

## **RAMMS SOFTBALL JV LEAGUE RULES Revised February 2026**

- 1.0 PURPOSE:** The intent of the program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning to win, as well as lose, while preparing the youngsters for further softball opportunities during their careers.
- 2.0 ELIGIBILITY.** Children in fifth through eighth grade are eligible to play in the JV softball league. A child in another grade may play in the league upon the request of a parent only if approved by the league commissioner. A player wanting to play in an upper league must attend the tryouts for BOTH the lower league and the upper league. League Commissioners have the discretion to reassign a player to a league if the player does not attend BOTH the lower league tryouts and the upper league tryouts. League Commissioners may grant special exemption to this tryout requirement due to special circumstances.
- 3.0 PARTICIPATION:** *It is the policy of RAMMS that all players have the opportunity to play at least three of the first five innings of every game in the field.* All players must play at least every other inning in the field on defense, disciplinary action notwithstanding.
- 4.0 GAME RULES:** Games are played according to the USSSA Softball Fast Pitch Rules, except as modified herein. The RAMMS Code of Conduct is incorporated herein.

### **5.0 BATTING**

- 5.1 Batting will be on a bat-a-round basis. All players on the roster who appear for the game and who are not injured will be listed in the batting order and will be given the opportunity to bat in their turn.
- 5.2 If a player arrives late, their name will be added to the bottom of the batting order.
- 5.3 If a player is injured or becomes sick during the game and can no longer play in the game, the injured or sick player will not be called out at any time that player would come to bat in the lineup, but no substitute will be allowed to play and the team must finish the game with its remaining players. The player may re-enter the game, but must resume the place in the batting order she occupied before the injury.
- 5.4 Players are **not** allowed to bunt.
- 5.5 All wood bats are permitted. All non-wood bats must be stamped or otherwise permissible under the current USSSA standards.
- 5.6 A player stepping out of the batter's box will not be called out unless they step on home plate during the act of swinging.

- 5.7 Six Run Rule. A team's time at bat shall end after the earlier of three outs or the team scores six ( 6 ) runs in any half inning; provided that if the team was losing when the team's time at bat began, the team may score as many runs as necessary to tie the score plus an additional six (6) runs; provided further that the six (6) run rule shall not limit the number of runs that can score while the ball is in play (for example, if a team is up five (5) runs with bases loaded and the batter hits a home run, all four (4) runs will count).

## **6.0 FIELDING**

- 6.1 Teams will field nine (9) players defensively with three (3) players positioned in the outfield at the same general depth and at a minimum of twenty feet (20) away from the infield baseline.
- 6.2 Base paths and pitching mounds are located as follows:

Base path: 60 ft.

Pitching mound: 40 ft.

- 6.3 When a thrown ball is (i) thrown or deflected outside the playing area, (ii) thrown over the outfield fence, or (iii) into the stands or dugout, all runners are entitled to advance to the base they were running. If the base runner has already passed the halfway point identified by the hash mark between the bases, the runner will advance one additional base (two bases from their original position).
- 6.4 Pitching. Only rostered players from the JV league shall pitch in JV regular season, inter-league, and playoff games. A player shall not be allowed to pitch more than three (3) innings per game. One pitch in an inning shall constitute a full “inning” under this section. There is not a limit to the number of pitches a batter may receive when there are two (2) strikes regardless if the pitch is a foul ball.
- 6.5 A player removed as a pitcher may not pitch again in the same game.
- 6.6 Intentional walks are not permitted. At the discretion of the umpire: first offense results in a warning and the second offense results in the pitcher being removed from the pitcher’s position and the count to the batter reset.
- 6.7 No glove restrictions.

## **7.0 BASE RUNNING**

- 7.1 A base runner may not leave the base until the pitched ball crosses home plate. A base runner leaving the base before the pitched ball crosses home plate will be returned to her base and the base runner’s team will be given a warning. All subsequent violations in the game of this rule by any base runner from the warned team will result in that base runner being called out. A base runner may advance to any base including home base after a pitched ball crosses home plate.

