



2026 ROSL Softball Rules and Regulations

2026 ROSL Softball Rules Summary

	Control Pitch	A	AA	AAA	Majors
General					
Age	8U	10U	12U	14U	15-18
Game/Setup/Equipment					
# of Innings	6	6	7	7	7
Complete Game	3 Innings	3 Innings	4 Innings	4 Innings	4 Innings
Number of Games	12 Scheduled/10 Game Guarantee	13 Scheduled/10 Game Guarantee	13 Scheduled/10 Game Guarantee	13 Scheduled/10 Game Guarantee	10 Scheduled/8 Game Guarantee
Time	1 hour 30 min	1 hour 30 min	1 hour 30 min	1 hour 45 min	2 hours (may be shortened for DH)
Games Days (majority)	Tue/Thur	Mon/Wed	Tue/Thu	Mon/Wed	M Double Header
Base Distance	60' between bases, 84' 10.25" from home to 2nd	60' between bases, 84' 10.25" from home to 2nd	60' between bases, 84' 10.25" from home to 2nd	60' between bases, 84' 10.25" from home to 2nd	60' between bases, 84' 10.25" from home to 2nd
Pitching Distance	Coach pitch up to 35'	35'	40'	43'	43'
Ball Type	11" yellow softball	11" yellow softball	12" yellow softball	12" yellow softball	12" yellow softball
Min/Max Players on Field	min to start = 8 (can finish with 7) max on field = 10	min to start = 8 (can finish with 7) max on field = 10	min to start = 8 (can finish with 7) max on field = 10	min to start = 8 (can finish with 7) max on field = 10	min to start = 8 (can finish with 7) max on field = 10
4th Outfielder	yes - cannot play infield (rover)	yes - cannot play infield (rover)	yes - cannot play infield (rover)	yes - cannot play infield (rover)	yes - cannot play infield (rover)
Inning Max (Mercy Rule)	Max 13 batters/inning	5 runs per inning (can tie and go up 5 runs if down at the beginning of the half inning)	5 runs per inning (can tie and go up 5 runs if down at the beginning of the half inning)	7 runs per inning (can tie and go up 7 runs if down at the beginning of the half inning)	No run limit per inning High school Mercy rule (15 run lead after 3 innings or 10 runs after 5 innings)
Overthrow Advancement	None	Single base on overthrow.	Unlimited as long as the ball remains within play.	Unlimited as long as the ball remains within play.	Unlimited as long as the ball remains within play.
Batting Order	All players bat	All players bat	All players bat	All players bat	All players bat
Hit by pitch advance	No	Yes- as long as it was not by a coach	Yes	Yes	Yes
Base Restriction	No	Max two base advancement on coach pitch. Unlimited on kid pitch.	No	No	No

Batting					
Bat Requirements	Barrel size 2.25", no weight drop limit must be USA and/or USSSA certified.	Barrel size 2.25", no weight drop limit must be USA and/or USSSA certified.	Barrel size 2.25", no weight drop limit must be USA and/or USSSA certified.	Barrel size 2.25", no weight drop limit must be USA and/or USSSA certified.	Barrel size 2.25", no weight drop limit must be USA and/or USSSA certified.
Cleats	Molded	Molded	Molded	Molded or metal. No metal cleats if playing on turf fields.	Molded or metal. No metal cleats if playing on turf fields.
Infield Fly	No	No	Yes	Yes	Yes
Bunting	No	No	Yes	Yes	Yes
Slap Hitting	No	No	Yes	Yes	Yes
Base Running					
Lead Off	No	No (Must wait for contact to advance)	Yes (once the ball leaves the pitcher's hand)	Yes (once the ball leaves the pitcher's hand)	Yes (once the ball leaves the pitcher's hand)
Stealing	No	No	Yes (once the ball is released from the pitcher's hand)	Yes (once the ball is released from the pitcher's hand)	Yes (once the ball is released from the pitcher's hand)
Pitching					
Pitching Restrictions	Underhand toss by the batting team's coach. Distance can vary dependent upon batter ability	No more than 9 outs by a single pitcher per game. No intentional walks	No Restriction on innings pitched per game.	No Restriction on innings pitched per game.	No restriction on innings pitched per game.
Removal	N/A	No, but coaches should exercise good judgment.	No, but coaches should exercise good judgment.	No, but coaches should exercise good judgment.	No, but coaches should exercise good judgment.
Re-entry	N/A	Re-enter once in the course of a game.	Re-enter once in the course of a game.	Re-enter once in the course of a game.	Re-enter once in the course of a game.
Drop 3rd Strike	No	No	No	no	Yes
4 Ball Walk	No	NO WALKS 4 ball coach intervention	Yes	Yes	Yes
Intentional Walks	No	No	Yes	yes	Yes
MISC.					
Number of Practices	1x per week	Up to 2 per week	Up to 2 per week	Up to 2 per week	Up to 2 per week
Playoffs	N/A	All teams in playoff. Single Elimination to Championship.	All teams in playoff. Single Elimination to Championship.	All teams in playoff. Single Elimination to Championship.	All teams in playoff. Single Elimination to Championship.

