

1. Uniforms and Equipment

- a. All players will be dressed out in full team uniform. This may include head gear (hats or soft visors), socks, jersey and softball pants. Pick-up players must wear their own full team uniform. Sweatshirts of any solid color (including white) may be worn under the jersey (including the pitcher) and do not have to match. Umpire will rule on exceptions (weather, etc.).
- b. Personal helmets must have a face guard, either plastic or metal. This is MANDATORY. Any player without one WILL BE REMOVED FROM THE GAME, along with the MANAGER.
- c. If a player has a bat in their hand, they MUST have a helmet on, whether at bat, on deck, in warm-up, at soft toss ~~or at practice~~ or at practice.
- d. Warm-up catchers MUST wear proper protective gear, at minimum a full catcher's helmet.
- e. Shoes with steel spikes are prohibited, ~~except for the pitcher and catcher~~. No steel spikes for any division in Miss Florida's Mid-Season and All-Star Tournaments.
- f. No jewelry will be worn with the exception of earring studs.

2. Innings, Time & Run Limitations

- a. All games will be 75 minutes, finish the inning (Coach Pitch, MM, Min, Maj). Tee Ball time limit is 60 minutes. No new inning will be started if less than 5 minutes on the clock.
- b. Coach Pitch, MM, Min, Maj divisions will play with a straight 5 runs per inning per team. The play is OVER once the 5th run scores.
- c. Game may end in a tie.
- d. If a game is suspended before two (2) complete innings, due to the weather and/or field conditions, the game is not official and will be made up in its entirety.
- e. If a game is suspended after the completion of the two (2) complete innings, the game will be considered official and complete. The final score will revert back to the completion of the inning prior.
- f. A new inning begins immediately after the third out is made or when the final run crosses the plate.

3. Players, Substitutions, Pick-ups and Suspensions

- a. ~~If a team has nine (9) or more rostered players for the season, they must have six (6) players on the field at any one time.~~ If a team has nine (9) or more rostered players for the season, they must have seven (7) players from their own roster to start or to continue a game.
- b. If a team has only eight (8) or nine (9) players to begin a game, one (or two) players may be "picked up" from another ~~team~~ team in the same age division or from the next lower division to play ~~in the game~~. ~~pick-up~~ ^{PICK UP} ~~players~~ ^{MISSORVA} players can enter the game only to avoid forfeit as in (A) above. All pick-up players may play in an outfield position and bat last. If the rostered player appears, the "pick-up" player must leave the game and the rostered player is placed in the line-up in the "pick-up" position.

- c. To avoid forfeit, if a team has less than nine players AND is unable to find a "pick-up" player as in "B" above, the manager of the opposing team will select one or two players from her team to "lend" to the other team to play in the outfield. It works best for the team at bat to "loan" their last batted out from the previous inning.
- d. "Pick-up" players are allowed ~~to play in unlimited games per season, per team, in their own division in the Fall season. They are allowed~~ to pick up only (2) games either in their own division or "up" a division in the Spring season.
- e. All players must play a minimum of two (2) CONSECUTIVE complete defensive innings every game at which they are present and able to participate.

f. If a manager, coach or player is ejected from a game, that person is automatically suspended for the next game. The umpire should report the suspension to the Director on Duty. The ~~Board~~ ^{EXECUTIVE} Committee will review all suspensions for any further action. A Second violation will go directly to the Executive Board for immediate action. This rule will be strictly enforced.

* Any ejected adult must leave the playing area and wait in the parking lot or leave the complex altogether.

4. Pitching

- a. Pitchers can enter and re-enter a game without restrictions or penalties.
- b. 4 warm-up pitches per inning are allowed.

5. Batting

- a. All teams will bat their complete roster every game. Example - All players who are present for the game. Later arrivals will be added to the bottom of the order. NOTE: Any player who cannot appear at bat because of injury or illness will be considered an "automatic out" and the order will proceed normally.
- b. Stealing, Dropped Third Strike, Infield fly applies to Mini Minor, Minor and Major Divisions only.

c. No limit on bases taken on overthrows in MM, Minors, + Majors. ~~One~~ One base on overthrows in Tee ball and Coach Pitch.

