

NFHS Baseball rules apply with the following exceptions

- A. A player's grade is their grade during the 2024-2025 school year.
- B. FIELD DIMENSIONS
 - a. Pitching Distance --- 35ft.
 - b. Base Distance --- 60ft --- 84' 10" from home plate to second base and first base to third base.
 - c. There will be an 8ft radius circle around the pitcher's plate.
- C. An 11" ASA or NFHS approved Fast Pitch Softball will be used.
- D. The Double Base applies in this league --- **See General Rule #17**
- E. GAME LENGTH --- 5 innings
- F. TIME LIMIT --- One Hour and Twenty-Five minutes (1:25)
 - a. If an inning ends prior to the time limit, next inning will be played in full.
- G. Three Outs or Five (5) runs constitute an inning.
- H. RUN RULE --- **See General Rule #14**
- I. COMPLETED GAME
 - a. If the game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings.
 - b. The final score of this completed game is determined by reverting to the last completed inning.
 - c. In the event the score is a tie at this point, the game will be replayed from the start.
 - d. If the game is not complete or is tied prior to being a complete game, the game will be replayed from the start.
 - e. Game Rescheduling should follow **General Rule #8**.
- J. FREE SUBSTITUTION
 - a. Every player will be placed in the batting line up for the entire game.
 - 1. Example --- If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game.
 - 2. Defensively players can be moved from position to position by the team's coaches without notifying the official scorekeeper.
 - b. SUBSTITUTION A PITCHER
 - 1. There is NO Limit on the number of innings any one pitcher can pitch in a game.
 - 2. The innings pitched in the game do not need to be consecutive innings.
 - 3. If the pitcher leaves the game and is placed in a defensive position, the pitcher may return to pitch.
 - 4. If the pitcher leaves the game and is placed on the bench, the pitcher can return to the game but cannot pitch.
 - 5. Any team coach is limited to two (2) visits to the pitcher's mound area per inning.
 - i. On the second visit, the pitcher must be removed from the pitcher's circle.

K. EXTRA INNING TIE-BREAKER

- a. If the score is tied going into the new inning after regulation innings or time has expired, the league game will continue for a maximum of two (2) extra innings.
- b. Regular Season Play --- If the league game is tied after the two (2) extra innings of play, then the league game will end in a tie.
- c. Tournament Play --- the Tournament game will continue until there is a winner.

L. PITCHING GUIDELINES

- a. The pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate.
- b. The pitch starts when the pitcher's hands separate after they have come together, the hands may be motionless or moving, while the pivot foot is in contact with the pitcher's plate.
- c. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery.
- d. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the pitcher's plate.
- e. If a hole has been created in front of the pitcher's plate, the pivot foot may be no higher than the level plane of the ground.
- f. Pushing off with the pivot foot from other than the pitcher's plate is an **Illegal Pitch**.
- g. **Illegal Pitch**
 1. An Illegal Pitch is a pitch that violates the Pitching Rules.
 2. The signal for an Illegal Pitch by the umpire is a Delayed Dead Ball Signal.
 3. The illegal pitch can be hit by the batter.
 - a. If the Illegal Pitch is hit by the batter and the batter reaches first base or beyond the illegal pitch is nullified. All action stands and the illegal pitch is canceled.
 4. If the Illegal Pitch is hit by the batter and the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
 5. If the batter is hit by the illegal pitch out of the strike zone, the batter is awarded first base and the base runners are advanced if forced.
 6. First Illegal Pitch Offense Per Pitcher is a Warning.
 7. **Illegal Pitch PENALTY** (after the Warning) - A ball is awarded to the batter
 - a. 3rd & 4th Grade Girls - If this is ball four, Coach Pitcher enters the game to pitch to the batter.

M. OFFENSIVE RULES

- a. There are NO WALKS in the 3rd & 4th Grade Girls Division.
 1. If the batter receives ball four (4), the batter's Coach Pitcher enters the game to pitch to their batter.
 - a. Zero (0) Strike and Four (4) Ball count
 - i. Coach Pitcher can pitch up to three (3) total pitches to the batter.
 - b. One (1) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - c. Two (2) Strike and Four (4) Ball count
 - i. the Coach Pitcher can pitch up to two (2) total pitches to the batter.
 - ii. **If the batter has a two (2) strike count and swings and misses the first pitch thrown to her – the batter is out.**
 - iii. **If the batter has a two (2) strike count and does not swing at the first pitch thrown to her – the batter must swing at the second pitch – If the batter swings and misses the second pitch, the batter is out.**

