

ALL DIVISIONS, PLEASE OBSERVE THE FOLLOWING IN ALL LOCATIONS:

NO SOFT TOSS OR TEE-HITTING INTO FENCES (unless you are using foam or wiffle balls).

WHEN THE GAME IS OVER, PLEASE VACATE THE DUGOUT AND THE FIELD AS QUICKLY AS POSSIBLE. IF YOU WANT TO TALK TO YOUR GIRLS, PLEASE ASSEMBLE THEM OFF THE FIELD.

At all levels, in case of rain, darkness, etc, game is official after four innings (3.5 innings if home team is ahead). The organizers reserve the right to modify rules as the season goes on, if it is in the best interest of the league and fair play

Playoff Qualification - No player who has played fewer than five regular season games for a team will be allowed to play for that team in the playoffs, except in the case of a documented injury. All teams are required to keep electronic documentation in GameChanger of their line-ups for every game, should a player be challenged under this rule. Please note that the full game must be scored in GameChanger, not merely a game with a final score entered in GameChanger.

Time Constraints - Please treat every game as a tournament situation and move the games along.

- \* Pitchers get 3 warm-ups, 5 at beginning of the game and for new pitcher
- \* No infield / outfield balls after first inning
- \* 8U, no new inning after 75 minutes
- \* 10U, no new inning after 80 minutes
- \* 12U / 14U, no new inning after 90 minutes
- \* Get catchers off and geared up for next inning by using courtesy runner

## **PLAYOFF ELIGIBILITY / DOUBLE ROSTERING**

All teams must keep an accurate book / electronic record showing all personnel used in games. Any player who has not played at least five regular season games for that squad (barring documented injury) is NOT ELIGIBLE to appear in the playoffs. If a player is challenged as being ineligible, and you are unable to document through your book that the player has appeared in the requisite number of game, she will be barred from appearing in the playoffs. The use of an ineligible player will also subject that team / town to further discretionary sanctions from the league.

Players may be cross-rostered between teams, and may appear in the playoffs for both squads, as long as they have satisfied the minimum game rule above for each team.

## 14U Rule Modifications

USA Softball rules, as modified by D2 Parkway rules:

7 inning game, time permitting; ties are permitted; No new inning after 90 minutes. 10-run "mercy rule" - losing team must bat 5 times

Roster batting is ALLOWED BUT NOT MANDATORY

For fielding, there are no "maximum play" or "minimum play" rules

9 fielders, three outfielders must be in the outfield grass when the ball is pitched. However, there is no mandatory "forfeit" for being short players, and there will be no outs declared for "missing" lineup members

Pitcher's rubber at 43 feet.

Continuing pitcher limited to 3 warm-ups, including "coming down." New pitcher gets 5. Courtesy runner for pitcher, catcher – last batted out

For playoff games, ITB after time limit or 7 innings in case of a tie game

IT IS NEVER IN YOUR INTEREST, FOR SEEDING PURPOSES, TO RUN THE SCORE UP ON A WEAKER TEAM. RUN DIFFERENTIAL IS NOT USED FOR SEEDING

## 12U Rule Modifications

The league will observe all USA Softball Rules; EXCEPT

As modified by D2 Parkway rules:

9 players will be used in the field

10-run "mercy rule" - losing team must bat 5 times

Roster batting is ALLOWED BUT NOT MANDATORY

For fielding, there are no "maximum play" or "minimum play" rules

There is no mandatory "forfeit" for being short players, and there will be no outs declared for "missing" lineup members

No new inning may begin after 90 minutes. No "drop dead" or inning reversion

Continuing pitcher limited to 3 warm-ups, including "coming down." New pitcher gets 5.

Courtesy runner for catcher, pitcher is last batted out

7 inning game, time permitting; ties are permitted

For playoff games, ITB after time limit or 7 innings in case of a tie game

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## 10U Rule Modifications

The league will observe all USA Softball Rules; EXCEPT

As modified by D2 Parkway rules:

6 inning game

No dropped third strike

No infield fly

### **Leading and stealing**

Stealing 3rd base is allowed on release of the ball by the pitcher. The runner may not advance on a defensive misplay on the steal. Overthrows on pick off attempts to all bases are dead balls (i.e., the baserunner may not advance). Stealing of 2nd base is allowed if both coaches agree to this before the game, with the umpire. Teams playing in 10U/A are highly encouraged to allow stealing of 2nd base.

