

W E L C O M E T O  
**OAK MOUNTAIN SOFTBALL**

**PLEASE REMEMBER:**

- 1) THIS IS A GAME BEING PLAYED BY CHILDREN.**
- 2) ALL OF THE COACHES ARE VOLUNTEERS.**
- 3) THE UMPIRES ARE HUMAN AND MAKE MISTAKES.**
- 4) CHEERING IS ENCOURAGED, BUT YELLING IS NOT.  
YELLING AT A CHILD DURING A GAME WILL NOT MAKE THEM INTO A BETTER PLAYER.  
IT WILL ONLY CRUSH THEIR SPIRIT.**
- 5) THIS IS A SPORT. PART OF SPORTSMANSHIP IS KNOWING HOW TO WIN AND LOSE.**

**OAK MOUNTAIN SOFTBALL**  
**P A R K R U L E S**

**6U LEAGUE RULES:**

**6U - 1 - TIME LIMIT:** Each game shall last 75 minutes or 4 innings for the Spring and 60 minutes or 4 innings in the fall.

**6U - 2 - NUMBER OF PLAYERS:** Every player on the team will bat and play a defensive position during the game. Each team must have a minimum of 6 players to begin a game.

**6U - 3 - BORROWING PLAYERS:** If a team has less than 6 players (see rule #2), players may be borrowed from another team in order to satisfy the minimum number of players requirement. ANY BORROWED PLAYER MAY ONLY BE USED ONE TIME PER TEAM DURING THE SEASON. THE BORROWED PLAYER MUST BAT LAST IN THE LINE-UP. Players can not be borrowed for any other reason than to satisfy the minimum number of players requirement.

**6U - 4 - GAME TARDINESS:** A tardy player must be in the dugout prior to the 1st batter of the 3rd inning to be allowed to play. If a coach knows that a player is going to be tardy to a game, he/she must notify the opposing coach prior to 1st pitch of the game. The tardy player will be added to the end of the batting order upon arrival.

**6U - 5 - BATTER RULE:** All players from each team will bat in each inning. On the last batter, play is over when an out is made or a player in possession of the ball touches home plate. It is the responsibility of the offensive coach to advise the defensive coach of the last batter prior to the first pitch to the last batter. If the offensive coach fails to advise the defensive coach and umpire(s) of the last batter, the defensive coach may take the at-bat or replay the at-bat.

**6U - 6 - OVERTHROWS:** Runners are allowed to advance to the base they are going plus one base on an overthrow to any base (1st, 2nd, 3rd, & home plate). Runners advance at their own risk and are subject to be putout.

**6U - 7 - PITCHING:** A coach-pitcher will be used in this league and he/she will pitch from no closer than 25 feet from the rear of home plate. Each batter will be pitched a maximum of 5 pitches from the coach-pitcher. In the event the batter does not put the pitched ball into play, the ball will be placed on a batting tee for the batter to hit. The batter must hit the ball off of the batting tee. Once hitting the ball off the tee, the batter only gets one base if not thrown out.

**6U - 8 - INFELD PARTICIPATION:** Each player must play at least three (3) consecutive outs in an infield position (1B, 2B, SS, 3B, Pitcher or Catcher) prior to the end of the fourth inning unless a player's parent objects to their participation as an infielder. The parent objection will be documented in writing and placed on file with the League Age Group Director.

**6U - 9 - STOPPAGE OF PLAY:** Play is stopped when an umpire calls "time". A defensive player is required to "face off/get in front of" the lead runner and call "time". In addition, play is stopped when a defensive player (1) has possession of the ball, (2) is in the pitching circle, and (3) the umpire grants "time" causing the ball to no longer be in play.

**6U RULES OF NOTE:**

Section 1: FIELD DIMENSIONS: The bases will be set at a 55-foot distance. An arc measuring 6 feet from the rear of home plate should be placed from foul line to foul line in front of the plate. Any batted ball must travel at least to the arc to be considered a fair ball.

Section 2: BALL SIZE: A regulation **10-inch** softball will be used.

Section 3: BASE STEALING: Runners are not permitted to steal.

Section 4: INFELD FLY RULE: The infield fly rule does not apply.

Section 5: MULTIPLE PUT OUTS: Double and triple plays are allowed.

Section 6: BUNTING: There is no intentional bunting allowed.

