

2019 Odessa, Wellington, Lexington, Grain Valley, Warrensburg, Blue Springs & Oak Grove Recreation Softball Rules

USSSA rules will be used except for the deviations listed below. Some of the rules below are simply clarification of USSSA rules (i.e. the infield fly rule for 12U, 14U). When playing at Blue Springs, Blue Springs House rules will apply. A copy should be given to each town of the rules of Blue Springs, and the rest of the league.

Game Specifications

1. There shall be a maximum of 10 defensive players on the field, 4 of them must play outfield.
2. The outfielders must play at least 15 feet behind the base lines.
3. Time Limits.
No new inning will start after the time limits stated below (games may end in a tie).
8U (Coach Pitch): 1 hour and 15 minutes or 7 innings of play
10U: 1 hour and 15 minutes or 7 innings of play
12U: 1 hour and 15 minutes or 7 innings of play
14U: 1 hour and 15 minutes or 7 innings of play
4. Run Limit: There shall be a limit of 6 runs scored per inning for all divisions in recreation league.
5. Run Spread: A run spread of 15 runs after 3 innings or 10 runs after 5 innings shall end the game.
6. Teams must have 8 players and 1 coach to begin a game. **Teams do not have to take an out for the 9th position in the batting lineup if they play a game with 8 players and no additional players are available.**
7. Teams may borrow players from the same division or below. Teams may borrow to get to number 9 only. There will be no borrowed players in the tournament.
8. Field Dimensions:
 - A. 8U shall have 60 feet bases and a 35 feet pitching distance.
 - B. 10U shall have 60 feet bases and a 35 feet pitching distance.
 - C. 12U shall have 60 feet bases and a 40 feet pitching distance
 - D. 14U shall have 60 feet bases and a 43 feet pitching distance
 - E. There shall be an 8 foot radius circle around the pitching mound from the center of the pitching mound for all ages.
9. The home team will provide game balls (at least 1 new ball) for each game.
10. In all divisions the batter/runner shall wear a batting helmet and shall remain on at all times.
11. 11 inch size softball shall be used in the 8U (Coach Pitch) & 10U divisions.
12. 12 inch size softball shall be used in the 12U, 14U divisions.
13. Metal cleats or spikes are not permitted in 8U, 10U, 12U. Metal cleats are allowed in 14U, **Metal cleats are not allowed when playing at Blue Springs and Warrensburg. All helmets must have a face mask on them.**
14. Face guards for pitchers are not required but highly encouraged.
15. **Each team must bat their entire lineup/team and free substitution is allowed in between innings.**

8U Specific Rules (Coach Pitch)

1. Sliding is allowed but not mandatory.
2. There shall be 3 coaches for offensive team allowed on the field during play. 2 of the coaches must be in the coach's box during play and may not interfere with the play of the game. The other coach shall be on the pitcher's mound to pitch for his/her own team. Once the ball is pitched from the pitcher's mound the coach must then get out of the way of the pitcher/player and may not interfere with the play of the ball. The coach may pitch from anywhere inside the pitching circle.
3. There shall be 6 pitches, batter may swing at all or none, batter will be out on the 6th pitch unless a foul is hit on the 6th pitch. In such case the batter will receive a 7th pitch and only a 7th pitch.
4. No walks shall be allowed.
5. The pitcher/player must have both feet in the pitching circle, even with or behind the pitching rubber until the ball is pitched by the coach).
6. No coaches for the defensive team shall be on the field during play.
7. Play stops when a pitcher/player has control of the ball within the pitchers circle.
8. When play stops, if a base runner is less than halfway between bases she must return to the previous base. If she is over halfway between bases she may continue to that base.

9. There shall be no stealing of bases. The base runner must stay on the base until the ball has left the pitchers hand.

10. If a play is made on a girl leaving a base and an over throw occurs, runners may advance one base only.

11. No bunting is allowed in Coach Pitch.

10U Specific Rules

1. Sliding is allowed but not mandatory.

2. Stealing shall be permitted but only one base per pitch may be stolen.

3. The runner may not steal home.

4. The runner cannot advance to home on an over throw from the catcher to third when the runner is stealing 3rd base.

5. The runner must remain in contact with the base until the ball has left the pitchers hand. **If the runner leaves before the pitch has left the hand, the runner is out. The Umpire will give one warning to the Coach before calling the runner out on this play.**

6. Intentional contact is not allowed. Defensive player cannot block base without true play.

7. If a play is made on a girl leaving a base and an over throw occurs, runners may advance one base only.

8. **There shall be no advance on dropped 3rd strike. The batter will be automatically out.**

9. When the ball is pitched, hits the ground and then hits the batter, the batter will be awarded 1st base.

10. Each batter will face a player-pitcher. If a player-pitcher throws 4 balls to a batter, the player-pitcher will step to the side while a coach-pitcher from the offensive team pitches.