- 7.2 The infield fly rule will not be in effect.
- 7.3 If a base runner deliberately runs into a defensive player in an attempt to cause the defensive player to drop the ball, the runner will be called out, the play called dead, the hitter awarded first base and the runner called out.
- 7.4 If a defensive player blocks the base or impedes the base runner without possession of the ball or while not in the process of receiving the ball the runner will be awarded the base to which the runner was proceeding.
- 7.5 The catcher may not block home plate without the ball in her possession.
- 7.6 A runner who makes a head first slide will be called out, except if the slide is made to return to a base the runner has reached safely.
- 7.7 Whenever a defensive player is about to receive the ball or has the ball and is waiting to make a tag at a base, all base runners must slide to avoid physical contact. Any runner violating this rule will be called out.
- 7.8 Play will be dead when the umpire(s) calls or signals timeout.
- 7.9 The batter *may advance* on a catcher's dropped third strike. Dropped third strike is in effect when the catcher drops the third strike and first base is unoccupied however, if there are two outs and first is occupied, batter and runners may advance. If the catcher throws the ball, it is a live ball regardless of the situation.
- 7.10 No metal cleats allowed.
- 7.11 The infield shall have a chalk circle with an 8-foot radius measured from the center of the front edge of the pitcher's rubber ("pitcher's circle"). (1) When the pitcher has control of the ball in the pitcher's circle, the play is called dead by the umpire and runners are placed at the correct base according to their position relative to the hash marks on the base paths. (2) When a batter gets a hit and rounds first base or if a base runner rounds another base, if the pitcher is in possession of the ball within the pitcher's circle and is not attempting a throw or faking a throw attempt, the runner must either advance towards the next base or immediately return to the base from which she is advancing. If the runner continues to change direction back and forth between two bases, the umpire may call her out. Likewise, if she stops between bases waiting for the pitcher to throw to a fielder, as may happen between pitches, and the pitcher is in possession of the ball within the circle and not attempting a throw, the runner may be called out by the umpire.
- 7.12 Field Layout. The field will be defined by the chain link backstop and the outfield fence and chalk lines connecting the backstop and the fence. A chalk line, cones, or other marker will mark the limits of the outfield if there is no fence. Any ball crossing this line will be considered a two-base hit and all runners will advance two bases. Any ball that is clearly hit over the chalk line in the air will be a homerun.

## 8.0 GENERAL RULES

- 8.1 A game shall consist of six (6) innings and no extra innings will be played (except

for playoffs).

- 8.2 A new inning will not start if one hour and thirty minutes has expired.
- 8.3 An inning starts immediately after the third out of the preceding inning.
- 8.4 All innings started prior to one and one-half hours (1 1/2) will be completed. There is no drop-dead time. The game can end in a tie during regular season, but not playoffs.
- 8.5 During the playoffs, at least six (6) innings shall be played provided, however, a new inning will not start after two (2) hours has expired. All innings started prior to two (2) hours will be completed. In the event the score is tied after the last completed inning; the next inning will begin under the RAMMS California tie breaker rule.

The RAMMS California tie breaker rule requires the last out of the previous inning to be placed as a base runner at second base with one (1) out, and full innings will be played until a winner is determined.

- 8.6 The umpire will maintain an official game clock and the home team's official scorekeeper should record the time the first pitch is thrown in the official scorebook.
- 8.7 Any intentional "delays" or "speed-ups" of the game to circumvent the time limit rules may result in forfeiture by the offending team at the discretion of the umpire.
- 8.8 All play must stop no later than 8:45 p.m. (M-TR) and 9:45p.m. (Fri-Sat).
- 8.9 Coaches are encouraged to have their teams run on and off the field between innings. The umpire will allow no more than two minutes to elapse between the last out and the first pitch when the teams change field positions.
- 8.10 Minimum Number of Players and Substitute Players. A team must have at least eight (8) of its own team members present on the field at the time the game is scheduled to begin or the team forfeits the game to its opponent if the opponent complies with this requirement. If a team has less than nine (9), but at least eight (8) of its roster players at the start of the game, the team may use a substitute player from another team in the RAMMS Sophomore Softball league with the following restrictions:

- 1. A substitute player may not play for any one team on such team's consecutive games. A team may only use the same player twice during
- 2. the entire season.  
A substitute player must play in the outfield and bat only after all regular
- 3. players have batted.  
If a roster player arrives late, the player must be immediately put into the
- 4. game for the substitute player.  
If a team is not going to have nine (9) of their own players for a game, they may "call up" players from another team as follows:
  - (a) teams may only use eighth graders and younger from their own division, excluding first and second round draft picks in their league.

