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2025  
NKYA  
Softball  
Guidelines and Rules

Revised August 2025

## Field Regulations

Division	Ages	Base line	Pitching Distance	Ball Used
9U SB Machine Pitch	7-9	60'	35'	Official Yellow Ball 11"
11U SB Modified Kid Pitch	9-11	60'	35'	Official Yellow Ball 11"
13U SB	11-12-13	60'	40'	Official Yellow Ball 12"

## Player Eligibility

- All players must fall within the birth years of their respective division. A player may play-up, but not play down. For example, a girl with a 2013 birth year may play in 11U for the 2025 season, but a girl with a 2012 birth year must move up to 13U.
- All players must be in uniform with a unique number. Players without uniform are not permitted to play unless notification has been given between organization directors.
- All players must be on the team roster.
- A player may only play on one team per division.

## Equipment Requirements

- 1 Batting helmets must have facemasks.
- 2 Catchers must wear shin guards, chest guard, and catcher's helmet.
- 3 Fast-pitch bats only.
- 4 Rubber soled or rubber cleated shoes only. Metal cleats are NOT allowed.
- 5 NKYA pitchers/1B/3B are required to wear a fielding mask. It is strongly encouraged for all players to wear fielding masks.
- 6 Game ball to be provided by Umpire.

## **Umpires**

Umpires will be assigned for all games. They are authorized and required to enforce all rules and may order a player, coach or spectator to refrain from interfering with the umpire's ability to administer these rules. The umpire has the authority to disqualify any player, coach or spectator from participating or observing the game for objecting to calls, using abusive language, improper gestures, physical contact or other unsportsmanlike conduct not specifically listed in these rules. Only the Head Coach may interact with an umpire in questioning a call. Asst Coaches are not allowed.

## **Score Keeping**

Each team must supply a scorekeeper for each game. The home team will keep the official scorebook. The scorekeepers should confer with each other at the end of each inning to be sure the score is correct and proper substitutions are being made.

Each coach must submit a lineup with players' names to each scorekeeper ten minutes before scheduled start time. This full roster-batting lineup will be used for the entire game. If a player is unable to finish the game due to an injury, that position in the lineup will be skipped. If a player is ejected during the game by the umpire or has to leave during the game, the spot in the lineup becomes an automatic out each time it is due to bat.

At the end of the game, the umpire is responsible for reporting the final score for each game. Results will update on the NKYA website

## **Inclement weather**

Games will be rescheduled for inclement weather. Coaches will handle all makeup games. We suggest all coaches and player parents download the Statusfy app on their mobile device for field notifications. It is a coaches responsible to review fields and determine if they are able to conduct practice safely. NKYA Board will make the calls in regards to canceling games.

Any game called early because of inclement weather will be considered a complete game when both teams have batted four times, or three times when the home team is leading. Games not meeting the minimum requirements will be resumed from the point of termination.

## **Game Schedules**

Game schedules can be obtained at the NKYA Web Site, or from each organization's director.

## **Division standings**

Division standings can be obtained at the NKYA Web Site.