Team Player Limitation	No more than 16 Uniformed Players	No more than 16 Uniformed Players	No more than 16 Uniformed Players	No more than 16 Uniformed Players	No more than 16 Uniformed Players
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Weather Conditions

Rain during the day -

The ROSL Sports office will determine the field conditions and make a decision to play or cancel games by 5:00 pm on the day of games. Pay attention to text messages and e-mails informing you of any cancellations. If ROSL cancels the games, there may be multiple scenarios: All games canceled, certain fields cancelled (some may be playable), partner communities (ex: games in Madison Heights) may or may not be cancelled based on fields or a combination of all the above. In the event of ROSL cancellations there will be no forfeits and games will be made up only if we are under the minimum numbers of games needed per Division.

Thunderstorms with Lightning -

The game will be suspended immediately. Players should seek covered shelter or dugout. A 15-minute waiting period will occur after the last sign of lightning. If lightning continues for more than 30 minutes, the game will be canceled.

Tornado Watch (Conditions exist for tornado but no sightings)

If this is in effect prior to the game time/or during game time, the game may be played but be alert for warning siren.

Tornado Warning (Tornado has been sighted)

If warnings exist prior to game time, games will be canceled.

If warnings exist during a game, the game will be suspended immediately. All persons should take cover. Managers must make sure all players have made it to safe cover. Stay in a safe place until weather conditions improve.

Heat Conditions and Air Quality - If a heat index relative to humidity and temperature is reached the game will be canceled and managers notified accordingly. If an air quality exceeds 150, the game must be canceled.

Light Rain - Games can be played during light rain if field conditions allow.

Game Suspension Time Limit -

Games will not be called due to weather for at least 30 minutes after the game is suspended. Unless the umpire calls the game for another reason (daylight), the game can resume within 30 minutes of the initial delay, weather permitting.

Rainout Rule -

If all softball teams in a given league are rained out, no games will be made up from that day in that league. However, if one team completes an official game, all other teams must make up their scheduled games.

Canceled Games - Postponed or abbreviated games will not be rescheduled unless the rainout limit is reached.

Rainout Game Limit-

Only three (3) games can be lost from the season. If a league were to be rained out more than 3 times, the 4th rainout and all further rainouts must be rescheduled.

The ROSL shall make every attempt to play each game to its completion while at the same time ensuring the safety of the players.

Championship Games

All championship games must be played to completion based on the rules of that division. In the event of a rain delay, the teams will complete the game on another date and time.

Sports Code of Conduct

Players

It is the intention of the ROSL to provide a healthy environment for the minor players while learning and experiencing the game of baseball or softball.

It is with this intention that it is required that the registered player and parent/guardian follow the Sports Code of Conduct below securing the partnership between the player, family and league.

As a **Player**, I understand that I must follow these rules as a player in good standing:

1. Play and follow its rules and regulations.
2. All players are expected to show up for all scheduled practices and games or notify the team manager or coach that they will be unavailable for play.
3. Show respect for authority to the officials of the game and of the league board members.
4. Demonstrate good sportsmanship before, during and after games.
5. Help parents and fans understand the league philosophy so they can enjoy the game.
6. Be courteous to opposing teams and treat all players and coaches with respect.
7. Be modest when successful and be gracious in defeat.
8. Respect the privilege of the use of public facilities. Leave the premise better than when you found it.
9. Refrain from the use of drugs, tobacco, alcohol, marijuana, cbd and vape.
10. Resist jumping on the benches.

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:

1. Verbal warning by official, head coach, any ROSL Officer or Board of Director
2. Written Warning
3. Game suspension to players and parents
4. Game forfeit through the official or coach or board members

Coaches, Managers, and Scorekeeper

It is the intention of the ROSL to provide a healthy environment for the minor players while learning and/or experiencing the game of baseball or softball.

It is with this intention that it is asked that the Manager/Assistant follow the Sports Code of Conduct below securing the partnership between the Manager/Assistant and league.

