



Play in the 8u, 10u, 12u, & 14u Softball Divisions will be governed by SRA.

League

1. All coaches and adult volunteers must have an approved background check on file with the league. It is the head coach's responsibility to ensure coaches and volunteers have their approved background check on file before allowing them to assist with the players.
2. Catchers must wear proper equipment which includes a mask with approved head gear, throat guard, chest protector and shin guards.
3. The Home Team is responsible for turning off the field lights at the end of the game.
4. The Home Team is responsible for returning the scoreboard controller to the concession stand at the end of the game.
5. SRA reserves the right to review and change these local rules as deemed necessary.
6. Home team is the official scorebook keeper.

Time limit between innings:

No more than 2 minutes shall pass between the final out being called of the previous inning until the first pitch of the next inning. Umpires will be responsible for the time limit. If an injury occurred at the end or start of the inning the time limit will not start until the player injury has been resolved. If a fake injury is identified the head coach and the player will be removed from the game and potential suspension will be investigated.

Penalty for time limit infraction: First infraction (Defense/Offense) – Warning (Both Teams), Second infraction – Offense delay – current batter is out, Defense delay – Current batter and any runner currently on base is awarded one base. Third infraction, same as second infraction plus Head Coach is removed from the game.

Protective equipment:

Fielders' masks are required to be worn by ALL infielders and outfielders. Batter's masks are required on all helmets.

Player pitcher for 8U must wear a batter's helmet



8U Specific Rules:

Coach pitcher will throw up to 4 pitches or 3 strikes to each batter. The batter is out if the ball is not put in play after the 4th pitch or upon the 3rd strike, unless the batter hits the 4th ball foul. If they hit the 4th ball foul, the batter will get additional pitches for foul balls, until she does not swing, misses the pitch, or puts the ball into play.

- Coach must begin with 1 foot on the pitcher's rubber. Coach must release the ball with both feet remaining within the 8-foot radius pitching circle.
- Coach must avoid interference at all times. A batted ball that hits the coach will be considered a dead ball - batter will return to hit again. If there is intentional interference, the batter will be ruled out.
- Player pitcher must have 1 foot within the pitcher's circle (and behind the 35 ft pitching rubber) until the ball is hit.
- All infielders must stay within 10 feet of the baseline until the ball is hit.
- All players not in the infield will need to play in the grass. They may not move into the infield until the ball is put in play by a batter.
- No leads or stealing.
- Base Runners can continue to advance on hits until the ball is in the pitching circle.

Coaches

- **Coaches are to remain outside the field of play. UNLESS they are coaching on the bases, or pitching.**
- **There is a maximum of 2 outfield defensive coaches—one may stand outside of the first baseline by right field, the other may stand outside of the third baseline by left field. The umpire shall give one warning per game that applies to both teams.**

10U Specific Rules:

Coach pitcher will throw up to 4 pitches or 3 strikes to each batter. The batter is out if the ball is not put in play after the 4th pitch or upon the 3rd strike, unless the batter hits the 4th ball foul. If they hit the 4th ball foul, the batter will get additional pitches for foul balls, until she does not swing, misses the pitch, or puts the ball into play.

- Player pitcher will throw to each batter. A batter will be awarded 1st Base upon 4 pitches from the player pitcher called a ball by the umpire. Upon 4 batters awarded 1st base (by walking or being hit by a pitch), the coach from the offensive team will enter the game and pitch the remainder of the inning.
- Batters hit by a pitch thrown by a player are awarded first base. It does count towards a pitcher's 4 walks.
- Pitchers are limited to **2 innings maximum per game**. One pitch counts as an inning.



- Leads or stealing is allowed upon the pitcher's release of the ball. Runner may lead off when the coach is pitching but are **NOT** permitted to steal while the coach is pitching. The maximum lead off distance is approximately 6 feet when the coach is pitcher is in the game.
- A player substituted into the player pitcher position when a coach pitcher is pitching will still count towards their 2 maximum inning availability.

Coaches

- Coaches are to remain outside the field of play UNLESS they are coaching on the bases, or pitching.

12U and 14U Specific Rules:

- Pitchers are limited to 2 **innings maximum per game**. One pitch counts as an inning.

