

Rules: Softball Leagues (Spring Ball Only)

Last Updated	March 1, 2010																														
Overview	ASA Junior Olympic (J.O.) Fast Pitch Softball rules are used for ALL LEAGUES (8U-16U). The following are local OYO exceptions to the rules.																														
Official Rules Summary	<p>Rule 1 - Definitions</p> <p>Rule 2 - Playing field</p> <p>Rule 3 - Equipment</p> <p>Rule 4 - Players and Coaches</p> <p>Rule 5 - The Game</p> <p>Rule 6 - Pitching Regulations</p> <p>Rule 7 - Batting</p> <p>Rule 8 - Batter-Runner and Runner</p> <p>Rule 9 - Protests</p> <p>Rule 10 - Umpires</p> <p>Rule 11 - Scoring</p>																														
Rule 1 - Definitions	<p>Base on Balls - A base on balls is not allowed in 8U.</p> <p>Bunt. Bunts are not allowed in 8U.</p>																														
Rule 2 - Playing Field	<p>Section 1. Playing Field.</p> <table border="1"> <thead> <tr> <th>Division</th> <th>Bases</th> <th>Pitching</th> <th>Min. Fence</th> <th>Max Fence</th> </tr> </thead> <tbody> <tr> <td>8U</td> <td>60'</td> <td>Coach pitch within the pitching circle</td> <td>125'</td> <td>250'</td> </tr> <tr> <td>10U</td> <td>60'</td> <td>35'</td> <td>150'</td> <td>250'</td> </tr> <tr> <td>12U</td> <td>60'</td> <td>40'</td> <td>175'</td> <td>250'</td> </tr> <tr> <td>14U</td> <td>60'</td> <td>40'</td> <td>200'</td> <td>250'</td> </tr> <tr> <td>16U</td> <td>60'</td> <td>40'</td> <td>200'</td> <td>250'</td> </tr> </tbody> </table> <p>Section 2. Diamond Layout.</p> <p>A. 8U - There shall be a pitching circle of radius 8 feet on the infield. The pitching circle shall be centered 35 feet from the back of home plate along a line from home plate to second base.</p> <p>B. 8U - The double first base shall be used in this division of play.</p>	Division	Bases	Pitching	Min. Fence	Max Fence	8U	60'	Coach pitch within the pitching circle	125'	250'	10U	60'	35'	150'	250'	12U	60'	40'	175'	250'	14U	60'	40'	200'	250'	16U	60'	40'	200'	250'
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Rule 3 - Equipment	<p>Section 1. The Official Bat.</p> <p>A. Baseball bats are allowed provided the bat meets the requirements described in the ASA Rule Book.</p> <p>Section 2. The Official Softball.</p> <p>8U and 10U - An 11" ball shall be used.</p> <p>12U, 14U, and 16U - A 12" ball shall be used.</p>																														

	<p>Section 5. Helmets.</p> <p>A. All Leagues. All batters, runners, and on-deck batters must wear double earflap, NOCSAE approved batting helmets with face guards. Chin straps are not required.</p> <p>B. All Leagues. Any league helmets</p> <p>DEFENSE - Regardless of league, if a pitcher's helper is one of the infield positions, he or she must wear a league-accepted helmet with facemask and heart guard for protection.</p>
<p>Rule 4 – Players and Coaches</p>	<p>Section 1. Players.</p> <p>A. All leagues will adopt a policy of a continuous batting order that will include all players on the team's roster present for the game batting in order.</p> <ol style="list-style-type: none"> 1. If a player starts and then leaves during the course of a regular season game, no penalty will be taken by the team. 2. During tournament play, if a player starts and then leaves a regulation tournament game prior to its completion for any reason, one out shall be taken by the team when the player's roster turn at-bat is encountered. Exception to this is rule is when the player leaves due to injury sustained as a result of play during the game. 3. If play of a tournament game is interrupted after a player leaves (i.e. by rain) and is rescheduled for completion at a later date, any player who previously left during the initial play and returns at the make-up time may re-enter without taking the necessary out. <p>For all recreational league teams during the regular season, all players must play at least one (1) inning in the infield and one (1) inning in the outfield during the same game. This requirement is excepted for tournament play.</p> <p>B. A team shall consist of players in the following positions.</p> <ol style="list-style-type: none"> 1. Fast pitch and modified pitch. <p>8U - Limit of 13 players on the field, and all players play the field at once. The positions are: Two pitcher's helpers (F1a, F1b), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and up to six outfielders (F7-F11). Outfielders must stay on the outfield grass prior to the ball reaching the batter. Only two players (pitcher's helpers) are allowed to be closer than 40ft from the back of home plate before the ball reaches the batter. The pitcher's helpers may not be closer than 35' from the back of home plate and must keep both feet within the pitching circle before the ball reaches the batter.</p> <p>8U Regular Season: A player can play a single defensive position for no more than three (3) innings. Tournament: A player may play the entire game at a single defensive position.</p>



