

MANHATTAN PARKS AND RECREATION DEPARTMENT

**Youth Softball Rules**

Updated 6/4/2018

The Manhattan Parks and Recreation Department, hereafter referred to as MPRD, youth softball leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game.
2. Sportsmanship will be promoted by participation in the Manhattan softball program.
3. Player's health and safety shall be promoted at all times.
4. All teams should be evenly matched.

A. TEAM ORGANIZATION

1. *Sign-up period:* MPRD will establish a sign-up period. A player who does not sign up during this period will be placed on a waiting list and assigned to a team as spots become available. Exception: A player who moves into the Manhattan area will be assigned to a team by MPRD staff.
2. The MPRD staff will assign waiting list players to teams whose roster falls below twelve players. The head coach will be notified.
3. Once a team is established, each participant will remain on this team. No player may switch teams under any circumstances except when approved by the MPRD staff member in charge of the program.
4. Sisters who are eligible for the same league may be placed on the same team for family convenience.
5. All teams are organized by MPRD staff.
6. Manager Assignment Policy: Only one person will be designated as manager (head coach) for each team. Managers (head coaches) will be assigned to the teams on which their child has been placed.
7. A player is not eligible for participation until all of the following occur:
  - a. A player registration form is completed, signed by a parent/guardian, and submitted to the MPRD Office during regular business hours (Monday through Friday, 8:00 a.m.-5:00 p.m.).
  - b. The registration fee is paid at the MPRD Office.
  - c. The player is approved for participation, and assigned to a team by the Recreation Supervisor in charge of the program.
  - d. PENALTY: If a team uses a player who has not met each of these requirements, any game in which that player participated will be forfeited.

B. EQUIPMENT

1. Coaches are responsible exchanging equipment (new balls, broken bats, etc) from the MPRD Office
2. Metal cleats of any type shall not be worn by any player participating in the softball program.
3. In the interest of safety, the following equipment rules shall be enforced:
  - a. Catchers will wear all protective gear, including a catcher's helmet, at all times while catching.
  - b. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is on deck, at bat, or on the bases.
    - 1) A player who deliberately removes their helmet during play (live ball) will be declared out immediately.
    - 2) A player who unintentionally loses their helmet during play will NOT be out.
  - c. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game. The umpire will stop the game and ask for exposed jewelry to be removed.
4. During games, all equipment must be kept inside the dugout.

C. COACH, PLAYER, AND SPECTATOR CONDUCT

1. Harassment of officials and/or umpires by coaches or players will result in ejection from the game.
2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, or arguing, etc.) by a player will result in ejection from the game. Two such charges will result in a seven day suspension.
  - a. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. Penalties will be decided by a committee made up of the Director of Parks and Recreation, Recreation Superintendent and the Recreation Supervisor in charge of the activity.
3. If a coach, player, or spectator is ejected they must leave the facility. The youth sports supervisor will be summoned, if necessary, to escort persons out of the facility. Once ejected the person is not allowed to return to the park for the remainder of the evening.
4. Each coach/team is subject to a sportsmanship evaluation performed by the site supervisor following each game. Discipline may be assessed accordingly by MPRD Staff

5. Bat boys/bat girls are not allowed in any MPRD youth softball game. Only team members, coaches and adult scorekeepers will be allowed in the dugout during the game. The umpire has authority to remove unauthorized persons from any dugout.
6. Smoking and chewing tobacco are prohibited in our facilities and at our programs while youth are in the premises.
7. No manager, coach, or player shall be allowed to stand behind the backstop or behind the fence from their dugout to their opponent's dugout while their team is playing.
8. No coaches, managers or players are allowed to sit or stand outside of the dugout during the game.
9. Umpires and managers must meet at home plate prior to the start of the game.

