

General SoftBall Provisions

1. Pre-Game Contact: Each coach is responsible to contact the opposing coach
 - a. To confirm that the game is still on the schedule to be played.
 - b. To confirm the location of the field.
2. Umpires: The home team coach (or Community) is responsible for scheduling and paying one umpire and he/she will be behind the plate.
3. Rescheduling: If there is a problem with the game schedule date or weather prevents the game, please work with the opposing coach to reschedule the game.
4. Team Rosters: We do not collect team rosters but relies upon the trustworthiness and integrity of all coaches to comply with the USSSA age limitations.
5. Game Balls: Each team shall provide one new or good used fast pitch ball per game.(11inch for 8u and 10 u, 12inch for 12u and 14u)
6. Concussion Training: All coaches *must* complete the service training program on concussions and head injuries as required by Ohio Revised Code, Section 3707.01 *et seq.* This is the state law. The following web sites provide information and the training. Upon completion of the training, a printable certificate will be issued.
 - a. Ohio Dept. of Health: <http://www.healthyohioprogram.org/concussion>
 - b. Training: http://www.cdc.gov/concussion/HeadsUp/online_training.html
7. Play Ball! The aspiration of this summer league is to *teach* girls to play fastpitch softball. It is therefore important that all teams play every game on their schedule as friendly, competitive fastpitch softball. Please do not cancel your games but reschedule! If you are short players, borrow players from the opposing team. *Find a way to play the game!*

Game Rules: All games will be played using USSSA Rules *except*

1. Time Limit: There is 90 minute time limit on all games. No new inning shall start after the 90 minute deadline from the official start of the game as set by the Head Umpire.
2. Game Length: Six (6) innings is a full game.
3. Team Line-Up: Teams must bat the entire line-up and may freely make defensive substitutions.
 - a. If a player is injured during a game an automatic out will not be call for the remainder of the game.
 4. Bat throwing: one warning given per player, second offense is an out.
 5. Batting helmets must have cages.
 6. Facemasks are required in the infield for 10u, 12u and 14u. 8u the pitcher is required. Rest of infield is highly recommended
 7. Mercy Rule is 15 runs after 4. 12 runs after 5.
 8. Substitute players must be brought up from a lower age division
 9. If team has less than 9 players no automatic out is taken. Teams must have at least 8 players to play
 10. NO METAL CLEATS. Any age division
 11. Courtesy Runners for catchers are allowed and encouraged for pace of play.
 12. Days of play 8u and 12u will play Tuesday and Thursday, 10u and 14u will play Monday and Wednesday. Note: All age divisions may play of Fridays for scheduling purposes.

8u Specific

1. Run Limitation: Each team may score until they are up 4 runs or if they are leading 4 more than their previous total.
Example : you are trailing 7-0 you can score 7 runs to catch up and then 4 more. Score is 11-7
Example : you are leading 7-0 you can score 4 more. Score is 11-0
2. Pitchers:
 - a. The OSHAA step-back rule for pitching is allowed.
 - b. Pitching distance is 30 feet.
 - c. A pitcher may pitch only three (3) innings.
 - d. If a pitcher has four (4) balls on a batter, an offensive coach will pitch the remaining strikes to finish the count until the batter puts the ball in play or strikes out. All pitches thrown by the coach are considered strikes. No arc is permitted when a coach pitches. Coaches must pitch with at least 1 foot on the mound. Pitcher must have 1 foot inside the circle.
 - e. 10 pitches warm up for new pitchers, 6 for pitchers who have already pitched in the game
3. Hitting: No batter may advance on a base on balls or “walk.” Batters must either hit the ball (i.e., put the ball in play), strike out or advance if hit by a pitch by the opposing pitcher/player.
4. Bunting: A batter is permitted to bunt when a player is pitching but may not bunt when a coach is pitching.
5. Base Running:
 - a. Stealing or leading off is not permitted.
 - b. There is no dropped third strike rule.
 - c. There is no infield fly rule.
 - d. Base runners must be at least to the halfway line between bases when the ball is returned to the pitcher’s circle to be able to advance to the next base; if not, the runner must return to the last base touched.
- E Only 1 base allowed on an overthrow when a play is made per pitch
6. Defensive players: Only 6 players are allowed in the infield. All others must be 10 feet behind base line
7. Coaches: While a team is on defense, three coaches may be in the field of play to help coach the team. One behind short, one behind second, and 1 behind the plate.