The runner need not leave 2nd base to steal immediately as the ball is released by the pitcher. As long as she leaves the base before the ball is again controlled by the pitcher in the circle, that is a legal steal.

Runners may lead from any base on release of the pitch, but of course are subject to being put out.

Pitcher's rubber at 35 feet.

No fake bunting (no "butcher boy")

10 players may be used in the field, but if 10 are used, there must be four players on the outfield grass when the ball is pitched

12-run "mercy rule" - losing team must bat 4 times 8-run "mercy rule" – losing team must bat 5 times

Teams must roster bat.

Inning End / 5 run max – The inning comes to an end when: 3 outs have been recorded OR 5 runs have been scored. There is no max if it is the last inning as deemed by the umpire and 2 managers

For fielding, there are no "maximum play" or "minimum play" rules

There is no mandatory "forfeit" for being short players, and there will be no outs declared for "missing" lineup members.

The USA Softball "Look Back" rule will not be strictly enforced. However, coaches and umpires should instruct players appropriately as a development point to inform them that they must immediately return, or advance, to a base once a pitcher has the ball in the circle after a pitched ball.

No new inning after 80 minutes.

Continuing pitcher limited to 3 warm-ups, including "coming down." New pitcher gets 5. Courtesy runner for catcher, pitcher – last batted out

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**8U** - Play governed by USA Softball rules, with the following modifications:

1. Five runs maximum per inning. There will be no run limit for the last inning of the game, as agreed by the umpire and coaches
2. Regulation game is 6 innings. Game may be called, and is official, after four innings, or if the home team is winning after 3 1/2 innings.
3. Run Ahead Rule - 12 runs after the losing team has batted at least four times
4. Roster batting is mandatory
5. The minimum number of players to begin the game is 6. If a team has 6 players, when a girl leaves that lineup for any reason, no out will be recorded in her spot. Teams who are short-handed may **not** borrow fielders from the opposing team.
6. There is no infield fly rule or dropped 3<sup>rd</sup> strike rule.
7. Bunting, and stealing are not allowed. The runner may come off the bag with contact, or as the ball crosses the plate. She may not advance if the ball is not put into play, but she is in jeopardy of being put out.
8. Coaches will pitch to their own players from 35 feet. Walks are not allowed. The batter shall be called out after three swinging strikes or after she receives six pitches and does not put the ball into play. The umpire will call only the sixth pitch. If the sixth pitch is not swung at and is called a strike, then the batter is out. If the sixth pitch fouled off or called a ball, the batter gets another pitch, which will also be called by the umpire.
9. The coach who is pitching must make every effort to avoid interfering with the defensive play on a batted ball. If, in the umpire's judgment, the coach intentionally interferes with a defensive play or if the coach fails to make a good faith effort to avoid the interference, the play should be called dead, the batter shall be called out, and the runners shall return to the bases they occupied prior to the play. The coach who is pitching must remain silent from the start of the pitch until the end of the play.
10. Infield Hit - Base runners are limited to one base on all batted balls hit in the infield. No advances are allowed for overthrows to any base.
11. Outfield Hit - Base runners may take additional bases on all batted balls hit into the outfield, defined as any ground or fly ball that goes 10 feet beyond the base path or any ball that is fielded by an outfielder. The umpire must carefully note where the runners are at the moment the ball has been returned to the infield and is controlled by an infielder. Runners remain in jeopardy of being put out. At the end of the play, the umpire will decide the proper position for the runners. Those who had not attained the halfway point between bases at the moment the ball was controlled on the infield, will be returned to previous base attained at the moment the ball was controlled. For runners who had attained at least the halfway point between the bases, the result of the play will stand.

Again, the ball is not "dead" when controlled by the infielder on the infield. The umpire should allow play to continue, and then take appropriate action at the end of the play, based on her judgment. The coach who is pitching must make every effort to avoid interfering with the defensive play on a batted ball. If, in the umpire's judgment, the coach intentionally interferes with a defensive play or if the coach fails to

make a good faith effort to avoid the interference, the play should be called dead, the batter shall be called out, and the runners shall return to the bases they occupied prior to the play. The coach who is pitching must remain silent from the start of the pitch until the end of the play.

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COACHES IN THE FIELD - COACHES MAY BE IN THE FIELD FOR 08UB PLAY ONLY. DEFENSIVE COACHES MUST BE OUTSIDE THE LINES FOR 08UA PLAY

For playoff games, ITB after time limit or 6 innings in case of a tie game

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