#### D. THE GAME

1. Coaches are required to list the entire team roster for each game. Players who are absent must be noted along with a brief explanation (sick, injured, vacation, etc.)
2. DEFENSIVE SUBSTITUTES
  - a. Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.
  - b. *FAILURE TO ABIDE BY THE ABOVE RULES(D-1 AND D-2) WILL RESULT IN FORFEITURE OF THE GAME*
  - c. Courtesy Substitutes
    - (1) A courtesy substitute may replace an ill, injured, or otherwise incapacitated player or an ejected player on defense or as a base runner only
    - (2) A courtesy substitute base runner must be the last batter that batted who is not on base
    - (3) A courtesy runner may be used for those who are played catcher. This way they have more time to get their gear on and ready for the next inning without delaying the half inning.
3. TIME LIMIT
  - The scorekeeper will be official timekeeper for all games.
  - **Game time will start at the time of the first warmup pitch.**
  - The scorekeeper will announce when there is 10 minutes remaining, 5 minutes remaining, and 1 minute remaining in the time limit, as well as when the time limit expires.
4. PRE GAME WARM-UP REGULATIONS:
  - a. No team will practice on the infield portion of the diamond after it has been prepared and lined for play.
  - b. Between innings and half-innings, the defensive team may utilize a warm-up ball.
5. TIE GAMES: If a regulation or complete game ends with the score tied, it will remain a tie (Exception: Rule K-2)

#### E. PITCHING REGULATIONS (ONLY for Pluto, Saturn, and Jupiter Leagues)

1. Pitch Count:
  - a. A pitcher may pitch no more than 3 full innings in any game.
2. When a pitcher is removed from the pitching position during an inning, that pitcher may not pitch again in that inning.
3. Only three (3) pitchers may pitch in any given half-inning. If the umpire determines that the third or subsequent pitcher cannot continue due to sickness or injury, that pitcher may then be replaced.

PENALTY: Any violation of Rules E-1, E-2, or E-3 will result in a forfeit of that particular game.

4. At the beginning of each half inning and for each new pitcher, five warm-up pitches will be allowed.
5. Prior to starting the delivery (pitch) the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitchers plate. Both feet must be on the ground within or partially within 24 inch length of the pitchers plate.
  - a. The pitcher may not take the pitching position on or near the pitchers plate without having possession of the ball.
    - i. There is no restriction on the non-pivot foot before or during the pitching motion.

#### F. BATTING REGULATIONS

1. All team members who are eligible and able to participate will be included in the batting order. Failure to do so will result in forfeiture of the game. This batting order will stay the same for the entire game. (Exception: Rules F-3, F-4, F-5, below)
2. When a coach submits a line-up card to the scorekeeper, all team members must be included. Players who are ineligible or unable to play (for whatever reason) must still be included along with a brief explanation of why (i.e.: injured, sick, vacation, etc.).
3. If a player is unable to take or to complete their turn at bat due to injury, ejection, etc., their spot in the order will be skipped. The next player in the line-up will bat. No penalty will be assessed to the team if they are unable to bat or to complete their turn at bat. Any bases run or outs made during an incomplete turn at bat are legal. (NOTE: This rule differs from the "Batting Out of Turn" rule which is explained in the NBC Rule Book)
4. If a player who previously was unable to bat due to illness or injury is able to take their next or subsequent turn at bat, they will be reinstated in the batting order. The umpire and scorekeeper must be notified.

5. If an eligible player or players arrives late to the game, then they must be added to the end of the batting order. Failure to do so will result in forfeiture of the game. Such player(s) will bat as their turns come up.
6. All team members of the team at bat must remain behind the dugout screen or fence except the batter and the on-deck batter who must remain in the on-deck circle until it is his time to bat.
7. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws the bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.

