# **Tournament Softball Rules**

#### General

- No jewelry should be worn
- Reflective helmets are not allowed
- Bats must be <= 1.2 BPF</li>
- Volunteers may assist in field preparation but may not warm up players.
- A coach may not warm up a pitcher between innings.
- A team of 13 or more players (1 at-bat required), 12 or less (6 consecutive outs and 1 at-bat). A player that bats only once may not be subbed out running the bases
- Coaching not allowed from outside dugout

# **Field and Equipment**

- Home/away is determined by coin flip. Winning team picks home/away, losing team picks dugout.
- Hosting team gets field 60-40 min before game, traveling team 20-40 min before game, field preparation last 20 minutes.
- Hosting team prepares field, 4-inch lines with runners' lanes and batters' boxes (6ft/3ft).
- Each team must provide 2 balls for the game.
- Dangling throat guards required for catchers.
- When arriving at field line up all bats, helmets and catchers' gear to be inspected.

## **Running**

Stealing –

Minors: can only leave base once ball crosses plate.

Majors: can leave once pitcher releases ball

- Double first base runner must touch base in foul territory.
- No head first slides, except back to base
- Slide to avoid contact
- No sliding into first base
- Infield fly rule is applicable

### **Batting**

- One foot must remain in the box if ball is caught by catcher and no other play occurs, first a warning then a strike for not following.
- One offensive timeout per inning.
- Bunting bat must be pulled back or it is a strike even if not over the plate.
- Only one on-deck batter, must have helmet on.
- A foul tip is a live ball.
- Uncaught 3<sup>rd</sup> strike DOES NOT APPLY IN 8-10

# **Pitching**

- Catchers cannot become pitchers after 4 innings caught (1 pitch = inning)
- Intentional walks can be called at any time just request it
- Visits to mound: 2 per inning, 3 for the game
- 8-10 35ft 11" ball / 11-12 40ft 12" ball

### **Softball Circle Rule**

Look back rule applies. This means when a pitcher has control of ball in the
circle a runner in between bases must make a decision to go back to base
or go to next base. They may not "dance" around. The exception would be
if the pitcher pump fakes, makes a move, etc. If the pitcher drops the ball
the runner can go. Runner is out if they violate rule.

### **Substitutions**

- A player that is substituted back into the game needs to come back into the same batting spot
- Special pinch runner: 2 x per game, 1x per inning, 1x per player
- A pitcher may be substituted for a batter once and still remain on the mound

## **Run Rules – Declared winner**

• 15 run difference after 3, 10 run difference after 4

# **Extra Innings**

- 7<sup>th</sup> inning shall be played normal
- 8<sup>th</sup> inning will start with current batter in the lineup up, last batter from previous inning starts on 2<sup>nd</sup> base

### **Dead Ball Areas**

- 1 base from mound
- 2 bases from field

### **Obstruction vs Interference**

- Obstruction occurs on the defense for impeding the runner without the ball, runner is entitled to base umpire thought they would have if obstruction did not occur
- Interference occurs on the offense for impeding the fielder runs into or causes a fielder to change course, ball hits runner

## **Game Timing**

- A 30-minute mandatory delay after a lightning strike
- Game can be played until midnight

## **Miscellaneous**

- Plate meeting 10 minutes prior to game, have lineups that include first name, last name, position and #.
- All substitutions will come through the umpire and umpire will give the changes to the official book with the coach.
- Hosting team will have an official scorer both teams will keep a book in the dugout as well.
- Pitch count for softball is 1 pitch in an inning 1 inning pitched.
- If a catcher moves from catcher to another position need to let umpire know.
- Appeal let umpire know you are appealing before attempting.
- Protests report to crew chief.

## **In Game Conduct**

• Umpire determines if field conditions are playable

- District Admin will weigh in on delay or postpone
- No arguing judgment calls
- Time needs to be on field to leave to talk to umpire
- Coaches are in charge of fan behavior. If a fan/coach is ejected from game and refusing to leave premises law enforcement may be called to handle situation.