As a **Coach / Manager / Scorekeeper**, I recognize that coaches are role models for their team members and all participants involved in the activity, and that sports help to develop a sense of teamwork, self-worth and sportsmanship. As such, I agree to abide by the following:

1. Place the emotional and physical safety of any player ahead of a personal desire or external pressure to win.
2. Do my best to provide a safe playing environment for all participants.
3. Lead by example by demonstrating fair play and sportsmanship to all involved.
4. Provide a sports environment for my team that is free of drugs, tobacco, alcohol and abusive language and refrain from their use at all sporting events.
5. Respect the game and the league officials and communicate with them in an appropriate manner.
6. Be knowledgeable of the league rules and regulations and teach these rules to all players on my team.
7. Encourage my team members to play by the league rules and respect the rights of other players, coaches, fans and officials.
8. Be responsible for my own behavior and also the behavior of my team members, their parents and fans.
9. Not recruit children with the intent of developing a travel program.

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:

1. Verbal warning by official, head coach, any ROSL officer or Board of Director
2. Written warning
3. Game or Season Suspension
4. Game forfeit through the official or ROSL Officers/Board of Director
5. Lifetime ban from ROSL

Spectators

Spectators are expected to act in an appropriate manner at all times at the field, in accordance with ROSL rules for players and coaches. Spectators can be removed for harassing behavior directed at players, coaches or umpires. Further, no heckling or jeering should be directed towards opposing fans or players.

All Star Games

The ROSL mid-summer All Star Game will be played for A, AA and AAA. Teams are selected by nominating their top players to represent their team in the annual classic. Coaches are encouraged to have players vote on a member and coaches select a member to represent the team. The number of players each team will be allowed to be represented and the final team allowance will be determined by ROSL softball commissioner.

A running batting order will be used. All rostered players are in the batting line-up. Game time is determined by the All-Star committee based on time constraints and field availability.

The coaches for each All Star team are picked by the ROSL Division Coordinators and partner communities (for their own teams). Said coaches may select his own assistant coaches and should consider asking other head coaches within the division.

Playoffs and Championship

A, AA, AAA and Major teams will get seeded into a playoff series at the conclusion of the regular season. Teams are seeded according to final standings and set by the ROSL League Directors and ROSL Softball Commissioner. As long as a team meets the minimum requirement of games played, their win percentage will be the determining placement factor.

If any teams are tied at the end of the season, seeding tie breakers are as follows:

1. Head to head record
2. Most runs scored
3. Least amount of runs allowed
4. Coin toss

A, AA, AAA and Major Divisions: All teams will qualify per division for tournament play. Single eliminations games are played until there is one team remaining as the champion.

There is no time limit for **Championship** Games. All other playoff games will have a time limit that is the same as league play.

All mercy rules do not apply to Championship. **Championship games are not subject to rainout and will be rescheduled.**

Equipment

THE OFFICIAL BAT:

- Shall be made of a form of metal or composite material.
- Shall not be more than 2 1/4". inches (6.0cm) in diameter at its largest part.
- Shall have a safety grip of cork, tape or composite material.
- Shall be marked OFFICIAL SOFTBALL, USA Softball or USSSA by the manufacturer.

OFFICIAL SOFTBALL:

- Shall be 12 inches and optic yellow for AA (12U), AAA (14U) and Majors divisions (18U)
- Shall be 11 inches and optic yellow for Softball - Control Pitch (8U) and A (10U)

MASKS, BODY PROTECTORS, SHIN GUARDS AND HELMETS:

Catchers must wear a mask, helmet with ear flaps, shin guards which offer protection to the kneecaps and a body protector. Extended wire protector may be worn in lieu of an attached throat protector. Facemasks are strongly encouraged for infield play. Facemasks are optional for all Outfield positions. Any player warming up a pitcher must wear a mask and helmet with ear protection. All offensive players must wear double ear flap league approved batting helmets. This includes on-deck batter, base runners, and players acting as coaches in the coach's box.

UNIFORM:

All players on a team shall properly wear uniform tops that are alike in color, trim and style. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.

HEADWEAR:

Ball caps, visors and headbands are optional for players. If worn, they can be mixed, but must be worn properly. It is strongly encouraged that visors be worn if the player is not wearing a facemask. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.

PANTS/SLIDING PANTS:

All players' pants should be solid with matching team socks. Players may wear sliding pants underneath the uniform pants.

NUMBERS:

A whole number of contrasting color must be present on the uniform top, and players on the same team may not wear identical numbers.

CASTS/PROSTHESES:

All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

JEWELRY/ELECTRONIC DEVICES:

No jewelry is allowed on the players (except medical alert bracelets). No player shall have an electronic device on them when in the field of play.

SHOES:

Shoes and socks must be worn. Metal and plastic cleats allowed in the AAA and Major Division. Molded/plastic cleats only in Control Pitch, A and AA leagues .