A. The coach-pitcher must stand on the pitching rubber.

B. The batter keeps her strike count when the coach-pitcher comes in.

C.. Every pitch thrown by the coach-pitcher is assumed to be a strike. For example: If the batter has 2 strikes when the coach-pitcher begins pitching, the first pitch the coach-pitcher throws will be strike 3 unless fouled off or hit in play. The umpire does not have the discretion to rule a pitch unhittable.

D. No bunting is allowed on a coach-pitcher

E. Batters who are struck by a pitch from a player-pitcher without swinging at the ball shall be awarded 1st base. Batters struck by a pitch from a coach-pitcher shall not be awarded 1st. The batter will receive one more pitch.

F. Coach-pitchers must be ready to enter the field immediately when the player-pitcher has thrown 4 balls. The umpire will stop play to allow the coach-pitcher to enter the playing field and take their position. If the coach-pitcher is not ready and the umpire feels this is a delay of game, the umpire has the discretion to call the batter out.

G. If a batted or thrown ball touches the coach-pitcher, it is considered a dead ball and all runners will be awarded the base they were approaching at the time. Coach-pitchers must make every attempt to avoid batted balls, thrown balls, and defensive players. Failure to do so could result in a batter or runner being called out at umpire discretion.

H. No stealing when the Coach is pitching.

12U, 14U Specific Rules

1. Sliding is not required, however, when a play is being made the runner must make an attempt to slide, especially at home plate, or the umpire can call the runner out. This is a judgment call by the umpire to ensure safety.

2. If the batter has two strikes and hits a foul tip, the batter is out if the catcher has caught the ball with their glove only, not trapped the ball with their body.

3. Infield fly: An Infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort (rule does not preclude outfielders from being allowed to make a catch); and provided the hit is made before two are out and at a time when first and second base or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the Plate Umpire immediately announces it for the benefit of the runners. If the ball is near the base line the Umpire shall declare, "infield fly, if fair."

4. When the ball is pitched, hits the ground and then hits the batter, the batter will be awarded 1st base.

End of Season Tournaments

There will be an end of the season tournament tentatively scheduled for the last week of June for each division. Each town will host tournament games. Locations will be announced at a later date. Teams will only be allowed to play in the post season tournament for the division they played in during the year. Example: If a team played in the 12U division all year, they will only be allowed to play in the 12U post season tournament. This is only for the post season tournament for this league (teams are free to play in other tournaments at their own discretion).

General rule additions for knowledge of the game for Coaches and umpires:

- 1. If the ball is hit and the ball hits home plate and goes into the field of play, the ball is fair.**
- 2. If the ball is hit and is in the batter's box inside the baselines, the ball is fair. If the ball is outside the baseline in the batter's box, the ball is foul.**

3. Interference: When a runner interferes with a fielder, fielding a batted ball. When called, the runner is out and base runners will return to the previous base they occupied.

4. Obstruction: When a fielder does not have the ball and is not in the act of fielding a batted ball, obstruction occurs if that fielder impedes the progress of the base runner with or without contact. The umpire should signal by extending an arm to the side with a fist. The ball is live after obstruction occurs and the runner must try to advance in order to get the base they are advancing to. When umpires arm goes down, the runner is no longer protected. If a runner is out after obstruction occurs, the umpire will award the base to the runner and the out doesn't count.

5. Overrunning first base: A base runner that overruns first base cannot be tagged out, as long as the runner returns immediately to first base. A runner can make no attempt to go to second base and return without the jeopardy of being tagged out. This comes down to the judgement of the umpire and not whether the player turned into foul territory or not after crossing first base.

Blue Springs House Rules:

Coach Pitch Division Rules: The Playing Rules for Fast Pitch, as written in the current USA Softball Official Rule Book and the BSSA General Playing Rules, will be followed in this division. Exception Rules for this division are listed below and will be followed in place of the USA Softball Rules.