## General Softball Rules

1. 1 umpire provided.
2. Minimum of 8 players must be present to start a game or it will be considered a forfeit.
3. All players must be in uniform. If a player is not in uniform, then the player is not
  - a. allowed to participate, unless noted by the organization's director. If this results in less than 8 players, then the team will forfeit.
4. No picking up players from other teams. This may only be done if the game is considered a forfeit.
5. Each player is required to play at least two (2) complete innings (6 outs) on defense.
6. All teams will roster bat (all players in the batting lineup).
7. If a player must leave during the game for any reason, then the player's spot in the batting order is an automatic out each time it is due to bat. However, the opposing coach may agree to allow the spot to be skipped without penalty.
8. If a player is injured on the base path and can no longer run, the first available player on the bench prior to the injured player's spot in the batting lineup will run for the injured player. (For example, the #6 hitter is safe at first, but gets injured on the play. The #5 hitter is on 3<sup>rd</sup> base. The #4 hitter is on the bench. The #4 hitter will run for the #6 hitter as #4 is the first available hitter prior to #6.)
9. A courtesy runner is only allowed for the catchers. When there are at least two outs and the offensive team's catcher is on base, the last batted out can be the designated courtesy runner. This will allow the catcher to get their gear on early for the next inning.
10. If a runner leaves the base prior to the pitcher releasing the ball, the play is dead, and the runner is out. (11u teams will receive 1 warning)
11. 1st and 3rd base coaches are required. No one under 16 years old can be a coach on the field at any time.
12. If the batter or pitcher is taking excessively long to get ready between pitches, the umpire may rule a dead ball strike or ball depending on the culprit.
  - a. The pitcher has 20 seconds from receiving the ball to deliver the pitch. If the pitcher is taking too long, the umpire may give 1 team warning. After that warning, a ball is given to the batter.
  - b. The batter has 10 seconds to get ready. If the batter is taking excessively long, then the team may get 1 warning. After that warning, a strike is given to the batter.
13. Obstruction Calls: Obstruction can be either physical, verbal or by confusing the offensive player. If a defensive player obstructs an offensive player, umpire will signal delayed dead ball and award the correct bases if necessary, after the play is complete. Only the base after the obstruction can be awarded. The defense must allow a path to the bag for the batter runner to advance.
14. Interference Calls: An offensive player cannot interfere with a defensive player who is attempting to make a play on a batted ball. Only one player is allowed this protection, which is whoever is closest to the ball and who is making the attempt. If the offensive player interferes, the play is dead and the runner is out.
15. Any players who maliciously runs over or "trucks" a player, whether at home plate or anywhere in the baseline, will be thrown out of the game. Continual offenses will lead to ejection from the league.

# 9U SB Machine Pitch Rules

## General

- 1 1 ½ HOUR TIME -Finish the Inning (6 inning max.)
- 2 Score is kept/tie game may result due to time limit
- 3 60 feet base lengths.
- 4 A maximum of 5 runs per inning will be allowed for all innings.
- 5 An inning will end when
  - the defensive team makes three (3)outs or
  - when the fifth (5<sup>th</sup>) run crosses the plate

## Machine Pitch

- 1 Pitching machine is set to 35' with a speed setting of 25MPH.
- 2 Machine to be used is a Louisville Slugger Blue Flames. Teams should bring theirs to games
- 3 Pitches must come in flat and consistent batter to batter.
- 4 Pitching Coach may not instruct batters as that should come from the first, third, or bench coach.
- 5 Pitch Machine settings Micro Adjust-3 Release Block-3 Power Level-2 for all games. This can be altered by the Board as needed.

## Batting

- 1 Each team is responsible for maintaining their batting order and will notify the other team and the umpire when the 5th run crosses the plate in any inning.
- 2 Each batter will be allowed three strikes or five total pitches. A strike is defined as a swing and miss, or a foul ball with less than 2 strikes.
  - If the batter looks at pitch 5, the batter is declared out.
  - If the batter fouls off the 5<sup>th</sup> pitch, the batter will receive another pitch until the ball is put in play or a swing and miss. Any pitch beyond the 5<sup>th</sup> pitch will also be treated like the 5<sup>th</sup> pitch in that the batter doesn't swing, the batter is out.
- 3 There are no bases awarded on balls (walks) or hit by pitch advancements.
- 4 If the ball is hit to the outfield, the runner may run until the ball is back in the infield, under control by the defensive player and the umpire calls TIME.
- 5 No bunting.
- 6 If a player throws a bat, then the entire team will receive 1 warning. The next player to throw a bat will be out. The play will be dead.

## Base Running

- 1 Overthrows: no advancement, runners stay at the base they were headed to on the play.
- 2 NO leading off.
- 3 NO stealing.
- 4 NO tagging up.
- 5 NO infield fly rule.