12U and 10U - Limit of 10 players on the field at once. The positions are: one pitcher (F1), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and four outfielders (F7-F10). Outfielders must stay on the outfield grass prior to the ball reaching the batter. All players must play in the field for at least two innings in the first four innings and three innings for six innings. No player may sit out a second inning before all players present have sat out at least one inning.

16U and 14U - Limit of 10 players on the field at once. The positions are: One pitcher (F1), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and four outfielders (F7-F10). Outfielders must stay on the outfield grass prior to the ball leaving the pitcher's hand. All players must play in the field for at least three (3) innings.

Section 2. Pitchers:

12U and 10U - Regular Season and Tournament: A player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher - once removed - may re-enter into the pitching position only once.

Section 3. Catchers:

12U and 10U - Regular Season. A player may play the catcher position for no more than three (3) innings of the first six (6) innings in a game. Any player may play the catcher position in the 7th and subsequent innings in a game.

Tournament: No limitation on players playing the catcher position.

C. Short-Handed Rule for all leagues for Tournament Play Only.

To start a game:

- a. A game may begin or finish with only eight (8) players present on a team.
- b. If a team has only eight (8) players present, an out shall be taken when the ninth position in the batting order appears.

EFFECT: Failure to have eight (8) players present to start or continue a game will result in a forfeit 10 minutes past the scheduled game start time.

The forfeiture rule will not apply where a team is unable to place the required number of players on the field due to injury, illness or any kind of family emergency that has occurred to or involves the player at the time of or during the game. However, if a player leaves a tournament game and the player's leaving does not fall into the categories described in the preceding paragraph, the team will be penalized accordingly based upon the number of remaining players.

All recreational leagues for Regular Season Play - Teams with only eight (8) players present will not have to take an out for the ninth position in the batting order. Teams that fail to have eight (8) players present to start or continue a game will not be required to forfeit 10 minutes past the scheduled start of a game. The umpires will be required to umpire and the players will be required to play unless the coach of the team without the required number of players concedes the game as a consequence of the lack of players.

Section 3. Designated Players.

All Leagues - Designated players shall not be allowed.

Section 4. Re-entry.

A. Any player may be substituted. Player re-entry (except pitcher) shall be unlimited provided players occupy the same batting position and provided the player meets the requirements of mandatory play stated in Rule 4, section 1C.

Pitchers - Any pitcher, once removed, may re-enter into the pitching position only once.

Section 5. Substitutes.

All leagues will adopt a policy of a continuous batting order that will include all players on the team's roster present for the game batting in order. Player substitution into the game defensively shall be unlimited provided the player occupies the same position in the batting order and provided the player meets the requirements of mandatory play stated in Rule 4, section 1C.

8U - There are no substitutions. All players present on the team roster play the field at once.

Section 6. Illegal Players.

A. An illegal player is a player not on the team's roster. During the regular season only, the team's roster may be filled with younger division players in order to field eight (8) players for a game.