ALL EQUIPMENT:

Notwithstanding the foregoing, the ROSL reserves the right to withhold or withdraw approval of any equipment which, in the ROSL's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

General Rules

The Playing Field

OFFICIAL DISTANCE TABLE

Division Base length | Pitching Plate Distance -

Control Pitch (8U): 60' | 35' Pitching distance can be adjusted closer based upon the skill level of the batter

A (10U): 60' | 35'

AA (12U): 60' | 40'

AAA (14U): 60' | 43'

Majors (15U and up): 60' | 43'

Base measurements are from the back of each base.

Divisions, Player Eligibility, Manager/Coaches, and Substitutes

Control Pitch (8U) - Under the age of 8 (8 or under on 5/1)

A (10U): 10 and under (10 or under on 5/1)

AA (12U): 12 and under (12 or under on 5/1)

AAA (14U): 14 and under (14 or under on 5/1)

Majors (15U and up): 15 and up (18 or under on 5/1)

TEAM PLACEMENT:

- **Control Pitch and A:** In the Control Pitch and A Divisions, players will be placed on teams primarily based on their school affiliation or by request to play with family members or carpool groups to assist with transportation. While the ROSL will make every effort to accommodate such requests, these cannot be guaranteed if roster limits are exceeded. To promote fair and balanced competition, it is strongly recommended that surrounding communities follow the same guidelines, ensuring that teams are evenly distributed and not stacked with disproportionate talent. This approach fosters a more enjoyable and competitive environment for all players.
- **AA, AAA and Majors:** ROSL Softball Commissioner, Division Director and Division Coaches will convene to determine rosters in an equitable manner.
- Every effort will be made for returning players within the same division to remain on the same team each year. However, due to the fluid nature and unforeseeable circumstances returning placement can not be guaranteed. Once a player moves up to the next division, they will be placed on a new team. Removal of a team from the league would cause all returning players from that team to enter the draft for the following season.

PLAYER ELIGIBILITY:

1. Age as of May 1st of registration year.
2. Team rosters are capped at 16 per team. Teams may exceed roster cap with special permission from ROSL President or Softball Commissioner.
3. No player shall appear in the lineup of any team in the league without registration in ROSL or partner community.

SCHEDULING

ROSL schedulers will publish the schedule in advance of May 1st of that season, which will be distributed by the Director of each Division. Within 10 days of receiving the schedule, a team may

request an accommodation or adjustment based on conflicts. After the expiration of the 10 day period, the schedule is considered final.

After the schedule is final, any changes must follow the following procedure:

1. Requesting coach reaches out to accommodating coach and suggests alternative dates to proceed;
2. If coaches agree on a replacement date, Requesting coach emails the Director with the agreed upon dates. The Requesting coach **must** forward the email chain showing agreement between coaches;
- 3. Agreement and email to Director must be made 48 hours in advance**
4. The Director will attempt to secure the date(s) requested. If the date is not available, the process is to be repeated in step 1. If no further dates are agreeable, the original date remains the date of the game.

SHORT-HANDED RULE:

To start a game:

- Teams must have at least 8 players to begin a game. Failure to have 8 players to start the game will result in game forfeit.
- If a player/s cannot continue for any reason, their spot in the batting order will be skipped in the lineup. The game may continue to be played with no less than 7 players. At any point, if a team has 6 players or less, the game shall be forfeited at that time.
- Once a game has been forfeited, the forfeit cannot be changed.
- **EXCEPTION:** A player who has left the game under the blood rule may return even after missing a turn at bat.

BATTING ORDER:

Control Pitch, A, AA, AAA:

Batting order will be continuous utilizing all eligible players. If a player arrives after the start of the game, they will be placed in the last spot of the batting order regardless of what place the hitting team is in the lineup when the player arrives. In the event a player has to leave or sit out of her turn due to injury, she will be skipped in the lineup without penalty and cannot return for the remainder of the game.

Majors Division:

Batting order will be continuous utilizing all eligible players. If a player arrives after the start of the game, they will be placed in the last spot of the batting order regardless of what place the hitting team is in the lineup when the player arrives. In the event a player has to leave or sit out of her turn due to injury, she will be skipped in the lineup without penalty and cannot return for the remainder of the game.

Free Substitution Rule: Any of the starting players may be substituted or replaced and re-entered provided players occupy the same batting positions whenever in the lineup.

Things to remember:

- The intent of the rule is to allow more players the opportunity to participate.
- There is only one (1) lineup. If a player takes a position in the field, they also take a position in the batting lineup.
- If player B substitutes in the game for player A, players A and B cannot play in the field at the same time since player A is no longer in the game.
- Players occupying the same position in the batting lineup may not play the field at the same time.
- Always remember when substituting to enter players names on the score sheet whether they enter as a defensive or offensive player.
- EFFECT: Illegal batter; batter is called out; Illegal fielder, fielder is removed from the playing field and an appropriate substitute can take her place.