# O A K M O U N T A I N SOFTBALL PARK RULES

## **8U LEAGUE RULES:**

### **8U COACH PITCH:**

**8CP-1** - Bat your entire lineup

**8CP-2** - All players play on defense (No player in dugout)

**8CP-3** - An inning will end on 8 runs or 3 outs, whichever occurs first.

**8CP-4** - In the spring, the game shall be **six (6) innings or 75 minute time limit finish the inning**, unless the home team is ahead when the top half of the inning is over. Game cannot end in tie. Game will be decided using International Tie Breaker in the event of a tie. In the fall, the game shall be (6) innings or 60 minutes.

**8CP-5** - Coach Pitchers will pitch from **35'**

**8CP-6 - NO STEALING.** The base runner is not allowed to leave the base until the ball crosses home plate. If a player leaves the base before the ball reaches Home Plate, it will be a dead ball play and she will be called out (Early in the season the umpire might elect to give a warning first).

**8CP-7** - Each batter will get 5 pitches, or 3 strikes. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch. Each pitch after the 5th pitch will be treated as a 5th pitch.

**8CP-8 - STOPPAGE OF PLAY:** While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by a player with the ball stopping the lead runner and the player with the ball asking for "time". Once time has been granted by the umpire, the ball is no longer in play, the ball is thrown to the pitcher's circle and no runner may advance.

**8CP-9** - The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) All other available players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.

**8CP-10** - Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play, if they can do so without interfering with play.

**8CP-11** - If a thrown or batted ball hits the pitching coach while in fair territory, it is a dead ball. If the pitching coach, in the judgment of the umpire, intentionally interferes with the defensive team, the batter or base-runner shall be called out.

**8CP-12** - The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

**8CP-13** - No defensive player may be positioned further than 30 feet up the baseline from 1st or 3rd base until the ball is hit. 30 feet is half way between home and 1st base/3rd base.

**8CP-14** - The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.

**8CP-15** - There may be a courtesy runner for the catcher. Last out or any subs on the bench.

**8CP-16** - The team in the field has the option of : (A) having one defensive coach behind the deepest outfielder or (B) one defensive coach down the foul territory on the first (1st) base side and the third (3rd) base side.

**8CP-17** - Throwing of bat: The batter must drop or softly toss her bat to the side after hitting the ball. If a batter slings her bat backwards or in a way that could endanger the safety of the catcher or umpire, she is subject to being called out. The umpire will give a player/team warning first. If the batter does it again during a game then she will be called out.

**8CP-18** - There is no overthrow rule at 1st base. Runners are allowed to advance at will on overthrows.

**8CP-19 - INFIELD PARTICIPATION:** Each player must play at least three (3) consecutive outs in an infield position (1B, 2B, SS, 3B, Pitcher or Catcher) prior to the end of the fourth inning unless a player's parent or coach objects to their participation as an infielder. The parent objection will be documented in writing and placed on file with the League Director. The coach's discretion should be the exception not the rule and should be mainly used for girls that play up.

### **8U PLAYER PITCH:**

Note: 8U AGD and Softball Commissioner will determine how many games in the season are player pitch and how many count towards league standings. This will be communicated to coaches before season begins.

**8PP-1** - All rules from coach pitch apply except those involving the pitcher, which are explained in the following rules:

**8PP-2** - The 2nd and 3rd innings of the game will be player pitch. The 1st, 4th and all innings following the 4th inning will resort back to coach pitch.

**8PP-3** - If four batters in a single inning are awarded a base on either a Walk or Hit By Pitch, then coach pitch will resume for the remainder of the half inning.

**8PP-4** - No infield fly rule

**8PP-5** - No Stealing

**8PP-6** - No dropped third strike

**8PP-7** - Players pitch from **30'** (Coach is responsible for chalking a stripe at 30' for player to pitch from)

**8PP-8** - Coaches are encouraged to give all players interested in pitching at least one inning pitched during the season.

**8PP -9** - Umpires will be instructed to give a large strike zone to the pitcher. Therefore, coaches should encourage their players to swing and attempt to get a hit off of player pitch.

**8PP-10 INFIELD PARTICIPATION:** Each player must play at least three (3) consecutive outs in an infield position (1B, 2B, SS, 3B, Pitcher or Catcher) prior to the end of the fourth inning unless a player's parent or coach objects to their participation as an infielder. The parent objection will be documented in writing and placed on file with the League Director. The coach's discretion should be the exception not the rule and should be mainly used for girls that play up.

# O A K M O U N T A I N S O F T B A L L P A R K R U L E S

## **10U LEAGUE RULES:**

**10U-1** - The game shall be **(7) innings or 75 minute time limit finish the inning**, unless the home team is ahead when the top half of the inning is over. Game cannot end in tie. Game will be decided using International Tie Breaker in the event of a tie.

