

LYNDON RECREATION RULES

2024

BANTAM SOFTBALL

(Machine Pitch)

Pitching Rubber: 35'

Bases: 60'

Official USA Softball fast-pitch softball rules (Girls) will apply, except as follows:

- 1) Unlimited substitution on defense is allowed at all times.
- 2) The game will be played with 10 players on defense.
 - a) When 10 players are being utilized on defense, at least 4 players must be positioned in the outfield grass until the ball leaves the pitching machine.
 - b) In the event 10 players are not available, the game can be played with 7 players.
 - c) A forfeit will be declared if a team does not have at least 7 players on the field within five minutes after the official starting time, or becomes unable to field 7 players at any time during the game.
- 3) Each game is scheduled for one hour and 10 minutes or five innings, whichever comes first.
 - a) No new inning may start after the time limit has been reached except for a tie game.
 - b) A new inning is considered to have started the instant that the previous inning is concluded.
- 4) Each team will bat until 3 outs are made or 8 runs are scored, whichever comes first.
 - a) No more than 6 runs can be scored during each team's turn at bat.
- 5) If the home team, can not win or tie the game due to the inning run rule AND the time has expired, the game will be over.
- 6) If either team leads by 15 or more runs after 4 full innings or 10 or more runs after 5 innings, the game will be called and ruled a complete game.
- 7) A batter is not eligible to run on a dropped third strike.
- 8) The infield fly rule does not apply.
- 9) The Bantam League will use an 11" softball.
- 10) The ball will be pitched by a pitching machine, operated by a coach of the offensive team.
- 11) The batter shall receive a maximum of 5 pitches to get a hit, strike out or be put out, unless the final pitch results in an uncaught foul ball on a full swing.
 - a) If the batter does not hit the ball on the fifth pitch, or bunts foul on the final pitch, she will be declared out.
 - b) If a batter is hit by a pitch, she is not entitled to first base and the pitch is counted against the five pitch total.

- 12) A batted ball which strikes the pitching machine without first touching a defensive player shall become instantly dead. The batter shall be awarded first base. Other runners shall advance only if forced to advance due to the batter being awarded first base.
- 13) A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play.
- 14) A fine adjustments (screw) to the machine can be made at any time and then after the adjustment, the hitter will not receive a “test” pitch.
- 15) The machine may be adjusted, upon approval by the umpire, if the machine is consistently throwing strikes and the time will stop until the game is resumed.
- 16) The defensive team shall position a player immediately to either side of the pitching machine, even with or slightly behind the pitching rubber.
- 17) A batter may use any regulation softball bat. No baseball bats.
- 18) If a runner leaves a base before the pitched ball reaches home plate, the runner shall be called out, there is no pitch, and the ball is dead.
- 19)** There will be a 12-foot radius circle around the pitching machine. When the ball is held overhead (in the glove or bare hand) by the designated pitcher within the circle, with no play being attempted, time shall be called by the umpire. Any runner who has reached the thirty-foot hash mark when time is called will be awarded the next base. Any runner who has not reached the hash mark will be sent back to the previous base.
 - a) If, in the judgment of the umpire, a defensive player attempts to throw the ball to a player within the circle and the ball either hits the pitching machine or comes to rest beneath the machine, time shall be called. Runners will be awarded the next base or sent back depending on whether they had reached the hash mark when time was called.
- 20)** There will be no stealing.