B. **Illegal re-entry.** A pitcher returns to the pitching position after being replaced twice.

Section 7. Adding Players.

A potential who registers late to play in any league within the Oaklandon Youth Organization after the player draft but before opening day shall be assigned by the Commissioner for the league to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Commissioner.

Late registration of any potential player in any league within the Oaklandon

	<p>Youth Organization after opening day is subject to the approval of the Commissioner for the league in which the player seeks to enter and the Executive Board. Should the Commissioner and the Executive Board approve the late registration of the player, the Vice President in charge of the softball league shall assign the player to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Vice President for the league.</p> <p>Section 8. Evaluation of Players.</p> <p>For all recreational leagues, the coaches for each team shall evaluate players at the end of the regular season but before the commencement of tournament play. Prior to tournament play, the coaches shall turn in the evaluations for all players on the coach's team to the Commissioner for the league. Should a coach not turn in the evaluations by the required time, he/she may be required to serve a penalty up to and including a one (1) game suspension to be enforced during his/her team's first game of the tournament.</p> <p>Section 9. Coaches.</p> <p>8U - Two coaches shall be allowed on the outfield grass during the game.</p> <p>10U - One coach shall be allowed on the outfield grass during the first two innings.</p>
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Rule 5 – The Game	<p>Section 1. Regulation Game.</p> <p>A. 8U - A regulation game is 6 innings or 1h 40min, whichever comes first.</p> <p>B. 10U, 12U, 14U, and 16U- A regulation game is 7 innings or 2 hours, whichever comes first</p> <p>C. 8U - A tournament game that is tied at the end of 6 innings shall use the tie breaker rule: Rule 5, section 11.</p> <p>D. 10U, 12U, 14U, and 16U- A tournament game that is tied at the end of 7 innings shall use the tie breaker rule: Rule 5, section 11.</p> <p>E. 8U- A game called by the park advisor shall be regulation if four or more complete innings have been played or after 3½ innings if the team second at bat is ahead.</p> <p>F. 10U, 12U, 14U, and 16U - A game called by the park advisor shall be regulation if five or more complete innings have been played or after 4½ innings if the team second at bat is ahead.</p> <p>G. Regular season: All Leagues. If a game fails to reach the 45 minute mark based on the scheduled start time, it shall not be considered a regulation game and may be rescheduled as scheduling time permits.</p> <p>H. Regular season: All Leagues. Games that are tie games at the time limit shall be considered a "Tie Game" and will not be resumed.</p> <p>I. Regular Season- Suspended game - All Leagues. A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play.</p>
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Tournament - Suspended game - All Leagues. A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play. If a game fails to reach the regulation minimum limit of 5 innings (4 innings for 8U), it will be suspended and completed at a later date and time determined by the league. The suspended game will resume from the exact point it was stopped with the same game clock time. The game will continue until it's a regulation game (6 or 7 innings) or the time limit is reached, whichever comes first.

Section 2. Conferences.

Defensive Conferences: There shall be only three charged conferences between the manager or other team representative from the dugout with any defensive player(s) in a six inning (8U) or seven inning (10U, 12U, 14U and 16U) game. For every inning beyond regulation, there shall be one charged conference per inning.

Section 3. Runs per Inning Rule.

10U, 12U, 14U and 16U - No team may score more than five (5) runs in an inning, except for the seventh and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All seven (7) innings shall be played if time permits.

8U - No team may score more than five (5) runs in an inning, except for the sixth and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All six (6) innings shall be played if time permits.

Section 4. Time Limit Rule.

A. **10U, 12U, 14U, and 16U** - No new inning may begin after 2 hours.

B. **8 U** - No new inning may begin after 1h 40min.

C. CURFEW- 8U, 10U, and 12U

There will be a curfew of 10 p.m. No game or any part thereof may be extended beyond 10 p.m. during the regular season. Final game scores will revert to the last completed inning prior to 10 p.m.

