



## SOFTBALL RBBYS League Rules

### General Policy & Procedures

**Rainout Info:** Check the website <https://leagues.bluesombrero.com/rbbys> or Facebook (Richland Bean Blossom Youth Sports) for all rain out information. Please let all your parents know to use the website and Facebook for communication. You can also get the app for smart phones Dick's TSHQ

**Bat Rules for 2022 League Season**  
All bats must have the USSSA stamp

**PLEASE BE WARNED --** Our league has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the game and a written letter will be given to the person(s) involved. The second violation will result in expulsion for the remainder of the season. If that individual decides to come back the next year and an incident occurs, they will be removed from the program indefinitely.

### **2022 League Play Rules**

1. **Age Cutoff: January 1.** Younger players can play up a division but we cannot move anyone down a division. If a team is short a player or two they can pull from the next age group/division down. Those kid that are "moved" up a league must bat last in the line-up and play in the outfield. A coach cannot pull kids to play from the same age group/division.
2. The following base length and pitching distance will be used for each age group below:
  - a. 6U - 35/60 (Coach Pitch w/tee) with 11" Ball (soft)
  - b. 8U League - 35/60 (Coach Pitch) with 11" Ball
  - c. 10U League - 35/60 with 11" Ball
  - d. 12/14U League- 40/60 with 12" Ball
3. **Dropped third strikes** are in effect for:
  - a. 12/14U - the batter shall be called out when a third strike is caught before the ball touches the ground

4. **Infield Fly Rule** is in effect for:

- a. 10U
- b. 12/14U

5. Intentional walks: no pitches need be thrown at any age level. Must be declared by the defensive teams coach.

6. **Pitching Rules:**

**LEGAL PITCH:**

A. Prior to the pitch, the pitcher shall have their front foot in contact with the rubber. The hands must be apart. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball, and the pitcher may not simulate pitching with or without the ball when near the pitcher's plate.

B. Preliminary to pitching, the pitcher must take a position with the ball in the glove or pitching hand, with the hands separated.

C. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.

D. After completing "C" above, the pitcher shall bring the hands together in front of the body for not more than 10 seconds before releasing the ball. The hands may be motionless or moving.

Note: Before the pitch starts, the pitcher may remove them self from the pitching position by stepping back from the pitcher's plate with both feet (either foot may be removed first) or by requesting time.

**E. THE PITCH:**

1. The pitch begins and cannot be discontinued when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.

2. During the delivery, the pitcher shall take exactly one forward step toward home plate and land within or partially within the 24-inch length of the pitcher's plate. No step backward is allowed.

3. 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. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTE 1: It is not a step if the pitcher slides their foot in any direction on the pitcher's plate, provided contact is maintained.

NOTE 2: Techniques such as the "crow hop" and "the leap" are illegal.

NOTE 3: 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. A LEGAL DELIVERY** - shall be a pitched ball that is delivered to the batter with an underhand motion.

1. The release of the ball and the follow-through of the hand and wrist must be forwarded past the vertical line of the body.

2. The hand shall be below the hip and the wrist not farther from the body than the elbow.

3. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.

4. The pitch is completed with a step toward the batter.

**G. THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:**

1. No motion to pitch is made without immediately delivering the ball to the batter.
2. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
3. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
4. The pitcher does not make more than one and one half revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
5. The pitcher does not continue to wind up after taking the forward step or after the ball is released.

**NOTE:** Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

**H.** The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that the Umpire judges to be distracting. If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a non-glare surface.

**I.** Foreign Substance on the ball/Items on pitcher. The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. Neither shall any other player or team personnel apply moisture or a foreign substance to the ball nor do anything to deface the ball.

1. Under the supervision and control of the Umpire, powdered resin may be on the hands to dry them. No tacky or sticky substances can be used as a substitute for a powdered drying agent.

2. The pitcher's fingers, hand, wrist, forearm or elbow may be taped for injury, providing such tape is a neutral color.

**J.** The pitcher shall not deliberately drop, roll, bounce, etc., the ball while in the pitching position in order to prevent the batter from striking it.