## Defensive

- 1 A minimum of 8 defensive players are require to start a game. Required positions will consist of a pitcher, catcher, first base, second base, third base, shortstop and two

- outfielders. Outfielders will be placed at least eight feet beyond bases and base paths. If any inning has started with minimum (8) defensive players then no additional players may be added until the next inning.
- 2 A maximum of 10 defensive players are allowed on the field at a time. Positions will consist of a pitcher, catcher, first base, second base, third base, shortstop and four outfielders. Outfielders will be placed at least eight feet beyond bases and base paths and will be in the grass outfield (pending field dimensions).
  - 3 The pitcher is required to stand within 3' of the coach. The pitcher must wear a mask or batter's helmet with face cage. If no helmet is available then no one will play this position and the player will be added to the outfield.
  - 4 No infield fly rule.
  - 5 Play will be considered dead when any defensive player has control of the ball in the infield and infield is designated at dirt portion of the playing field

### Coaches Participation

- 1 One coach will be allowed in the outfield to assist as defensive fielding coach.
- 2 One coach is allowed in the home plate area to insure the batter is properly positioned in the batters box.
- 3 At no time can a coach physically assist a fielder or runner in their actions.
- 4 The pitcher is not allowed to coach from the mound.

----- End 9U SB Machine Pitch Rules -----

## **11U SB Modified Kid Pitch Division Rules**

### General

- 1 1 ½ HOUR TIME -Finish the Inning (6 inning Max)
- 2 Score is kept/tie game may result due to time limit
- 3 Base length will be 60 feet.
- 4 Pitcher's mound will be 35 feet.
- 5 Mercy rule-15 runs after 4 innings or 7 runs after 5 innings.
- 6 A maximum of 6 runs per inning will be allowed for all innings.
- 7 An inning will end when
  - the defensive team makes three (3)outs or
  - when the 6<sup>th</sup> run crosses the plate in any inning.
- 8 NO infield fly rule

## Pitching Information

1. The pitcher's mound is set to 35 feet.
2. There will be no walks. Once the pitcher throws ball 4 to a batter, the coach of the opposing team will assume the count and pitch until the batter strikes out or puts the ball in play.
3. When the coach enters to pitch after the 4<sup>th</sup> ball, the coach must pitch with a velocity similar to the opposing pitcher. The pitch must come in flat with no more than a 2-foot drop. If the coach throws an illegal pitch, the umpire will call a dead ball (pitch will not count). The coach must have at least one foot on the pitching rubber while delivering the pitch.
4. The pitcher must stand even or behind the pitching rubber and inside the circle when a coach comes in to pitch. The pitcher may take one step towards the plate when the coach delivers the pitch.
5. A maximum of 2 pitcher conferences allowed per pitcher per game. On the 3<sup>rd</sup> conference, the pitcher must be removed.
6. A pitcher must be removed after hitting 3 batters in an inning or 6 total batters in a game
7. The pitcher must start with one foot on the pitching rubber and the other foot either on or behind the pitching rubber. The pitcher must bring her hands together before delivering the pitch. The pitcher can take a step backwards before delivering the pitch as long as one foot remains on the pitching rubber during this motion. The push off foot cannot lose contact with the ground prior to releasing the pitch. If there is a hole in front of the pitching rubber, her foot must come straight over the hole as if there were no hole.
8. Warm up pitches-6 pitch 1st inning 3-pitch every other warm-up limit given to speed up between innings. It is the umpire's job to keep the game moving. If teams are slow to take the field, the umpires can limit the warm up pitches to 1.

## Batting

- 1 Each team is responsible for maintaining their batting order and notify the other team and the umpire when the 6th run crosses the plate in any inning
- 2 Each batter will bat until the ball is put in play or the batter strikes out. After 4 balls, the batter's coach will take the mound assuming the current count. The batter will then proceed to put the ball in play or strike out.
  - If the coach throws a strike that the batter does not swing at, the pitch will be called a strike by the umpire.
- 3 There are no bases awarded on balls (walks)
- 4 If the ball is hit to the infield or the outfield, the runner may run until the ball is back in the pitcher's possession and inside the pitching circle. If the runner stops between the bases, she must advance or retreat immediately.
- 5 No bunting.

- 6 A batter will be awarded first base if they are struck by a pitch while at bat unless the umpire deems the batter was leaning over the plate. If the batter chooses to continue the at-bat then the pitch will be considered a ball and will not count towards the pitcher's hit by count.
- 7 If a player throws a bat, then the entire team will receive 1 warning. The next player to throw a bat will be out. The play will be dead.