G. BASERUNNING/ "Crash Rule"

1. The following rules shall govern the "Crash Rule," i.e.: the situation involving contact between fielders and base runners at any base including home.
  - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
  - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
  - c. PENALTIES:
    1. If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
    2. If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
  - d. When the fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

H. PROTESTS - No protests are allowed.

I. GENERAL

1. For rules not covered in these bylaws, MPRD youth baseball will be governed by United States Specialty Sports Association (USSSA) baseball guidelines.
2. MPRD staff will record the scores of all games, and will keep track of league standings.
3. The Recreation Supervisor will determine the readiness of the field for play of all ball games.
4. The Field Supervisor will have power to rule on all infractions.
5. Players cannot participate in Manhattan Parks and Recreation Department youth and adult leagues simultaneously. Those players who meet age requirements for both programs must choose one program or the other.
6. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. Penalties will be decided by a committee made up of the Recreation Director and the MPRD staff. The set procedure is further clarified in the MPRD policy manual, available in the City Hall Administrative offices.
7. REMINDER: No bat boys or bat girls are allowed in the dugout or on the field. This rule is instituted solely for safety's sake.

## **Softball “Coach Pitch” Specific Rules:**

### A. AGE

1. Participants in the Coach-Pitch Softball league shall be those in grade 1 of the current school year.

### B. PLAYING FIELD

1. The diamond shall have 50 foot baselines. The distance from home plate to second base is 70 feet, 8 inches.
2. The pitching distance is designated by a 3’ chalk line that is drawn 30 feet from the back point of home plate.

### C. EQUIPMENT

1. Any glove is permitted at any position.
2. An 11” Incrediball will be used.

### D. THE GAME

1. A regulation game in the Girl’s Coach Pitch league will be 4 innings, or 75 minutes, whichever comes first. In case of rain, a game shall be considered complete and official after 3 innings, or 2 1/2 innings if the home team is ahead.
2. The time limit is one hour and fifteen minutes. No new innings will start after one hour and fifteen minutes.
3. Half-innings consist of 3 outs, or when the entire lineup has batted, whichever comes first:
4. Number of players in the lineup:
  - a. A team will be allowed up to ten fielders on defense.
    - i. Four fielders must be positioned in the outfield grass
    - ii. The fielding pitcher must be positioned directly adjacent to the pitching “stripe” at the time of the pitch.
    - iii. The catcher will assume the normal position behind the plate.
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven team members must be present at game time to play, or a forfeit will result.
  - c. If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
  - d. If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following their arrival. The umpire and scorekeeper must be notified.
  - e. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.
5. If an exhibition game or regular season game is postponed before reaching the “official game” point, it will be replayed from the start.

### E. BATTING

1. Each batter will have 5 pitches to put the ball into fair play.
  - a. There are no walks or strikeouts. If a player cannot put the ball into fair play on any of the five pitches, the batter is considered retired. If the 5<sup>th</sup> pitch is batted foul, the batter is considered retired. Bunting is not allowed.
  - b. A retired batter is not counted as an out.
  - c. A batter hit by a pitched ball will not be awarded first base.
2. The infield fly rule will not be in effect.

### F. BASERUNNING

1. Leading off and stealing are not allowed in the Coach-Pitch league. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out. (This is considered a defensive put-out and will be counted as an out.)
2. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.

### G. DEFENSIVE PLAY

1. The coach/parent who is pitching to her own batters shall be designated as the pitching pitcher. The defensive player who assumes the role as a fielder will be called the fielding pitcher.
2. The pitching pitcher must not make any deliberate attempt to field or interfere with a batted ball. PENALTY: The furthestmost base runner will be called out, if no runners are on the batter will be called out. Dead ball runners must return to bases occupied at time of the pitch. Intentional interference is a judgment call made by the umpire.
3. A batted ball that strikes the pitching pitcher will be considered live and in play, and should be played as any other batted ball.

4. After a batted ball is fair and in play, the umpire will call time when the ball is in possession of an infielder and, in the umpire's judgment, all play has ceased. The umpire will determine whether base runners must advance or return to a base when time is called (see rule I-3). Players may ask the umpire for a timeout, but only the umpire can determine when a timeout is officially declared.
5. When the defensive team is playing the ball, the pitching pitcher must not intentionally interfere with any live ball. PENALTY: The furthestmost base runner will be called out, if no runners are on the batter is called out. Intentional interference is a judgment call by the umpire.
6. The defensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way. PENALTY: The furthestmost base runner will be called out. This "adult catcher" is utilized only to save time and "wear and tear" on the catcher.