10u specific

1. Run Limitation: Each team may score until they are up 5 runs or if they are leading 5 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 5 more. Score is 12-7

Example : you are leading 7-0 you can score 5 more. Score is 12-0

2. Pitchers:

a. The OSHAA step-back rule for pitching is allowed.

b. Pitching distance is 35 feet.

c. A pitcher may pitch only three (3) innings. Pitcher may pitch a 4th inning if extra innings are required

d. 10 pitches warm up for new pitchers, 6 for pitchers who have already pitched in the game

3. Base running:

Stealing Runners may lead off or steal after the ball leaves the pitchers hand.

If a runner leaves early, a no pitch is called, and the runner is called out. 1 team warning (umpires call)

Runners may only Steal 1 Base per pitch even if there is an overthrow.

Stealing home is allowed

Batters who are walked must wait 1 pitch after being walked before attempting to steal

Base runners must commit to either steal or go back once the pitcher has control of the ball and is in the circle. If the runner does not commit they will be given a warning.

Mandatory slide rule at home plate when a play is being made

Runners may advance, at their own risk, 1 base per overthrow until the pitcher has the ball in the circle. An overthrow to the pitcher doesn't allow runners to advance. All overthrows are umpire discretion.

No dropped third strike

No infield fly rule

A maximum of 10 Players are allowed on the field, of which only 6 maybe infielders. All others must start the play 10 feet behind the base line

12u Specific

1. Run Limitation: Each team may score until they are up 6 runs or if they are leading 6 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 6 more. Score is 13-7

Example : you are leading 7-0 you can score 6 more. Score is 13-0

2. Pitchers:

a. The OSHAA step-back rule for pitching is allowed.

b. Pitching distance is 40 feet.

c. 10 pitches warm up for new pitchers, 6 for pitchers who have already pitched in the game

3. Base running:

Stealing Runners may lead off or steal after the ball leaves the pitchers hand.

If a runner leaves early, a no pitch is called, and the runner is called out. 1 team warning (umpires call)

Runners may only Steal 2 Bases per pitch no matter the outcome.

Stealing home is allowed

Base runners must commit to either steal or go back once the pitcher has control of the ball and is in the circle. If they do not commit they will be declared out.

Mandatory slide rule at home when a play is being made.

Play ends when the pitcher has the ball and control in the circle

Dropped third strike in effect

Infield fly rule in effect

A maximum of 9 Players are allowed on the field, of which only 6 maybe infielders. All others must start the play 10 feet behind the base line

14u specific

1. Run Limitation: Each team may score until they are up 7 runs or if they are leading 7 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 7 more. Score is 14-7

Example : you are leading 7-0 you can score 7 more. Score is 14-0

2. Pitchers:

a. The OSHAA step-back rule for pitching is allowed.

b. Pitching distance is 43 feet.

c. 10 pitches warm up for new pitchers, 6 for pitchers who have already pitched in the game

3. Base running:

Stealing Runners may lead off or steal after the ball leaves the pitchers hand.

If a runner leaves early, a no pitch is called, and the runner is called out.

Stealing home is allowed

Base runners must commit to either steal or go back once the pitcher has control of the ball and is in the circle. If they do not they will be declared out.

Mandatory slide rule at home when a play is being made.

Play ends when the pitcher has the ball and control in the circle

Dropped third strike in effect

Infield fly rule in effect

A maximum of 9 Players are allowed on the field, of which only 6 maybe infielders. All others must start the play 10 feet behind the base line

Illegal pitches: Each pitcher will be given 1 warning. After that a no pitch will be declared and a ball called.