**EFFECT** Sec 1. A - J - Illegal Pitch

**K.** Once the ball has been returned to the pitcher to prepare for the next pitch or the Umpire says "play", the pitcher has 20 seconds to release the next pitch.

**PENALTY:** Dead ball; a ball on the batter

**L.** At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than five practice pitches to the catcher, or some other teammate. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. A pitcher returning to pitch in the same half-inning shall not be allowed warm-up pitches.

**M.** If the ball slips from the pitcher's hand during the back swing or forward motion, a ball is called on the batter. In either case, the ball remains in play and runners may advance at their own risk

## ILLEGAL PITCH

An illegal pitch is a pitching rules violation. An illegal pitch is called immediately. It is a delayed dead ball and should be signaled by the Umpire calling the illegal pitch and verbalized so a player could hear the call. Failure of players to hear the call shall not void the call.

- A. Effect: The pitch is declared a ball and base runners are awarded one base without liability to be put out.
- B. If the batter reaches first base safely and all other runners advance at least one base, the play stands, and the illegal pitch is canceled. No option is given.
- C. The coach of the offensive team has the option of taking the results of the play or accepting the effect for an illegal pitch.
- D. If the batter is hit by an illegal pitch, the batter is awarded first base, and each runner advances one base.
- E. If ball four is an illegal pitch, the batter is awarded first base, and each runner advances one base.
- F. The Umpire who called the illegal pitch shall explain the violation to the coach if requested.

**NO PITCH** shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base too soon.
- C. The pitcher attempts a quick return of the ball before the batter is in position or is off balance as a result of a previous pitch.
- D. The pitcher pitches before a runner has retouched their base after being legitimately off that base.
- E. A player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. The Umpire shall penalize according to the Sportsmanship Rule

**EFFECT-** A-E: The ball is dead, and all subsequent action on that pitch is canceled.

## 7. Game length:

- a. 6U = 4 innings or 1 hour time limit (each team should bat twice)
- b. 8U = 6 innings or 1 Hour 15 minute time limit
- c. 10U = 6 innings or 1 Hour 30 minute time limit
- d. 12/14U = 6 innings or 1 Hour 45 minute time limit
- e. OPEN INNINGS are in effect for 8U & 10U

Umpires will let everyone know that there is 15 minutes left in the game. At that time an open inning can be declared if the visiting team is batting. If the home team is batting than the next inning will be open. Once time is expired you will finish the inning.

## 8. Run Rule:

- a. 8U - 5 runs per inning per team
- b. 10U - 5 runs per inning per team
- c. 12/14U - no runs rule per inning

## 9. Mercy Rules:

- a. For 12/14U ONLY = 6 inning game = 15-run rule after 2 ½ or 3 innings and 8-run rule after 3 ½ or 4 innings.

**10. Stealing:**

- a. 6U - NOT allowed
- b. 8U - NO stealing is allowed. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- c. 10U - will be able to lead off once the pitcher releases the ball.
- d. 12/14U - will be able to lead off once the pitcher releases the ball.

**11. Bunting:**

- a. 6U - NOT allowed
- b. 8U - NOT allowed
- c. 10U - allowed (slap bunts or fake bunts are ok)
- d. 12/14U - allowed (slap bunts or fake bunts are ok)

**12. Game called because of weather or unplayable field conditions:** 6-inning game = 4 innings or 3 ½ if home team is ahead for an official game. Games suspended will begin where it left off if not an official game as described above.

**13. Ties:** Regular Season games can end in a TIE due to time limits for games. All tournament games will be played until a winner is declared.

**14. Re-entry rule:**

- a. For nine (9) player line-up and ten player (10) line-up: Starters may reenter the game in their original batting order. A starting pitcher may reenter to pitch again in the same game at any age level.

**15. Slide rule:**

- a. Is in effect and all runners must slide at every base where a play is being made including home (where the runner must slide FEET FIRST). A collision between runner & fielder will be the umpire's decision on ejection and umpire's ruling is final. A dive back to a base is ok. A player ejection based on the slide rule is for that game only.