BATTING IN A DIVISION COACH INTERVENTION:

In the A Division there will be no walks. Once a pitcher reaches 4 balls, the offensive team's designated representative (coach) will deliver an underhand pitch (no soft toss) to the batter from inside the pitching circle. The batter's strike count will remain. Three (3) additional pitches will be thrown by the representative per batter. If the batter fouls off the 3rd pitch, she will receive additional pitches until the ball is put into play or a strike out. **The maximum hit a batter can receive is a double off a pitch from coach**

FIELDING:

The defensive team consists of 10 players (Control Pitch, A, AA and AAA) or 9 players (Majors). A defensive lineup with 10 fielders must have 4 fielders in the outfield and cannot use the 10th fielder as an additional infielder. Free substitution is allowed and players can enter and exit the game an unlimited number of times. Please see the note above regarding free substitution and the batting order within the senior division.

In the non-bunting divisions (CP and 10u/A) players should remain in their respective positions. No moving up to crowd batter or infield shift is allowed.

MANAGERS/COACHES:

A Manager/Coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team. Managers and coaches must be at least 18 years old and approved by the league VP.

Managers will be held responsible for:

- The conduct and appearance of players.
- All equipment issued to their team.

Managers/Coaches must be neatly attired or dressed in team uniform in accordance with the color code of the team.

DISQUALIFIED OR EJECTED PLAYER OR COACH:

A player or coach who has been ejected from the game is restricted to the bench. A disqualified player may serve as a base coach. If the act is determined to be flagrant, the player or coach must leave the grounds. Any disqualified or ejected player discovered participating in the game would constitute a forfeit.

Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players to continue (at least 7), the game is forfeited.

BLOOD RULE:

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required.

The umpire shall:

- Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
- Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

Game Format

HOME TEAM:

The team designated as home team shall bat last in the inning and occupy the third base side of the field. Home team is responsible for bringing bases and properly installing them into the field for each game. Games played at Memorial fields will have bases provided.

PRE-GAME WARM-UP:

The visiting team takes infield practice thirty (30) minutes prior to game time. The home team takes the infield fifteen (15) minutes prior to game time. In the event that a game is immediately following a previously played game on the same field, neither team will take infield, and each team may perform warm-up drills on their prospective half of the field prior to game time.

FITNESS OF THE GROUND:

Solely the plate umpire shall decide the fitness of the grounds for a game.

REGULATION GAME:

A regulation game shall consist of seven (7) innings for AAA and Majors Divisions. Game time limit is two (2) hours for Majors Division, one hour and forty-five minutes (1:45) for AAA Division and one hour and thirty minutes (1:30) for Control Pitch, A and AA Divisions. A game called by the umpire shall be regulation if four or more complete innings have been played for the AA, AAA and Majors Divisions. For the A Division, a game called by the umpire shall be regulation if three or more complete innings have been played

The umpire is empowered to call a game at any time because of darkness, rain, fire, air quality, heat, panic or other risk that place patrons or players in peril. Games that are not considered regulation shall be resumed at the exact point where they were stopped. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

Games that are regulation tie games shall be resumed at the exact point where they were stopped.

FORFEITED GAMES:

The umpire in favor of the team not at fault shall declare a forfeited game in the following cases:

- If a team does not have the required amount of players and there is no umpire, a forfeit will still be called. The winning team will contact the League Vice President.
- Any team member and or spectator to physically attack an umpire.
- If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- If a team employs tactics noticeably designed to delay or to hasten the game.
- If, after warning by the umpire, anyone of the rules of the game is willfully violated.
- If the order for the ejection of a player, manager or coach is not obeyed within one minute.
- If the ejection of a player or players from the game results in fewer than the required number (7) of players to continue the game.
- If an ejected player is discovered participating again.

GAME SUMMARY: All game scores are to be reported to the Division Director or updated in the Sports Engine app within 24 hours of the game completion. This is the responsibility of the winning manager. Not taking action to complete this task in 24 hours will result in a loss for both teams. If you are having issues with the app, please email the director immediately. Weekly standing will be posted on the website.

CONFERENCES:

Offensive Conference:

There shall be only one charged conference between the manager and/or other team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. EFFECT: Ejection of the manager or coach who insists on another charged conference.

Defensive Conference:

There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defense player(s). EFFECT: The fourth, and each additional, charged conference in a game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitcher position. The removed pitcher can play another position on defense. At any time, the second charged conference within the same inning will also result in the removal of the pitcher for the remainder of that inning; she may reenter in the following innings.

HOME RUN RULE:

Any fair fly ball touched by a defensive player that goes over the fence in fair territory should be declared a four base award. A home run will be awarded for any ball hit over the fence in fair territory.

