

SPECIFIC RULES FOR MINOR SOFTBALL

1. The focus of this level should be on sportsmanship, team play, knowledge of the game and fundamentals. Introduction to pitching and hitting against pitching. Standings will be kept, and playoffs will be conducted at this level. Field dimensions will include 60' base paths, maximum pitching distance of 35', foul lines 180' and center field 210'. Ball size is 11"
2. The bat must be a softball bat and shall not be more than 33 inches in length. The bat shall be printed with a **BPF (bat performance factor) of 1.20**. An illegal or damaged bat must be removed from play.
3. Six innings are played or 1.5-hour time limit from the scheduled start time.
4. 5 run rule is in effect for all innings except for the 6th inning, when unlimited runs may score. Innings 1-5, on the play where the 5th run is scored, play should continue until the umpire calls time. If a team scored more than 5 runs in an inning, they only count 5.
5. Base runners cannot steal any base. The base runners may leave once the ball crosses the plate (the base runner should not go more than 20 feet down the baseline unless the ball is hit.) When the ball is in play, a base runner can advance at her own risk. (This rule is intended to teach good base running techniques.)
6. Pitched balls that fall short of the plate are to be considered dead balls and called a "Ball" by the umpire.
7. Bunting is permitted.
8. No infield fly rule will be invoked.
9. Each team may field 10 players. The 10th player must be used as an outfielder.
10. A team may play with 7 players if no call-up players are available.
11. Pitching Rules:
 1. A player is allowed to pitch a maximum of 3 innings in any one GAME. ½ inning = 1 inning pitched.
 2. No pitcher may re-enter as a pitcher at any time.
 3. Windmill pitching is allowed, however not required to pitch.
 4. Free pitching substitutions are allowed
 5. If a pitcher hits 3 batters in an inning, they will be removed for that inning. If a pitcher hits 5 batters in a game, they will be removed from the game.
 6. If pitcher cannot reach plate from 35 feet, she may move closer by a step or 2 to home plate.
 7. The pitcher will pitch to a maximum of 4 balls. If the batter has not batted, instead of a walk, the coach from the batting team will pitch soft toss pitches to the batter. The number of soft tosses allowed will be limited to 3 strikes. (For example, if the pitch count is 4 balls and 2 strikes, the coach comes in to throw soft toss only until the played puts the ball in play or the 3rd strike is obtained.) The umpire can call a strike if the batter does not swing and the ball is in the strike zone when pitched from the coach.
12. A batter may not advance because of a dropped third strike by the catcher.
13. Teams can bat the entire bench. If a player is injured or leaves a game early, NO out will be taken if they are unable to bat.
14. With 2 outs, pinch runners can be entered into play for Pitchers and Catchers. The last player out will be the pinch runner.