During tournament play, no new inning may be started after 10 p.m. Innings starting prior to 10 p.m. will be played to completion with the game's final score reflected as the last full inning played.

In the event of a tie, the tie breaker rule will be implemented following the completion of the last played inning.

	<p>Section 5. Tie-Breaker Rule.</p> <p>A. If after the completion of seven innings (6 innings for 8U) the score is tied, the following tie breaker rule will be played to determine the winner.</p> <p>B. Starting with the top of the eighth inning (7th inning for 8U) and each inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that inning being placed on second base with no outs.</p>
<p>Rule 6 – Pitching Regulations</p>	<p>Section 1. Preliminaries.</p> <p>8U - The coach-pitcher must complete the pitch fully within the 16 foot diameter circle. If the pitcher steps outside the circle when making a pitch, the ball is immediately dead.</p> <p>Both pitcher's helpers must also have both feet completely within the pitcher's circle and may not be closer than 35 feet from the back of home plate. Pitcher's helpers are not allowed to leave the pitcher's circle or advance towards home plate until the ball reaches the batter.</p> <p>Penalty: If the batter does not hit the ball or if the batter hits the ball and the pitcher's helper is not involved in an initial or subsequent play on the batted ball, there is no penalty. If the pitcher's helper is involved in an initial or subsequent play on the batted ball, the batter will be awarded first base and all runners will be allowed to advance one base. Alternatively, the offensive team may choose to keep the outcome of the play.</p> <p>Section 2. Intentional Walks.</p> <p>8U - Intentional walks are not allowed.</p> <p>Section 3. Illegal Pitch Effect:</p> <p>10U and 12U - If an illegal pitch is thrown to the batter and the ball is not hit or the batter is not hit by the pitch, the pitch shall be called NO PITCH, and the ball shall be immediately dead. No runners may advance, and the count on the batter stays the same as before the pitch. If an illegal pitch is hit by the batter or the batter is hit by the pitch and the batter-runner reaches 1B safely and all runners advance at least one base, the effect of the illegal pitch shall be nullified and the play will stand. Otherwise, the coach may take the play or the effect of the illegal pitch (NO PITCH).</p> <p>Section 4. Dropped Ball.</p> <p>10U and 12U - If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter. The ball will remain in play and the runners may advance at their own risk. Runners may advance as soon as the pitcher releases the ball.</p>
<p>Rule 7 - Batting</p>	<p>Section 1. Thrown Bat - All leagues - No penalty unless the bat is thrown intentionally.</p>



	<p>Section 2. Batting Order.</p> <p>All leagues will adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order.</p> <p>8U - Each player shall receive a limit of five (5) pitches or three (3) strikes. If the player does not hit a fair ball within the five pitches or three strikes, the player is "out." The batter is still alive on a foul third strike or a fouled 5th pitch.</p>
<p>Rule 8 - Batter-Runner and Runner</p>	<p>Section 1. The Batter Becomes a Batter-Runner.</p> <p>A. 8U - The batter becomes a runner when a batted ball is hit which goes between the first base and third base lines. If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead, and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted ball.</p> <p>B. 8U and 10U - Batter may not advance to first on a dropped third strike. Batter is out.</p> <p>C. 8U - Walks are not allowed.</p> <p>F. 8U - Walks are not allowed when a pitched ball touches the batter's person or clothing.</p> <p>Section 2. The Batter-Runner is Out.</p> <p>8U and 10U - The infield fly rule is not in effect.</p> <p>Section 3. Runners are Entitled to Advance with Liability to be Put Out.</p> <p>A. 8U - When a pitched ball is batted.</p> <p>B. 10U, 12U, 14U, 16U - When the pitcher releases the ball.</p> <p>C. 8U - Until the umpire calls time. The umpire will call time when a pitcher's helper has control of the ball within the pitching circle <u>or</u> when the advancement of the lead runner has been stopped by the defensive team. Runners who have passed the 30ft hash-mark when time is called will be allowed to proceed to the next base without liability to be put out.</p> <p>D. 8U - Runners are allowed to advance a maximum of two bases on an overthrow from an infielder to first base that stays within play. The advancement will be taken from the last base that the runner touched before the throw left the fielders hand.</p> <p>F. 8U - If the runner leaves the base prior to the batter hitting the ball, the play shall be considered a dead ball, the pitch does not count, and the runner is out. <i>Note: There shall be one (1) warning per team per game until May 15th. Rather than calling the runner out, the runner will return to the original base. After May 15th and during tournament play, there will be no warning, and the runner will be out.</i></p> <p>E. 8U - Base stealing is not allowed.</p>