TIEBREAKER RULE:

If, after the completion of seven (7) innings in AA, AAA or Majors Divisions, or six (6) innings in A Division, the score is tied, the following tiebreaker rule will be played to determine a winning team:

Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who made the last out in the previous inning, being placed on second base. If a team is in the tiebreaker and an absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line-up.

Majors division: If a substitute is available, she may be inserted for the runner.

Control Pitch - score is not officially kept

DUGOUT CONDUCT:

Coaches, players, and other bench personnel shall not be outside the designated bench dugout area except when the rule allows or is justified by the umpire.

EFFECT: The first offense is a team warning. Any repeat offense shall result in ejection of that team member.

Pitching Regulations

Before starting the delivery (pitch), the pitcher shall comply with the following:

1. The shoulders shall be in line with first and third bases. The pitcher shall take a position with no less than 1 foot in contact with the pitcher's plate. If starting with 2 feet on the pitcher's plate, it is acceptable to "step back" with one foot during delivery.
2. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
3. The pitcher shall then hold the ball in both hands for not less than one second and not more than 10 seconds before beginning the pitching motion. Once the hands are together, they may not be separated except to begin delivery of the pitch. Once removing the ball from the mitt, it may not return again to the mitt during the pitching motion.
4. Once the forward pitching motion has begun. The pitch must be thrown. A pitcher may step back off the mound prior to starting the delivery, essentially resetting the pitch.
5. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
6. The pitcher may not take the pitching position on the pitcher's plate without having the ball in her possession.
7. The pitcher may now have both feet off the ground at the same time as long as both feet remain within the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. The rule change permits both feet to disengage from the playing surface while delivering a pitch. The addition of rule defines that a replant of the pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's plate prior to the act of delivering the pitch, this is known as a leap. Crow hopping is not legal. It starts out the same way as a leap, with both feet off the ground. The difference, though, is that the drive leg lands first and then there is a second push-off. This gives the pitcher an advantage because she is essentially starting her pitch from a much closer distance.
8. Control Pitch: Pitches will be underhand soft tossed to the batter by a member of the offensive teams coaching staff. Seven (7) pitches will be thrown per batter, if the batter fouls off the seventh pitch, she will receive an eighth and final pitch. Seven pitches or 3 strikes will constitute a strike out.

PITCHER GAME LIMIT

A Division (10U) limits the number of innings pitched to **three** for all pitchers. A single pitch in an inning constitutes a full inning of pitching and counts towards the three inning limit. The goal in A Division (10U) is to promote the development of pitchers and provide the opportunity to players to learn the position.

There is no inning limit on pitchers for other divisions.

A DIVISION COACH INTERVENTION:

In the A Division there will be no walks. Once a pitcher reaches 4 balls, the offensive team's designated representative (coach) will deliver an underhand pitch (no soft toss) to the batter from inside the pitching circle. The batter's strike count will remain. Three (3) additional pitches will be thrown by the representative per batter. If the

batter fouls off the 3rd pitch, she will receive additional pitches until the ball is put into play or a strike out. **The maximum hit a batter can receive is a double off a pitch from coach.**

INTENTIONAL WALK:

For the AA, AAA and Majors Divisions If a team desires to intentionally walk the batter, they may do so by informing the umpire in charge. It is not necessary to throw four pitches. Such information may be given by the coach, catcher, or other delegated authority. In the Control Pitch and A Division, all batters must be pitched to and intentional walks are not allowed.

CATCHER:

The catcher must remain within the lines of the catcher's box until the pitch is released.

For AA, AAA and Majors Divisions, any ball thrown by the catcher to any field position is considered a live ball. Runners may advance or can be thrown out. In the Control Pitch and A Divisions the dead ball rule is in effect once it is not hit by the batter and crosses home plate.

THROWING TO A BASE:

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating her hands. Stepping forward or sideways at any time constitutes an illegal pitch.

The umpire shall give a delayed dead ball signal.

If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given.

When a runner passes a base, she is considered to have touched a base. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

DROPPED BALL:

In the Majors Division, 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 runner(s) may advance at their own risk.

In the A, AA, and AAA Divisions, if the ball slips from the pitcher's hand during delivery, a ball is declared on the batter and the dead ball rule is in effect.

Base Runners/ Batters / Mercy:

COURTESY RUNNERS:

The team at bat may use a courtesy runner for the pitcher and/or the catcher at any time. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The same courtesy runner may not run for both the pitcher and the catcher in the same half inning. Courtesy runners are allowed for pitchers and catchers only. The courtesy runner must be used as soon as the pitcher or catcher gets on base. The pitcher and catcher are identified as the last players who physically played that position on defense. In the first inning only, the pitcher and catcher are identified as those players listed on the lineup as pitcher and catcher.

(Senior division only): A runner put in for any player other than the pitcher or catcher will be considered a substitute player.

