

CIRL DA SOFTBALL RULES

Players completing 1st and 2nd Grade (7 and 8 year olds)

High School Softball Rules with the following exceptions will be played:

GAME DURATION:

- A maximum of 4 innings will be played. No new inning will be started after 1:15 minutes of play. Once an inning is started it will be completed, unless the home team is ahead. Games will have 6:00 p.m. and/or 7:30 p.m. start times to allow for 2 games to be played/night. Time is kept from time first warm up pitch, not scheduled game time.
- A maximum of 5 runs an inning per side will be allowed. If a ball is still in play/live after the 5th run is scored, play will continue until the ball is back at the pitchers mound or play is considered dead.

NUMBER OF PLAYERS

- Ideal number of players per team is 10-12.
- The defensive playing field will consist of 10 players. Players in attendance will take the playing field with no player sitting more than 1 inning at a time.
- Infield and outfield rotation between all players is mandatory. The borrowing of players is permitted to allow a team the minimum fielding requirements or to make the number of defensive players equal. The decision to borrow players should be made before game time between managers and only if the player(s) being borrowed agree.
- There are no automatic outs for having less than 9 players.
- A team may not play with less than 7 players.

OFFENSIVE PLAY

- All players in attendance will be placed in a continuous batting order. All players arriving late will be placed at the bottom of the batting order. A player is defined late once the batting roster is handed out at the meeting with the umpires to go over the ground rules.
- Bunting is not allowed.
- Stealing is prohibited.
- A runner may leadoff once the ball leaves the pitchers hand.

FIELD DIMENSIONS

- Pitching distance from mound to the back of home plate will be 30 feet.
- Bases will be 45 feet apart.

EQUIPMENT & UNIFORMS

- Players must wear their team uniform.
- Only Official approved softball bats will be allowed.
- No metal spikes allowed.
- All batters and base runners are required to wear a batting helmet with face mask.
- Official Ball is an 11" Soft Dot RIF ball for safety, no hardballs.
- Catchers must wear all protective gear.

SUBSTITUTION

- Defensive free substitution in the field will be allowed. Players previously removed from the game can return to the game in later innings.
- Substitutions have no bearing on the continuous batting order.
- Players will not sit for more than 1 consecutive inning. To promote learning, all players must play at least one (1) inning of defense in the infield and players may not play one position during the entire game (a minimum of 2 positions is required)

PITCHING:

- Coaches will pitch to their own team – 4 balls maximum.
- There are NO base on balls (walks).
- If the batter foul tips the last pitch, she keeps her at bat.
- The fielding team will place a player near the mound to field the pitchers' position during coach pitch.
- Coaches are not allowed to field the ball except for self-protection.
- A batter hit by a coach does not receive a base, and that pitch does not count as one (1) of the four (4) pitches allowed. ("no pitch" called)
- For game management purposes, 4 balls will be used. Balls should be pitched consecutively and catchers should not chase after balls that go to the backstop. Either the batting coach or a volunteer should pick up the balls after they are thrown and return them to the pitching coach.

OTHER GENERAL RULES:

- Three (3) outs per side complete one (1) inning. (see run limit rule)
- All offensive players must be in the dugout unless batting – no on deck batter.
- Coaches must stay in designated coaching areas (first and third base) except the pitching coach. All other coaches may not be on the playing field unless there is a designated defensive coach on the field. The defensive coach's responsibility is to make sure that players are in their proper position along with correcting player errors and giving congratulations for a good play.
- Runners may advance until the ball reaches the infield within the base paths. Runners may only advance one base on an overthrown ball. After the first overthrown ball, play is considered dead.
- Coaches and/or volunteer parents must help umpire games, if a player is out, they must be called out and return to the dugout. At least one parent must be at first base.

Coaches:**Batting Team:**

1st Base Coach: Calls out and safe at 1st Base

3rd Base Coach: Calls out and safe at 3rd Base

Pitching Coach: Calls balls and strikes from behind the pitcher, acts as coach pitcher.

Dugout Coach: Helps in dugout.

Fielding Team:

Home Plate Coach: Calls out and safe at home. Helps batters and retrieves balls.

Defensive Coach. Helps set defense. Calls out and safe at 2nd base.

Dugout Coach: Helps in dugout.

Revised May 15, 2024