

NFHS Softball 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 --- 40ft.
 - 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. A 12" 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 --- 6 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 Six (6) runs constitute an inning.

- H. RUN RULE
 - a. 15 runs after 3 innings.
 - b. 10 runs after 4 innings.

- 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. SUBSTITUTING 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 pitchers 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

M. OFFENSIVE RULES

- a. All Base Runners can steal any base, including home.
- b. The Batter can run on a third strike if the catcher drops the ball and first base is not occupied.
 - 1. If there are two (2) outs and first base is occupied, the batter may also run if the catcher drops ball.
- c. SOFTBALL -- LOOK BACK RULE
 - 1. The look-back rule will be in effect when the ball is live, the batter-runner has touched first base or has been declared out and the pitcher has the possession of the ball within the pitchers circle.
 - 2. The runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
 - a. The batter-runner, after completing a turn at bat and while the pitcher has the ball within the pitching circle – including base on balls or a dropped third strike – can round first base toward second base, may stop, but then must return to first base or attempt to advance to second base.
 - b. PENALTY – The ball is dead. “No Pitch” is declared and the runner is out. If two runners or more are off their bases, when one is called out (due to the look-ball rule), the ball is dead and the other runners are returned to the last base touched – only one runner may be called out.
 - c. EXCEPTION – The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), or the pitcher no longer has possession of the ball within the pitching circle or if the pitcher releases the ball on a pitch to the batter.
- d. Chinstraps -- optional for 5th & 6th Grade Girls
- e. BAT RULE
 - 1. All Softball bats are allowed, as long as there are no cracks or dents.

L. DEFENSIVE RULES

- a. Teams play with nine (9) defensive players
- b. MINIMUM DEFENSIVE PLAYING TIME
 - 1. All players must be in the game to play defense by the start of the fourth (4th) 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. The Infield Fly Rule applies in the 5th & 6th Grade Girls Division.
- d. Dead Ball Appeal --- **See General Rule #16**

M. 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.