- (b) any player that is asked to help out and shows up for a game must be permitted to play;
  - (c) any Head Coach that uses a player from another team must list both the called-up player(s) name and team name and report to the league Commissioner upon completion of the game. Both first and last names should be listed. This information will be recorded and maintained by the league Commissioner or his/her designee. Updated listings of all called up players will be provided to the coaches upon request.
- 5. A team should not call up a player if they expect ten (9) of their own. In no case may a team call up more than two (2) players.
  - 6. Any violation of any part of this rule shall result in an automatic FORFEIT of the game in which the violation occurred.
  - 7. The intent of this rule is to prevent a team from forfeiting when players are missing. It is NOT to build a super team.
- 8.11 HOME TEAM is responsible for keeping the official scorebook and will record in real-time, at a minimum, batting order, runs scored, outs, and a count (strikes and number of pitches per batter). Will sit in the third base dugout. Be responsible for trash pick-up in and around their dugout.
- 8.12 VISITOR TEAM will sit in the first base dugout. Be responsible for trash pick-up in and around their dugout.
- 8.13 Modifications to the rules where necessary and final interpretation of the rules will be made by the JV Girls Softball Commissioner and/or the RAMMS Board.

## **9.0 FIELD DECORUM**

- 9.1 Game Sequence. Players and coaches should report to the field at least thirty (30) minutes before game time (as circumstances permit). The Visiting Team may take the field thirty (30) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. The Home Team may take the field fifteen (15) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. No live batting practice will be allowed on the field.
- 9.2 Each coach must maintain a copy of the rules at every game. Each team will contribute one (1) new ball and one back-up ball to the umpire as the game balls. The Home Team will enter the final score of the game in their scorebook and report the final score to the League Commissioner within forty-eight (48) hours.
- 9.3 The RAMMS code of Conduct will govern the conduct of all coaches, players, parents, spectators, and officials during RAMMS' sponsored activities. As a condition to attending practices or playing in the RAMMS Softball program, all coaches, players and parents shall acquaint themselves with and agree to abide by the RAMMS Code of Conduct & Discipline & Rules, which can be located on the RAMMS' website at: [www.RAMMS.org](http://www.RAMMS.org).

- 9.4 Time-out may be called by the umpire when all legal play has stopped and no further play is possible. Time-out is "granted" by the umpire. It is not "taken" by a coach or player. A time-out may be denied by the umpire when there is no apparent reason for the time-out, or delay of the game is a possibility. A coach may not leave the dugout area until time-out is granted.
- 9.5 Coaches must remain in "the area of the dugout" at all times except during a time out. The "area of the dugout" is defined as inside the dugout or the space that is six (6) feet wide immediately in front of the dugout, and extending four (4) feet beyond the entrance of the dugout.
- 9.6 Appeal. Decisions involving an umpire's proper judgment may not be appealed. In all other circumstances, in order to appeal a play, a coach must do the following:
- (a) When the ball is dead after the play a coach must request a TIME OUT.
  - (b) The Coach may then make his/her appeal directly to the umpire.
  - (c) The umpire then makes the call from the appeal.
- 9.7 An umpire may remove a coach from the game and the vicinity of the playing field and/or remove any spectators from behind the backstop if they protest the umpire's calls or interfere with the proper conduct of the game.
- 9.8 Only coaches and eligible players may be in the dugout area during the game. When a team is at bat, all players except the batter, base runners, base coaches and the on-deck batter will remain in the dugout. Each head coach shall appoint one player, parent or guardian to keep bats and extra equipment in the dugout. Coaches may be base coaches or appoint base coaches.
- 9.9 Delay of game tactics may result in forfeiture.
- 9.10 Good sportsmanship must be exhibited by parents, players and coaches at all times. Players, coaches and parents should be a staunch supporter for their team, encourage individual players, and be polite to the opposing team.
- 9.11 Littering of the grounds with cups, paper, candy wrappers and other debris will not be permitted. All coaches will be responsible for maintaining the cleanliness of the playing fields and dugout areas. Coaches will not allow their players to leave the field until the team has cleaned the area.