### **Girl's "Machine Pitch" Specific Rules:**

#### A. AGE

1. Participants in the Machine-Pitch softball league shall be those in grade 2 of the current school year.

#### B. PLAYING FIELD

1. The diamond shall have 55 foot baselines. The distance from home plate to second base is 70 feet, 8 inches.
2. The pitching distance is designated by a 3' chalk line that is drawn 30 feet from the back point of home plate.

#### C. EQUIPMENT

1. In the Machine-Pitch program, any glove is permitted at any position.
2. An 11" softball will be used.

#### D. THE GAME

1. A regulation game in the Girls Machine-Pitch league will be 4 innings, or 75 minutes, whichever comes first. In case of rain, a game shall be considered complete and official after 3 innings, or 2 1/2 innings if the home team is ahead.
2. The time limit will be one hour and fifteen minutes. No new innings will start after one hour and fifteen minutes.
3. In the Machine-Pitch league, half-innings consist of 5 runs, 3 outs (see rule H-6 a, b), or 10 batters, whichever comes first:
  - a. An out is any put-out attained by the defensive team. Strike outs are not counted as outs.
4. Number of players in the line-up:
  - a. A team will be allowed up to ten players on defense
    - i. Four fielders must be positioned in the outfield grass.
    - ii. The fielding pitcher must be positioned to the right (3<sup>rd</sup> base side) of the pitching machine.
    - iii. The catcher will assume the normal catching position behind the plate.
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven team members must be present at game time to play, or a forfeit will result.
  - c. If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
  - d. If a team begins play with less than ten players, late-arriving team members must be added to the end of the batting order (see rule H-5). A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following her/their arrival. The umpire and scorekeeper must be notified.
  - e. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.
5. If an exhibition game or regular season game is postponed before reaching the "official game" point, it will be replayed from the start.
6. The pitching machine speed will be set between 28-32 mph.

#### E. BATTING

1. Each batter will have 5 pitches to put the ball into fair play.
  - a. There are no walks or strikeouts. If a player cannot put the ball into fair play on any of the five pitches, the batter is considered retired. If the 5<sup>th</sup> pitch is batted foul, the batter is considered retired. Bunting is not allowed.
  - b. A retired batter is not counted as an out.
  - c. A batter hit by a pitched ball will not be awarded first base.
2. The infield fly rule will not be in effect.
3. A batted ball that strikes the pitching machine will be considered dead. The batter and each baserunner will be awarded one (1) base.
4. Errant pitches such as in the dirt or outside will be called as a "no pitch" at the discretion of the umpire.

## F. BASERUNNING

1. Leading off and stealing are not allowed in the Machine-Pitch league. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out. (This is considered a defensive put-out and will be counted as an out.)
2. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.

## G. DEFENSIVE PLAY

1. A coach, or designated adult, is responsible for “pitching” to his/her own batters by feeding the softball into the pitching machine. This person is referred to as the “pitching pitcher”.
2. The defensive player who assumes the role of the fielding pitcher must be directly to the right (third base side) of the pitching machine (See rule G-5a-2).
3. The pitching pitcher must not make any deliberate attempt to field or interfere with a batted ball.  
PENALTY: The furthestmost base runner will be called out, if no runners are on the batter will be called out. Dead ball runners must return to bases occupied at time of the pitch. Intentional interference is a judgment call by the umpire.
4. A batted ball that strikes the pitching machine, the pitching pitcher, or the umpire will be considered live and in play, and should be played as any other batted ball.
5. After a batted ball is fair and in play, the umpire will call time when the ball is in possession of an infielder and, in the umpire’s judgment, all play has ceased. The umpire will determine whether base runners must advance or return to a base when time is called (see rule I-3). Players may ask the umpire for a time-out, but only the umpire can determine when a time-out is officially declared.
6. When the defensive team is playing the ball, the “pitching pitcher” must not intentionally interfere with any live ball.  
PENALTY: The furthestmost base runner will be called out, if no runners are on the batter will be called out. Intentional interference is a judgment call by the umpire.
2. The defensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way - PENALTY: The furthestmost base runner will be called out. This “adult catcher” is utilized only to save time and “wear and tear” on the catcher.

