## Tournament Softball Rules

## General

- No jewelry should be worn
- Reflective helmets are not allowed
- Bats must be <= 1.2 BPF
- 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 ( $6 \mathrm{ft} / 3 \mathrm{ft}$ ).
- 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 $3^{\text {rd }}$ 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: $2 \times$ per game, $1 \times$ per inning, $1 \times$ 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

- $7^{\text {th }}$ inning shall be played normal
- $8^{\text {th }}$ inning will start with current batter in the lineup up, last batter from previous inning starts on $2^{\text {nd }}$ 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.

