

**Selma Athletic League**  
**PO Box 526**  
**Selma, IN 47383**  
**SALbaseball2019@gmail.com**



**SELMA ATHLETIC LEAGUE JUNIOR LEAGUE SOFTBALL RULES**  
**Ages 9-10**  
**Revised 2023**

1. If Selma Athletic League Junior League Rules do not cover a particular situation, official IHSAA Softball Rules will prevail.
2. Each game will consist of six innings. A game that has completed 4 innings (3 ½ if the home team is ahead) and is called for weather related issues will be complete. All other started games with less than 4 innings will be resumed from where they were stopped, except for tournament games. (see tournament rules)
3. This league will have a run rule of four (4) runs per inning including the last inning. Run rule would be 9 runs after four innings and 5 runs after 5 innings of play.
4. The home team shall use the third base dugout and bat last. The home team will be the official scorekeeper, if no official scorekeeper is provided.
5. The league will be played with sixty (60) foot bases and a thirty-five (35) foot pitching rubber. Official IHSAA Softball Rules govern base running and pitching issues not outlined below.
6. Balls & Strikes will be called.
7. This league will used 11" softballs supplied by the league
8. All softball league approved bats can be used. All other bats are at the discretion of the league.
9. At the umpire's discretion, warm up pitches will be limited to seven (7) at the beginning of the inning, or if a new pitcher is entering the game. Otherwise, the pitcher will be limited to three pitches.
10. Pitching infractions will be at the umpires' discretion. Example-crow hopping, etc. The umpires' decision is final and is not protestable.
11. All players will bat in the line up and 10 players will take the field. All non-infield players must be positioned in the outfield grass. Each team must field their own catcher.
12. A coach should notify the other team and official scorekeeper, before the game starts, if a player is not present. After the game has started a player may enter the batting order at the original place in the line up.
13. If a player does not come to the plate to bat because of injury or becoming removed from the game & premises by a parent or guardian it will not constitute an out. After removal from the game the player cannot re-enter the game. If a player is removed from the game by an umpire or league official and does not come to the plate to bat, it will constitute an out.
14. All players must play a minimum of two (2) complete innings. Players may be freely substituted.
15. All infielders must wear a protective face mask.

16. Throwing the bat is not permitted. Each player is allowed one (1) warning. Should that warned player throw the bat again, it will constitute an out.
17. A runner may steal when the ball crosses home plate. If a runner leaves the base early it will constitute an out.
18. A runner should slide or avoid contact if a play is being made at any base, except first base, and home plate or risk being called out.
19. A runner cannot be tagged after running through first base unless an attempt to go to second is made.
20. There is no dropped third strike.
21. A pinch runner shall be used for the catcher when there are two (2) outs. The runner/catcher must have caught the previous inning. The pinch runner will be the player that made the second out of that inning.
22. No player may yell at or say the pitcher's name. First instance is a warning. Second instance will result in ejection of the player or players. If the player is not identified, the coach may be ejected.
23. No inning shall start one hour and forty minutes from the starting time of the game, unless prior notice from a league official.
24. The SAL board reserves the right to make changes or adjustments to the rules if errors are found at any time.
25. A team must have at least six (6) players to field a team or it will result in a forfeit.
26. In the event of a tie at the end of time limit/or innings, the extra inning will start with the last out on 2nd base with one out with both teams having an opportunity to bat. If a 2nd extra inning is needed, the last out will start on 2nd base with 2 outs with both teams having an opportunity to bat. If a 3rd extra inning is needed, a runner will start on 2nd base with 2 outs and the first team to score wins.