**10U-2** - Play ten(10) on Defense and bat ten(10) (Note: USSSA rules state that a maximum of 9 players may play defense in 10U. However, most parks that we will play against in the regular season allow all players on the field on defense. This is to increase the opportunity for playing time.)

**10U-3** - An inning will end on 5 runs or 3 outs, whichever occurs first.

**10U-4 - PLAYER PITCHING** - Player must pitch from **35 ft.**

**10U-5** - No infield fly rule.

**10U-6 - BASE STEALING** - Stealing is allowed. Players can steal multiple bases. Players can steal home

**10U-7 - BASE RUNNING** - Runners can only leave the base when the ball leaves the pitcher's hand. If a runner leaves the base early the runner will be called "out". Warnings will be issued by umpires early in the season.

**10U-8 - DROPPED 3rd STRIKE** - Batter can advance to FIRST BASE on a dropped or uncaught third strike. A batter cannot advance to First base if First base is occupied by a runner and less than two outs. Catcher must tag batter or throw ball to First base for the out.

**10U-9 - HESITATION** - If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called "hesitation" or "look back" rule. *(The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.)*

## **\*OMYBS rule for 10u softball**

10U pitchers are only allowed to pitch two (2) consecutive innings IN GAMES BETWEEN OAK MOUNTAIN TEAMS. This rule will not be used in games against other parks. Every coach is strongly encouraged to develop pitchers and give these pitchers game experience.

## **12U thru 18U:**

**12/18U-1** Play by the **USSSA Rule Book**.

**12/18U-2** No Metal Cleats allowed.

## **12/18U-3 - PLAYER PITCHING**

**12U** - Player must pitch from **40 ft.**

**14U and up** - Player must pitch from **43 ft.**

## **Special Note for 12U, 14U, and 16/18U:**

Play 9 on defense.

The inning is over when the defense has recorded 3 outs. There is no 10th batter or last batter rule.

## **GAME DAY RESPONSIBILITIES:**

**Section 1:** Coaches are responsible for ensuring that game day tasks are completed, all safety equipment is available, equipment is stored after use, and that the fields and surrounding areas are safe and clean. Coaches should encourage parents to participate in keeping the playing fields and surrounding areas free from trash and safety hazards. Any safety issues that cannot be handled by the coach must be reported to the Field Director or Age Group Director as soon as possible. Coaches are representatives of the park and have the responsibility and authority to make sure the environment is safe for the kids. Coaches have the responsibility to address any safe, dangerous or inappropriate behavior both on the field and the surrounding areas from players, parents, or siblings.

**Section 2:** The first two teams to play on a field in any given day must prepare the field for play. This includes lining the field and ensuring the proper playing equipment and game equipment is ready for use. The last two teams to play must secure all equipment, brush the field, and turn off the lights. Repeated failure to perform these duties will be grounds for removal as a head coach. For all subsequent games played in a given day, the home and visiting teams are responsible for lining the fields for their game. All teams are required to clean up the fields and dugouts after each game.

**Section 3:** The HOME TEAM will occupy the first base side dugout and supply the official scorekeeper. The home team shall ensure the field is lined prior to the game. Each team shall supply one official game ball.

**Section 4:** The VISITING TEAM will occupy the third base dugout and is responsible for the working the scoreboard and PA system. **NO ONE UNDER THE AGE OF 16 IS ALLOWED TO OPERATE THE SCOREBOARD.** The visiting team shall ensure that all equipment is safe and ready for play. Each team shall supply one official game ball.

**Section 5:** Official scorebooks will be provided for each team. If an official book cannot be found, the coach shall provide a page out of his/her scorebook. An official record **MUST** be kept. Each team shall provide their line up to the scorekeeper at least 15 minutes prior to game time. The scorekeeper shall enter the line-up, note the team names, and indicate visitor or home team. Official game time should also be noted at the top of the page. The umpire's number or name should be indicated on the bottom of the page. During the game, the scorekeeper shall note all substitutions, record outs, runs, innings played, injuries, protests and balls and strikes. The scorekeeper may not get involved in the game unless requested by the head umpire.

**Section 6:** The scoreboard and PA announcer shall work with the scorekeeper to keep the scoreboard operation accurate. The scoreboard is easy to operate. Be attentive in recording each ball, strike, and so on (the scorekeeper can assist you). Do not let children "play" with the scoreboard. If PA equipment is available the announcer should announce each batter, score and provide play by play if capable. They should also announce each of the teams' sponsors during the game. Do not allow children to "play" with the announcing equipment. At the end of the last game, the scoreboard equipment, PA equipment shall be returned to the equipment dugout. For consistent operation of the scoreboards and PA equipment, the equipment must be kept dry and stored properly.