- d. Each team will provide a scorekeeper every game. The "home" scorekeeper will keep the "official" scorebook
- e. No smoking is allowed in the complex!!! For the purpose of this policy, smoking is defined as tobacco products, smokeless cigarettes, electronic cigarettes (or e-cigarettes), electronic vaping device, personal vaporizer (PV), or electronic nicotine delivery systems (ENDS).

7. Umpires and the Umpire's Authority

- Umpires will limit defensive coaches outside the dugout to ONE coach per team in MM, Minors + Majors. This coach may call pitches and adjust the defense. All other coaches MUST be inside dugout.
- If, in the home-plate umpire's opinion, a staff member or spectator is setting a poor example for the players, the umpire may, for any reason, eject that person from the game and the surrounding area. Or, the umpire may, for any reason; give the person concerned a verbal warning. Examples of unacceptable behavior could be abusive or profane language, alcohol-induced behavior, etc.
- Umpires shall eject any player, coach or parent for using profane language.
- Excessive arguments with umpires will not be tolerated.
- If a coach believes the umpire is wrong about a Christiana or USSSA rule, then the coach should ask for time and request a conference with the umpire and opposing head coach. If a dispute still exists, find the board member on duty for the clarification.

Coach Pitch Rules

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- Play will be governed by ~~USA Softball Rule Book, and all other rules in this section.~~
- b. Coach will make a maximum of five (5) pitches for the first 3 innings of the game. After 3 innings, ~~the pitcher will pitch to the batter. Play on pitches will be allowed four (4) pitches. If a pitcher is struck out a coach will enter the circle and have a pitcher (3) pitches. Seven counts from play. Pitches will be over to the coach pitcher.~~ If the fifth pitch or 3rd strike is fouled the batter may continue to bat until there is a strike out or the ball is hit into fair territory.
 - c. There will be no base on balls.
 - d. There will be no hit by pitch.
 - e. There will be no dropped third strike.
 - f. There will be no bunting.
 - g. There will be no infield fly rule. The ball remains alive and in play until play is stopped. Any/all runner(s) are in jeopardy of being put out or advancing.
 - h. ~~There will be no tagging.~~
 - i. There will be no stealing. Any/all runner(s) are liable to be put out if they are off the base. Base runners cannot advance on any passed balls.
 - j. The coach in the outfield cannot instruct his players after the ball has been pitched.
 - k. The coach that is pitching cannot instruct players on the field. The base coaches are allowed to coach the base runners only.
 - l. To stop runners from advancing, the ball must be in front of the lead runner or in possession of the pitcher player inside of the pitching circle before time can be called. If the runner is more than half way to the next base when time is called, the runner will be awarded the next base.
 - If the ball is over thrown in an attempt to make a play, the runner will be awarded one base on over throw.
 - m. The player pitcher must have at least 1 foot in the pitcher's circle when the batter's coach is pitching. No other defensive players may be positioned inside the pitcher's circle at any time.
 - n. The defensive coach may move the pitcher behind 2nd base for safety reasons, and must stay a minimum of ten (10) feet outside of the baseline until the ball is hit.
 - o. Runners cannot leave the base in this division before the ball crosses the plate. If the runner leaves the base early, they shall be called out.
 - p. If the pitching coach is unintentionally hit with a batted ball, it is an immediate dead ball and a no pitch. If the pitching coach intentionally makes contact with the ball or in the umpire's judgment interferes with a defensive play, the ball is dead and the batter is out. The coach will be given a warning and a second infraction will result in the coach being ejected.
 - q. The base distance will be 60 feet.
 - r. ~~A team may play with an optional ~~pitcher~~ player on defense. The optional player must be positioned in the outfield and must stay a minimum of ten (10) feet outside of the baseline until the ball is hit.~~
 - t. There will be a maximum of ~~11~~ defensive players on the field, but no more than 6, including the catcher, can be positioned inside the infield baselines.