### Pluto League Specific Rules:

#### A. AGE

1. Participants in the Pluto League shall be in grades 3 or 4 during the current school year. Players must play in the league for which their grade qualifies them.

#### B. PLAYING FIELD

1. The official diamond shall have 55’ base lines.
2. The pitching distance shall be 30 feet.
3. The distance from home plate to second base shall be 70 feet 8 inches.

#### C. EQUIPMENT

1. Gloves or mitts may be worn by any player. The pitcher may wear a multicolored or white glove.
2. An 11” softball will be used.

#### D. THE GAME

1. A regulation game shall consist of 5 innings (4 1/2 innings if the home team is ahead) unless this will exceed the time limit. In case of rain, a game shall be considered complete and official after 3 full innings or 2 1/2 innings if the home team is ahead.
2. The time limit will be one hour and thirty minutes. No new innings will start after one hour and thirty minutes.
3. In all Pluto League games, a half-inning will end when a team acquires three outs or scores five runs in that half-inning.
4. RUN RULE: 11 after 3, 6 after 4.
5. If an exhibition game or regular season game is postponed before reaching the “official game” point, it will be continued from where it was stopped.
6. Number of players in the lineup:
  - a. A team may use no more than 10 players in the defensive line-up

- b. A team may play with as few as seven players without penalty only if there are absences. At least seven original team members must be present to play at game time, or a forfeit will result.
- c. If a team begins play with less than ten players, late-arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following her/their arrival. The umpire and scorekeeper must be notified.
- d. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

#### E. BATTING

1. The batter is out on all second strikes, regardless of whether the ball is caught or missed by the catcher.
2. A batter hit by a pitched ball will be awarded first base, even if the ball strikes the ground before hitting the batter.
3. The infield fly rule will NOT be in effect.
4. When a batter is thrown three balls, the following rules will be in effect:
  - a. A coach will come out to throw two pitches from the pitching rubber.
  - b. The batter will attempt to hit the ball pitched by the coach into fair territory. If the batter fails in her first attempt and is not put out, she may try one more time. She is limited to two attempts. Exception: The batter may get one additional pitch if she fouls off the second ball.
  - c. If a batted ball strikes the coach pitcher, the ball will be considered dead and the batter and each baserunner will be awarded one (1) base.
  - d. When being pitched to by a coach, the batter will automatically be out when:
    1. She fails in two attempts to make contact with the ball.
    2. On the third pitch not being put into fair territory.
  - e. Before a batter makes an attempt with the coach and when the ball is struck, all fielders must be in the normal fielding positions that they were in when the batter was trying to hit pitched balls. When the coach is pitching, baserunners may not leave their bases until the ball is struck. They must return to their bases if the ball is foul.
  - f. The umpire's judgment will determine the enforcement of these rules such as whether a batter's swing is legal and where fielders may be positioned.
5. Bunting is allowed while a child is pitching
  - a. Bunting with 1 strike will be treated the same as bunting with 2 strikes in normal count situations. The batter will be out if that bunt goes foul.
  - b. Bunting when an adult is pitching, after a batter is thrown 3 balls by the player pitcher, is NOT permitted.

#### F. BASERUNNING

1. Stealing is NOT permitted in the Pluto League.
2. The base-runner may not leave the base until the ball is batted. PENALTY: The ball is dead and the base-runner is out.
3. When a batter is thrown three balls, any base-runners that would have been forced to advance by the walked batter will advance one base. This includes a runner being forced from third to home (which results in one run scored) when the bases are loaded.
4. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.

#### Saturn League Specific Rules:

##### A. AGE

1. Participants in the Saturn League shall be in grades 5 or 6 during the current school year. Players must play in the league for which their grade qualifies them.

##### B. PLAYING FIELD

1. The official diamond shall have 60 foot base lines.
2. The pitching distance shall be 37 feet.
3. The distance from home plate to second base shall be 84 feet, 10 1/4 inches.