**16. Coach Mound Visits:** USSSA rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning to one visit. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch-hitter is substituted for this batter, the coach may make a second visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber

**17. Courtesy runners:** At any time the team at bat may use a courtesy runner for the pitcher or catcher of record the previous inning on defense.

- At any time, the offensive team may use a courtesy runner for the pitcher and/or catcher of record the previous inning on defense. The courtesy runner shall be the player making the last batted out. If no proper courtesy runner is available, the pitcher and/or catcher must run for themselves

**18. Batting Line Ups:**

- a. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

19. Teams may use free substitution on defense but the batting order shall remain the same.

**20. Defensive Players:**

6U - 10 defensive players will play on the field. 4 outfielders can be used.

8U - 10 defensive players will play on the field. 4 outfielders can be used.

10U - 10 defensive players will play on the field. 4 outfielders are to be used.

12/14U - 9 defensive players will play on the field. 3 outfielders are to be used.

- Outfielders must be on the grass or back and cannot start in the dirt

## 6U ADD'T RULES

1. No umpires will be provided
2. No score is recorded for the games. Each team is to bat their line up twice (if possible) in the time allotted. For time purposes you should bat half a line up and then switch.
3. Every child will receive a participation trophy or medal.
4. There will be a pitching circle or arc that the coach pitching must stay within.
5. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
  - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
  - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
6. Pitching coach can verbally help coach while in the pitching position and have an additional coach in the field to help.
7. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines and into the start of the outfield. They must be in the grass.
8. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
  - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
  - Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
9. 5 pitches per batter will be thrown. If the batter does not hit one of those 5 pitches then the tee will be placed for them to hit off of.
10. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. Ball must be thrown into the circle or in front of the lead runner to stop the play or call "Time".
11. When a batted ball hits the Pitching Coach, the following shall apply:
  - a. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
  - b. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
  - c. The Pitching Coach must be an adult.

## 8U COACH PITCH ADD'T RULES

1. One umpire will be provided
2. There will be a pitching circle or arc that the coach pitching must stay within. Dead ball will be called if coaches step out of the circle or past the arc
3. The pitching coach shall not verbally or physically coach while in the pitching position
4. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
  - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
  - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
5. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines and into the start of the outfield. They must be in the grass.
6. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
  - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
  - Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
7. 5 pitches or 3 strikes for all batters. Unlimited Foul balls for all batters.
8. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. Ball must be thrown in front of the **lead runner** to stop the play or call "Time".
9. When a batted ball hits the Pitching Coach, the following shall apply:
  1. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
  2. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
  3. The Pitching Coach must be an adult.



# 10U ADD'T RULES

1. Runners are not allowed to steal home
2. If a batter walks with the bases loaded that batter will get 3 pitches from their coach.  
If the hit is foul they will get another pitch. If the ball is not hit in play (while the coach pitching) then the batter is out. Coaches cannot walk players.

**United States Specialty Sports Association**  
**RBBYS**  
*Excelling in Multi-Sports Programs*

**RULES OF CONDUCT**

1. Coaches must have full control of their players at all times. This means “on” and “off” the field, course, or court.
2. In case of disputed play or decision, team managers or coaches may consult the game officials. The other players and coaches or sponsors are to be kept out of the discussion.
3. At no time will participants (Coaches, Managers, or Players) be allowed to have in their possession any alcoholic beverage, tobacco or vapes while playing or coaching on the field in any games.
4. Coaches are to report any unsportsmanlike or derogatory acts by players or spectators to the RBBYS Board. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
5. Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the rules in effect. This could mean suspension for a game, games, season or a longer duration depending on the act of violation.
6. A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of the USSSA or RBBYS.

**Our Mission Statement**

RBBYS will teach the fundamentals of the game and promote good sportsmanship and respect for all participants emphasizing: Fun, Fundamental individual & team based skills, sportsmanship, teamwork, leadership, and age & skill appropriate competition