M. OFFENSIVE RULES cont.

2. Third Strike "Foul Ball" Rule
 - a. On the final pitch of the batter's at-bat --- If the batter makes contact with the ball, and the ball goes foul -- the batter receives one more pitch from their Coach Pitcher.
 - b. An extra pitch will be awarded for any additional consecutive foul balls hit by the batter during her at-bat.
 3. Base Runners MAY NOT STEAL ANY BASE while a Coach Pitcher is on the field pitching to his/her batter.
 4. The Coach Pitcher MUST remain in contact with the pitcher's plate while pitching to his/her batter.
 - a. First game offense – warning to the offending team
 - b. Second game offense and beyond – this will be considered an "illegal" pitch and counted as a strike towards the batter.
 5. The Coach Pitcher MUST make every attempt to avoid ALL batted balls or interfering with the defensive players.
 - a. If a batted ball strikes any part of the Coach Pitcher, the ball is declared a Dead Ball and the play considered the same as a foul ball – Third Strike "Foul Ball" Rule would apply, as needed.
 - b. If, in the umpire's judgment, the Coach Pitcher intentionally impedes a defensive player, the umpire will give One Warning.
 - c. Any subsequent infractions will result in the Batter being called Out and any Base Runners returning to their previous base.
- b. The Base Runner(s) cannot leave their base until the pitcher releases the ball.
1. If the Base Runner breaks contact with the base prior to the pitcher releasing the ball, the base runner will be called out
 2. **All Base Runners may only steal or advance one base per pitch --- including home.**
 - i. Exception --- When a batted fair ball is hit, the Base Runner(s) may advance with no limit.
 - ii. There is no Over Throw Rule" on a batted fair ball in the 3rd & 4th Grade Boys Division.
 3. A Base Runner attempting to advance beyond the one base they are entitled to advance or steal --- The Base Runner may be put out while between bases.
 - i. A Base Runner CANNOT be put out while in sole contact with the base.
 - ii. After ALL play ceases and the ball is dead, if a runner occupies the base beyond the one the Base Runner was entitled to advance or steal --- The Base Runner will be returned to the correct base without liability to be put out.
 - iii. A Batter/Runner who receives a base on balls, CANNOT advanced past first base. If the Batter/Runner advanced further, once the ball becomes dead, return the Batter/Runner to first base.
- c. SOFTBALL -- LOOK BACK RULE
1. Once the pitcher has possession of the ball within the 8ft circle around the pitcher's plate, the Base Runner MUST IMMEDIATELY return to their base or proceed to the next base --- Failure to do this will result in the Base Runner being called out.
- d. A Batter struck by a kid-pitched ball, while the batter is legally within their batter's box, the umpire will signal Dead Ball and the batter will be awarded first base.
1. Base Runners will move up one base, if they are forced to.
 2. Example – If there is a Runner on 1st base only, that Base Runner would advance one base.
 3. Example – If there are Runners on 1st and 2nd base, then both Base Runners would advance one base.
 4. Example – If there is a Runner on 2nd base only or 3rd base only, those Runners would not advance one base.
 5. Example – If there are Base Runners on 2nd and 3rd base, those Runners would not advance one base.

M. OFFENSIVE RULES cont.

6. Example – if there are Runners on 1st base and 3rd base, only the Runner on 1st base would advance one base.
7. Example – If the Bases Are Loaded, then each Runner would advance one base.
- e. Base Runners CANNOT advance on an overthrow from the catcher to the pitcher during live ball play.
- f. The Batter cannot run on a dropped third strike by the catcher
 1. The Ball is Live and Base Runners may advance one base (except home plate), if there are one or two outs.
- g. All batting helmets must have a chinstrap.
 1. Each batter/base runner must properly wear their chinstrap.
 2. No exceptions allowed.
 3. Players cannot participate without proper equipment.
- h. BAT RULE
 1. All Softball bats are allowed, as long as there are no cracks or dents.

N. DEFENSIVE RULES

- a. Teams may play with ten (10) defensive players
 1. The extra defensive player must be placed in an outfield position.
- b. MINIMUM DEFENSIVE PLAYING TIME
 1. All players must be in the game to play defense by the start of the third (3rd) inning.
 2. This player cannot come out of the game until he/she has played two (2) consecutive defensive innings.
 3. Failure to do so will result in an automatic out at the start of the next inning.
 4. This rule DOES NOT apply to starters.
- c. An Illegal Pitch does not apply to the 3rd & 4th Grade Girls Division.
- d. No infield fly rule in the 3rd & 4th Grade Girls Division.
- e. Dead Ball Appeal --- **See General Rule #16**

O. AUTOMATIC OUTS --- LESS THAN NINE PLAYERS

- a. A team MUST start their game with seven (7) players.
- b. If a team is playing with less than 9 players, the team must field a player in the pitcher and catcher positions.
- c. If a team starts their game with less than nine (9) players - automatic outs could be applied in regular season games.
 1. If a team starts with eight (8) players --- the team could take one (1) automatic out.
 2. If a team starts with seven (7) players --- the team could take two (2) automatic outs.
 3. The team's head coach can place their automatic out(s) anywhere in the original batting order.
- d. At the pre-game conference, both team coaches will decide if Automatic Outs will be used for the entire game.
 1. If both coaches agree – then Automatic Outs will be used for the entire game.
 2. If one coach disagrees or both coaches disagree – then Automatic Outs will be used for the entire game, based on the above rules.
 3. This is a game-to-game decision.