	<p>Section 6. Runners are Entitled to Advance without Liability to be Put Out.</p> <ul style="list-style-type: none"> A. 10U and 12U - Runners are not allowed to advance on an illegal pitch. B. 8U and 10U - If a fair batted ball touches a defensive coach standing in the outfield grass, the batter and all runners are awarded three bases from the time of the pitch; the ball is live. <p>Section 7. Runners Must Return to Base.</p> <ul style="list-style-type: none"> A. 8U - If a thrown ball touches the coach-pitcher, the ball is immediately dead, and all runners must return to the last base they touched. The coach-pitcher must not interfere (intentionally or unintentionally) with play on the field. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted or thrown ball. B. 8U - If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead, and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted ball. <p>Section 8. Courtesy Runners.</p> <ul style="list-style-type: none"> A. Team's batting order may become a substitute runner for the catcher only. The substitute runner must be the player in the dugout who was at bat last.
<p>Rule 9 - Protests</p>	<p>Section 1. Protests shall be considered only when based on a violation of the playing rules. No protest shall be considered on a decision involving umpire's or park advisor's judgment.</p> <ul style="list-style-type: none"> A. Regular Season: Protests shall be resolved immediately before the next play. Protests may only be made by the manager or head coach. Upon being presented with a protest by the manager or head coach, the plate umpire shall suspend play and call all the field umpires together in consultation with no manager, coach, or player present. The plate umpire will decide immediately on the protest before the game is resumed, and his decision is final. Protests are not allowed after another play has occurred. B. Tournament: The protesting manager shall immediately and before any succeeding play begins notify the plate umpire that the game is being played under protest. All protests must also be submitted in writing to the OYO President within 30 minutes after completion of the game and must be accompanied by \$100.00 in cash. Checks, credits cards, and IOUs will not be accepted. Protests will not be accepted for review by the league without the cash payment. A committee composed of the league President, league Commissioner, UIC, and one or more Executive Board Member(s) shall hear and resolve any such protest by midnight. If the protest is allowed, the \$100.00 cash payment will be returned to the protesting coach, and the game will be resumed from the exact point when the infraction occurred. If the protest is denied, the \$100.00 cash will not be returned.



Rule 10 - Umpires	<p>Section 1. Power and Duties.</p> <p>A. 8U - The plate umpire shall wear a mask.</p> <p>B. If a coach is removed (ejected) from the game by the umpire, the coach may not participate in the team's next game(s) as specified in the OYO Code of Conduct.</p>
Rule 11 - Scoring	<p>Section 1. The Official Scorer.</p> <p>There shall be two official scorers per game: one on the home team and one on the visiting team. Each official scorer must record the results of the game in an official scorebook provided by the league. In the event that only one team provides an official scorer, that scorer will become the official scorer for the game. The team's manager shall inform the umpires of the official scorer's identity before the game. The official scorers will consult with each other after each inning. If a discrepancy occurs between the two scorers, the scorers will inform the umpire immediately, and the umpire will suspended play until the discrepancy is resolved. In the event that the discrepancy in the score cannot be resolved in less than five (5) minutes, the umpire will consult both score sheets and decide the score of the game. If the umpires cannot agree, the plate umpire's ruling shall be followed. The umpire's decision on the game score shall be final and may not be protested.</p>