per Inning**

N/A	Maximum of 6 runs per inning  Unlimited runs can be scored in the 6 <sup>th</sup> inning if the 6 <sup>th</sup> inning is reached within the time limit	Maximum of 6 runs per inning  Unlimited runs can be scored in the 6 <sup>th</sup> inning if the 6 <sup>th</sup> inning is reached within the time limit	Maximum of 6 runs per inning  Unlimited runs can be scored in the 6 <sup>th</sup> inning if the 6 <sup>th</sup> inning is reached within the time limit	Maximum of 6 runs per inning  Unlimited runs can be scored in the 7 <sup>th</sup> inning if the 7 <sup>th</sup> inning is reached within the time limit
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**5.02 Game Length**

4 Innings or 60 minutes.  Next inning begins the moment the last out is made in the previous inning.  2 innings is a complete game if the game is	1. 6 Innings  2. Time limit: A new inning cannot start after <b>75 minutes</b> from the start time. <b>Rec tournament Championship game will have a 90 minute time limit.</b>	1. 6 Innings  2. Time limit: A new inning cannot start after <b>75 minutes</b> from the start time. <b>Rec tournament Championship games will have a 90 minute time limit.</b>	1. 6 Innings  2. Time limit: A new inning cannot start after <b>75 minutes</b> from the start time. <b>Rec tournament Championship game will have a 90 minute time limit.</b>	1. 7 Innings  2. Time limit: A new inning cannot start after <b>75 minutes</b> from the start time. <b>Rec tournament Championship game will have a 90 minute time limit.</b>
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<p>called due to inclement weather.</p>	<p><i>Example:</i> Unless the 6<sup>th</sup> inning has been reached within the allotted time limit (in which teams are allowed to score unlimited runs), the game would end if either team is behind by more than 6 runs when they come to bat in the last inning (e.g. due to the time limit being reached).</p> <p>Next inning begins the moment the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament play.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p><i>Example:</i> Unless the 6<sup>th</sup> inning has been reached within the allotted time limit (in which teams are allowed to score unlimited runs), the game would end if either team is behind by more than 6 runs when they come to bat in the last inning (e.g. due to the time limit being reached).</p> <p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament games.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p><i>Example:</i> Unless the 6<sup>th</sup> inning has been reached within the allotted time limit (in which teams are allowed to score unlimited runs), the game would end if either team is behind by more than 6 runs when they come to bat in the last inning (e.g. due to the time limit being reached).</p> <p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament play.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p><i>Example:</i> Unless the 7<sup>th</sup> inning has been reached within the allotted time limit (in which teams are allowed to score unlimited runs), the game would end if either team is behind by more than 6 runs when they come to bat in the last inning (e.g. due to the time limit being reached).</p> <p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament play.</p> <p>In case of inclement weather, 4 innings is a complete game or if 60 minutes have been played.</p>
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