TWO STEP RULE:

There is a two-step rule in effect for all players. The ball must be thrown to all bases to record an out unless the defensive player is two steps or less away from a bag or offensive player when the out is made. Pitchers CANNOT field a ball and tag a base or base runner unless the ball is fielded two steps or less away from the base or base-runner.

EXCEPTION: Player fielding the ball may advance to the designated base, if it a natural play. For example, 1st base girl can run to tag 1st base or runner at first or running to 1st if she gets a ground ball. Shortstop can run to 2nd or 3rd to make a play if she fields a ground ball. If the two-step rule is violated, the runner being played on will be declared safe.

T-Ball Rules

a. Safety

- No throwing the bat.
- No sliding.
- Throwing the bat by the batter constitutes an out. Speak with the player first, point out the danger that is caused by throwing the bat, but if the problem continues the player will be forced to lose an "at bat turn".
- The home team is responsible for providing the ball and tee.

~~There will be no umpires. All disputes will be resolved between coaches on each team. Judgment calls by the umpire/coach are final.~~

b. Players and Positions

- On defense, the players will be positioned at 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield area.
- It is recommended that coaches rotate their players at the different defensive positions. Generally, try to have a player play the same position for no more than two innings.

~~Coaches will ensure that all players will play at least half of each game.~~

c. Coaches and Assistants

~~Each team must provide an adult to be an umpire (adult can be a coach) or a parent willing to assist.~~

- Coaches or assistants will be at the batting tee instructing the children while their team is at bat.
- Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
- A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.

d. Play of the Game

- During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
- The next batter will not approach the plate until called by the batting coach or umpire.
- The batter will receive three (3) strikes from the Tee before being called out. Bumping the ball off the tee during warm-up is not a strike. Any of the following will result in a strike being called on the batter:
 - The batter misses the ball completely.
 - The batter fails to hit the ball past the 6 foot arc on the first (1st) and second (2nd) hit resulting in the ball being called foul.
 - Any foul ball before the third (3rd) strike.
- The batting coach or umpire will place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter). The batting coach may adjust and reposition the batter at any time as long as the ball is not in play.
- ~~The batter drops the ball off the tee after the umpire or batting coach calls "Ball in play".~~
- The batting coach will remove the tee from the playing field after the ball is hit.

- An arc (approximately 8 feet) will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go past the line. A foul ball is one hit inside the 15 foot arc line. In other words, the ball must travel 15 feet in order to be judged as a fair ball. Official softball rules apply to a ball that stops on the line, i.e., foul ball rule. If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared dead and another attempt shall be made to hit the ball.
- In Tee Ball the play is considered 'over' when the ball is returned to a player at the mound or any base.
- Upon fielding a hit, the pitcher must attempt a play at either 1B, 2B or 3B.
- At the time the ball is declared dead, the umpire shall award a runner the next base only if the runner is half the distance or more to that base. If the runner is not half the distance to the next base, he shall be returned to the base he had safely reached.
- When the umpire calls the ball dead, it stays dead until the umpire calls the ball in play again.
- Runners may advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
- The runner may not leave the base until the ball is struck by the batter.
- Leading off is not permitted.
- Base stealing is not permitted.
- ~~An inning will end after all of the batters in the batting line-up have batted, or 3 defensive outs are made.~~ An inning will end after all of the batters in the batting line-up have batted, or 3 defensive outs are made. NO RUN PER INNING RULE IN PLACE.
- In setting up defensive positions, the pitcher shall not play closer to home plate than the pitching rubber in place on the field.
- Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turnaround 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
- ~~_____~~
- ~~_____~~
- ~~_____~~
- A batter-runner or base runner that is put out must return to the dugout.

• Time Limit: 60 minutes, finish the inning. No new inning may start if less than 5 minutes left on clock.

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