##### C. EQUIPMENT

1. Gloves or mitts may be worn by any player.
2. A 12" softball will be used.

##### D. THE GAME

1. A regulation game shall consist of 6 innings (5 1/2 innings if the home team is ahead) unless this will exceed the time limit. In case of rain, a game shall be considered complete and official after 3 full innings or 2 1/2 innings if the home team is ahead.
2. The time limit will be one hour and thirty minutes. No new innings will start after one hour and thirty minutes.
3. In all Saturn League games, a half inning will end when a team has acquired three outs or scores five runs in that half inning.
4. RUN RULE: 15 after 3, 8 after 4.
5. If an exhibition game or regular season game is postponed before reaching the "official game" point, it will be replayed from the start.
6. Number of players in the lineup:
  - a. A team may use no more than 10 players in the defensive line-up
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven original team members must be present to play at game time, or a forfeit will result.
  - c. If a team begins play with less than ten players, late-arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following her/their arrival. The umpire and scorekeeper must be notified.
  - d. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

#### E. BATTING

1. The batter is out on all second strikes, regardless of whether the ball is caught or missed by the catcher.
2. A batter hit by a pitched ball will be awarded first base, even if the ball strikes the ground before hitting the batter.
3. The infield fly rule will NOT be in effect.
4. The count will be three balls for a walk and two strikes for an out.

#### F. BASERUNNING

1. Stealing is NOT permitted in the Saturn League
2. The base runner may not leave the base until the ball is batted. PENALTY: The ball is dead and the base runner is out.
3. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.

### Jupiter League Specific Rules:

#### A. AGE

1. Participants in the Jupiter League shall be in grades 7<sup>th</sup>-12<sup>th</sup> during the current school year. Players must play in the league for which their grade qualifies them.

#### B. PLAYING FIELD

1. The official diamond shall have 60 foot base lines.
2. The pitching distance shall be 40 feet.
3. The distance from home plate to second base shall be 84 feet, 10 & 1/4 inches.

#### C. EQUIPMENT

1. A 12" softball will be used.

#### D. THE GAME

1. A regulation game shall consist of 6 innings (5 1/2 innings if the home team is ahead) unless this will exceed the time limit. In case of rain, a game shall be considered complete and official after 3 full innings or 2 1/2 innings if the home team is ahead.
2. The time limit will be one hour and thirty minutes. No new innings will start after one hour and thirty minutes.
3. In all Jupiter League games, a half inning will end when a team has acquired three outs or scores five runs in that half

inning.

4. RUN RULE: 15 after 3, 8 after 4.
5. If an exhibition game or regular season game is postponed before reaching the “official game” point, it will be replayed from the start.
6. Number of players in the lineup:
  - a. A team may use no more than 10 players in the defensive line-up
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven original team members must be present to play at game time, or a forfeit will result.
  - c. If a team begins play with less than ten players, late-arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following her/their arrival. The umpire and scorekeeper must be notified.
  - d. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

#### E. BATTING

1. The batter is out on all third strikes, regardless of whether the ball is caught or missed by the catcher.
2. A batter hit by a pitched ball will be awarded first base, even if the ball strikes the ground before hitting the batter. The batter must make an attempt to avoid being hit by the pitch.
3. The infield fly rule WILL be in effect.
4. The count will be four balls for a walk and three strikes for an out.

#### F. BASERUNNING

1. Base stealing is allowed in Jupiter League play, in accordance with USSSA youth fast-pitch softball rules (see F-2 and F-3 below).
2. A runner on third base at the time of the pitch may not advance on a wild pitch, passed ball, or wild throw by the catcher to the pitcher and may NOT steal. If the runner does succeed in stealing home, the umpire will call time and return the runner to third base. All other runners must return to the base last touched at the time the runner left third.
3. A runner on third base at the time of the pitch may advance on a batted ball or on a play at any base by any fielder on any runner including the batter-base runner. In addition, the runner may be forced to advance by the batter becoming a base runner because of a walk, hit batter, etc.