### Base Running

- 1 Overthrows that go out of play will result in a 1 base advancement.
- 2 A runner may steal 2<sup>nd</sup> and 3<sup>rd</sup> base only, but not when a coach is pitching.
- 3 Lead offs are allowed but limited to 8'. If the player leaves the base prior to the pitcher releasing the ball, the play is dead and the runner is out. (11u will receive 1 warning) If the player leads off more than 8 ft, the player is out.
- 4 Base runners must stop when the pitcher has possession of the ball in the circle.
  - If the base runner is in stride when the pitcher receives the ball, they may advance to the nearest base they are going to.
  - If the base runner hesitates or breaks stride when the pitcher has control of the ball in her glove in the circle, the base runner must return back to the nearest base.
- 5 Base runners may advance on overthrows that are the results of a batted ball, and they may continue to advance until the pitcher has possession of the ball in the circle.
- 6 Base runners may NOT advance on an overthrow to 2<sup>nd</sup> or 3<sup>rd</sup> by the catcher during a steal attempt.
- 7 Base runners on 3<sup>rd</sup> base may NOT advance to home on the throw to 2<sup>nd</sup> on a steal attempt.

### Defensive

- 1 A minimum of 8 defensive players are required to start a game. Required positions should consist of a pitcher, catcher, first base, second base, third base, shortstop and two outfielders. Outfielders will be placed at least five feet beyond bases and base paths and will be in the grass out field (depending on field dimensions). If any inning has started with minimum (8) defensive players then no additional players may be added until the next inning.
- 2 A maximum of 9 defensive players are allowed on the field at a time. Positions should consist of a pitcher, catcher, first base, second base, third base, shortstop and three outfielders. Outfielders will be placed at least five feet beyond bases and base paths and will be in the grass outfield.
- 3 Play will be considered dead when the pitcher has possession of the ball inside the pitching circle.

### Coaches Participation

- 1 Coaches will pitch to their players when the 4<sup>th</sup> ball is thrown to the batter. The coach will assume the count and pitch to the batter until she strikes out or puts the ball in play. Coach must also throw with the same velocity as the opposing pitcher.



----- End 11U SB Modified Kid Pitch Division -----

## 13U SB Division Rules

NFHS Rules to be followed with exceptions below:

### General

- 1 1 ½ HOUR TIME -Finish the Inning (6 inning Max)
- 2 Score is kept/tie game may result due to time limit
- 3 Base length will be 60 feet.
- 4 Pitcher's mound will be 40 feet.
- 5 Mercy rule- 15 runs after 4 innings or 8 runs after 5 innings.
- 6 A maximum of 7 runs per inning will be allowed during all innings.
- 7 An inning will end when
  - the defensive team makes three (3)outs or
  - when the seventh (7<sup>th</sup>) run crosses the plate in any inning.

### Pitching Information

- 1 The pitcher's mound is set to 40 feet.
- 2 A maximum of 2 pitcher conferences allowed per pitcher per game. On the 3<sup>rd</sup> conference, the pitcher must be removed.
- 3 A pitcher must be removed after hitting 3 batters.
- 4 The pitcher must start with one foot on the pitching rubber and the other foot either on or behind the pitching rubber. The pitcher must bring her hands together before delivering the pitch. The pitcher can take a step backwards before delivering the pitch as long as one foot remains on the pitching rubber during this motion. The push off foot cannot lose contact with the ground prior to releasing the pitch. If there is a hole in front of the pitching rubber, her foot must come straight over the hole as if there were no hole.
- 5 Warm up pitches-6 pitch 1st inning 3-pitch every other warm-up limit given to speed up between innings it is the umpire's job to keep the game moving. If teams are slow to take the field, the umpires can limit the warm up pitches to 1.

### Base Running

1. When the Pitcher A) Has control of the ball, B) Is in the Pitcher's Circle and C) Is not making a defensive play, the Look Back Rule is in effect. This requires a Runner who is in between bases to either advance to the next base or retreat to their previous base. If the Runner is already on a base, they must stop. If the Runner does not either advance or retreat, or if they leave their base, they are out.

## Batting

- 1 Roster bat.
- 2 A batter will be awarded first base if they are struck by a pitch while at bat unless the umpire deems the batter was leaning over the plate. If the batter chooses to continue the at-bat then the pitch will be considered a ball and will not count towards the pitchers hit by count
- 3 If the batter throws the bat, the batter is out and the play is dead.

----- End 13U SB Division -----