A, AA, AAA Divisions: The last out will serve as the courtesy runner. This can be the last out of the same inning, or if there are no outs in the inning where a courtesy runner is needed, work backward to the last out of the previous inning. If two courtesy runners are needed in the same inning, the second to last out can be used.

Majors Division: Players who are eligible to serve as courtesy runners:

- Any player that has not yet played in any capacity must be used first. This does not count as entering this player into the game as a substitute.
- When no such players are available; the last out can be used. If the last out is in the on-deck circle she is ineligible and therefore a courtesy runner cannot be used.
- A player may not run as a courtesy runner and be used as a substitute for another player in that half inning. Exception: Unless there is an injury and there is no substitute available, the courtesy runner must be used as a substitute and take the place of the injured player.
- Once a courtesy runner is designated for that half inning, no other courtesy runner or the pitcher or catcher may return to run for the original courtesy runner. Should an injury occur, another courtesy runner or the pitcher or catcher may run until they score or are put out.

MERCY RULE/ RUN RULE:

Control Pitch: No more than 13 batters will come to bat in any one inning. After 13 batters have batted the team at bat will change from offense to defense

A and AA Divisions: A team can score a maximum of 5 runs per inning. If a team is down starting their half inning at bat, they may score enough runs to tie the opposing team and go up an additional 5 runs. High School Mercy Rule is not in effect.

AAA Divisions: A team can score a maximum of 7 runs per inning. If a team is down starting their half inning at bat, they may score enough runs to tie the opposing team and go up an additional 7 runs. High School Mercy Rule is not in effect.

Senior Division: No run limits per inning. High School Mercy Rule is in effect. (15 run lead after 3 innings or 10 runs after 5 innings)

BASE STEALING/ BUNTING/ INFIELD FLY RULE:

Control Pitch and A Divisions: No stealing bases. No bunting. No lead offs. No slap hitting. No dropped 3rd strike. No infield fly rule.

AA and AAA Division: No limit on stolen bases including home. Bunting is allowed. Lead offs allowed. No dropped 3rd strike. (baserunners may still advance) Infield fly rule is in effect.

Senior Division: Base stealing, bunting, lead offs, dropped 3rd strike, and infield fly rule are all allowed.

Clarification on dropped third strike: On a legally pitched 3rd strike that touches the ground before or after it reaches the catcher, the batter-runner may advance at their own risk following these guidelines:

- If first base is not occupied, batter-runner may advance to first and must be put out.

- With less than 2 outs and first base is occupied, the batter is out. All other base runners may still advance at their own risk.
- With 2 outs and first base occupied, the batter-runner may attempt to advance to first base and all other baserunners may also advance at their own risk. Any of the baserunners may be put out to achieve the 3rd out.
- If the batter makes no attempt and, at the umpires discretion, leaves the live ball area, she will automatically be called out.

SLIDING:

When there is a close play at a base or home plate, all runners in all softball divisions must slide; avoid the defensive player (runners out of base paths will be called out) or give themselves up. Runners that do not slide can be called out by the umpire. Runners who make intentional hard slides or any other intentional hard physical contact, as deemed by the umpire, will be ejected from the game.

ON-DECK BATTER:

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order. The on-deck batter may take a position within the lines of the on-deck circle nearest the offensive team bench. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two.

The on-deck batter may leave the on-deck circle:

- When the on-deck batter becomes the batter.
- To direct runners advancing from third to home plate.
- The on-deck batter may not interfere with the defensive players' opportunity to make an out.
 - If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - If it is with the defensive fielder fielding a fly ball, the batter is out.

BATTING OUT OF ORDER:

EFFECT Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

If the error is discovered while the incorrect batter is at bat the correct batter must take the batter's position and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. The offensive team may correct a wrong batter at the plate with no penalty.

If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: The player who should have batted is out.

Any advance or score made as a result of the improper batter becoming a batter- runner shall be nullified. Any out that is made prior to discovering this infraction, remains out.

The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the one called out, go to the next person in the line-up.

If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

When the third out in an inning is made before the batter has completed her turn at bat, the player shall be the first batter in the next inning and the ball and strike count shall be canceled.

BATTING POSITION:

The batter can leave the box:

- If the ball is hit fair or foul.
- On the swing, slap or check swing.
- If forced out of the box by a pitch.
- On a wild pitch or passed ball.
- If there is an attempted play.
- If time out has been called.
- If the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.
- On a three ball pitch that is a strike that the batter thinks is a ball.

EFFECT: If the batter leaves the batter's box and delays play, and none of these exceptions apply, the umpire may warn the batter or call a strike. Any number of warnings and called strikes can be made with each batter. No pitch has to be thrown and the ball is dead. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is taking the signal or anytime thereafter prior to the release of the pitch, unless "time" has been granted by the umpire.