1. Purpose of Coach Pitch:

- a. The purpose of the Coach Pitch Division is to have fun while developing each player's ability to hit a pitched softball.
- b. Parents should not be charged more than \$40 for extra items; shorts, sox, visor...
- c. Practices and games should be conducted in an educational and motivating manor.
- d. There will be only one umpire for a Coach Pitch game.

2. Field Dimensions and Playing Area:

- a. Bases shall be 60 feet between bases; 35 feet between home plate and the pitching rubber; the pitching circle shall be marked at 16 feet in diameter.

- b. Regulation batter's box will be used. Refer to USA

Softball rules. c. Definition of Infield: The term 'infield' is defined as that area of the field on the home side of the imaginary lines running from first to second and from second to third and extending to the dugout fences in foul territory.

3. Game Defined:

- a. A game shall consist of six (6) innings or one hour and 15 minutes and finish the inning.
- b. Legal game, such as in the event of inclement weather, shall be 45 minutes of expired game.
- c. Seven players are needed to start or finish a game.
- d. Players may be freely substituted. Each player shall

play a minimum of two defensive innings.

4. Inning Play:

- a. A half inning is over when:

i. The defensive team records 3 outs. ii. The offense scores 7 runs.

5. Batting:

- a. A batter will be called out after five (5) pitches. Field Umpire will notify batter prior to the fifth pitch.
- b. Strikes will not be called. After 5 pitches, batter is called out unless the fifth pitch is fouled, a sixth and final pitch is allowed.
- c. All team members are to bat whether playing in the field or not.
- d. No bunting will be allowed.
- e. The home scorekeeper is responsible for keeping track of the batting order and runs

6. Defense:

- a. Maximum of 6 girls playing on the infield and 4 in the outfield grass.

- b. The pitcher must be in the pitcher's circle when the

ball is delivered. c. The pitcher must be STATIONARY, not forward of the Coach when the ball is released. (Violation: First time = warning, second time = removal of the player from the pitcher's position for the remainder of the game.)

7. Base Running:

- a. No Stealing.
- b. No Infield Fly Rule.
- c. Base runners cannot leave a base until after the ball is out of the pitchers hand. (Violation: Runner is out)
- d. Bases awarded on an overthrow – ball remains in

play. i. At First: Batter and base runners may

advance two bases only (the base that they are going to plus one) with liability to be put out. If a play is made on the batter or base runner attempting to advance and another overthrow is made, they may not advance further. The goal is to permit the team in the field to attempt to make the play without penalty. ii. At any other base: If the ball is overthrown

into the infield area the batter and base runners may continue to advance until a fielder gains control of the ball. If the ball is overthrown into the outfield area (the part of the field that is in play but not a part of the infield) it is the same as an overthrow at first base. 8. Managers and Coaches:

- a. Coaches must be at least 18 years or older.
- b. Two base coaches for the team at bat. One offensive coach shall take a position of the Pitcher.
- c. Two defensive coaches are allowed to stay on the field at all times, this is only for the purpose of instruction and placement between plays. International Rule will apply if the game is tied

1st Division Rules: The Playing Rules for Fast Pitch, as written in the current USA Softball Official Rule Book and the BSSA General Playing Rules, will be followed in this division. Exception Rules for this division are listed below and will be followed in place of the USA Softball Rules.

1. Batting Order:

- a. All players in this division, on all teams, will bat in rotation during the game.

2. Stealing:

Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.

- a. A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with the base.
- b. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
- c. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.

- d. A batter, who receives a base on balls, cannot

advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to 1st base. 3. Strike Zone:

- a. The strike zone shall be enlarged, when the player is in a natural stance. To include the top of the shoulders to the bottom of the knees. The strike zone shall also be enlarged to include the width of a softball on each side of home plate.

4. Infield Fly Rule:

- a. There is no Infield Fly Rule in 1st Division.

5. Pitching:

- a. After 3 players have walked or been hit in a given half inning, every girl walked or hit for the rest of the half inning will not go to first base. Instead, the 4th batter walked or hit and all thereafter in the half inning will be pitched to by their team representative. They will receive 3 pitches. If the ball is not put into play then the batter is out.
- b. The team representative pitcher will be designated by the coach/manager prior to start of game and may pitch from anywhere in the circle. International Rule will apply if the game is tied