EFFECT: The ball is dead, the batter is out and the runners may not advance.

The batter must not intentionally interfere with the catcher making a defensive play on the ball.

In AA, AAA and Majors Divisions this includes intentionally interfering with an attempted pickoff play or play at home as deemed by the umpire. Batters must also make every attempt to get out of the batter's box on a play at home due to an attempted steal.

EFFECT: If the umpire deems intentional interference, the involved runner advancing on the play will be called out.

HIT BATTER:

- If any part of the batter is hit by a legal or illegal pitch, the batter shall be awarded first base. If the pitched ball touches the ground first and then hits the batter, the batter shall be awarded first base.
- A batter does not have to make an attempt to get out of the way of a pitched ball.
- If a batter purposefully moves into a pitch to get hit, as deemed by the umpire, first base shall not be awarded. This pitch is called a ball/strike based on pitch location as decided by the umpire.
- A batter that gets hit by a pitched ball while attempting a swing is not awarded first base and a strike shall be called.

A batter hit by a coach pitched ball is not awarded a base.

THE BATTER IS OUT:

When the third strike is swung at and the pitched ball touches any part of the batter's person.

When a batter enters the batter's box with or is discovered using an altered bat. The batter is also disqualified from the game. When the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT: If a previous batter has used the same altered or illegal bat, and a pitch has been thrown, the batter is out.

When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat, and remains in fair territory (fair or foul).

When any part of a foot is touching home plate when the ball makes contact with the bat.

When a batter leaves the box to gain a running start, but has returned to the box when she makes contact with the ball. If no contact is made with the pitched ball, there is no penalty

When the batter bunts foul after the second strike. If the ball is caught in the air, it remains live and in play.

When members of the team at bat other than runners interfere with a player attempting to field a fair or foul fly ball. When the batter hits a fair ball with the bat a second time in fair territory. EFFECT: The ball is dead and each runner must return to the base legally held at the time of the pitch.

EXCEPTION: If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, a foul ball is ruled even if the ball is hit a second time over fair territory. If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpires judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is live and in play.

When a called or swinging third strike is caught by the catcher.

When the batter has three strikes if there are fewer than two outs and first base is occupied at the time of the pitch.

The batter shall not:

- Hinder the catcher from catching or throwing the ball by stepping out of the batter's box.
- Intentionally hinder the catcher while standing within the batter's box.
- Intentionally interfere with a thrown ball, in or out of the batter's box.
- Interfere with a play at home plate.

EFFECT: The ball is dead, the batter is out and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

EXCEPTION: If no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

OVER THROW RULES:

Control Pitch and A Divisions only: In the Control Pitch and A Divisions, when a ball is hit into the field of play and an overthrow occurs to the intended base or player and the ball remains in play, the offensive team has the option to attempt to advance up to one additional base per overthrow.

For instance, if a ball is hit to the shortstop and they overthrow first base, the batter-runner may try to advance to second base. However, if the throw to second base is also overthrown during the same play, the ball will be declared dead, and no further bases may be taken. The rule limits advancement to a maximum of one base per overthrow, and once an overthrow occurs, the ball becomes dead after the initial advancement, preventing any additional bases from being taken. This ensures that runners cannot advance indefinitely on multiple overthrows within the same play.

In the Control Pitch and A Divisions, when a ball is hit into the field of play and an overthrow occurs to the intended base or player and the ball travels "out of play", the offensive team is awarded one additional base.

"Out of Play" is considered any area beyond a fence line that otherwise would retain the ball on the field of play, regardless of whether the fence extends the entire distance of the field. For fields completely fenced in, "out of play" means a ball that is thrown or bounces over a boundary fence that was not batted.

BASE LIMITS ON BATTED BALLS (A Division/10U ONLY)

When a pitch is made from player to player, there is no limit on base advancement, other than as outlined in the "OVER THROW RULES". When a pitch is made from coach to player, the maximum number of bases that may be taken on a batted ball is a double. If there is a play at second base, the **OVER THROW RULES** still apply and another base can be taken.

PROTESTS:

No protest will be accepted concerning a judgment call by the Umpire. All game protests regarding rule interpretation must be reported to the Umpire at the time of the play and entered into the score sheet detailing all factors pertinent to the call (outs, runner positions, batter, ball / strike count, etc). A formal written protest must be turned into the ROSL President, Softball Commissioner or Division Director within 48 hours of the game in question's start time via electronic mail. A protest fee of \$25 must accompany the protest and will be returned if the protest is upheld. All decisions are determined by the ROSL Board of Directors and decisions therein are final. Playoff games must be decided at the field at the time of the protest by the same aforementioned ROSL Board members and notification can be made telephonically if the individuals are not present.