Coaches

- Coaches are to remain outside the field of play, play. UNLESS they are coaching on the bases.

Illegal Pitches – 10U, 12U, 14U (Rules for pitching for Softball)

Legal Delivery Points of Emphasis:

Pitcher may use any windup desired, providing:

- She does not make any motion to pitch without immediately delivering the ball to the batter.
- She does not use a rocker action in which, after having the ball in both hands in the pitching position, she removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- She does not use a windup in which there is a stop or reversal of the forward motion.
- She does not make two revolutions of the arm in the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.
- Pivot foot cannot be moved forward off rubber prior to forward step.
- Both feet can be off rubber simultaneously and pitcher wind up can be finished after pivot foot landing, but pitcher cannot replant.
- She does not continue the wind up after taking the forward step, which is simultaneous with the release of the ball.
- Once the pitcher possesses the ball in the pitcher's circle, base runners must immediately advance to the next base or return to the previous base. Failure to immediately advance or return to a base will



result in the runner being called out; changing direction after starting advance/return will result in an out unless the pitcher makes a “Softball” motion with the ball (ex. Throw, fake throw, at runner

Look Back Rule 10U, 12U, 14U:

Once the pitcher possesses the ball in the pitcher’s circle, base runners must immediately advance to the next base or return to the previous base. Failure to immediately advance or return to a base will result in the runner being called out; changing direction after starting advance/return will result in an out unless the pitcher makes a “Softball” motion with the ball (ex. Throw, fake throw, make a move at the runner).

Coaches and umpires:

- Only head coaches should communicate with the umpires. If an assistant coach has a question or concern, he/she should consult the head coach who will then consult with the umpires. The head coach should call time, then ask to approach the umpire from the baseline.
- Coaches should not attempt to coach or communicate instructions to players of the opposing team.

There should be no “gentlemen’s agreement” between coaches in an effort to modify rules during the game – doing so only causes confusion for the umpires.



	8U	10U	12U	14U
Ball	11" COR .44 or .47, 375 or 425 Compression	11" COR .44 or .47, 375 or 425 Compression	12" COR .44 or .47, 375 or 425 Compression	12" COR .44 or .47, 375 or 425 Compression
Pitcher's Plate Distance	35 Feet	35 Feet	40 Feet	43 Feet
Base Length	60 Feet	60 Feet	60 Feet	60 Feet
Game Length	5 Innings. The first four will be limited to 5 runs per team. The 5 th inning will have unlimited runs.	4 Innings. The first three will be limited to 5 runs per team. The 4 th inning will have unlimited runs.		
Time Limit (Championship)	Untimed			
Time Limit (Regular Season)	Gameplay will cease at 1 hour finish the inning.	Gameplay will cease at 1 hour 15 minutes finish the inning.		
Run Limit per Inning	5 runs in every inning but the last inning, which has unlimited runs.			
Mercy Rule	12 Run Differential after 3 Innings; 10 Run Differential after 4 Innings			
Advance on Dropped 3rd Strike	No	No	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Must Slide at Home Plate to Avoid Contact	No—Batter must try to avoid contact, but a slide is not specifically required.			
Advance on Overthrow	1 Base Only	1 Base on EACH Overthrow	Unlimited	
Bunting	No	Only when the player is pitching	Yes	
Illegal Pitches (see next page)	N/A	1 warning (per pitcher, per game) then each illegal pitch will count as a ball	Each illegal pitch will count as a ball	
Play is Stopped (Defense)	When the umpire determines the ball is possessed by the pitcher in the pitcher's circle.	When the umpire determines the ball is possessed by the pitcher in the pitcher's circle.	When the umpire determines the ball is possessed by the pitcher in the pitcher's circle.	
Play is Stopped (Offense)	If the runner is more than halfway towards the next base when play is stopped, they advance to the next base	If the runner is more than halfway towards the next base when play is stopped, they advance to the next base		



	8U	10U	12U	14U
All Batters Bat	Yes			
Maximum Number of Outfielders	6 infielders including the catcher; maximum of 4 outfielders	4	4	4
Minimum Number of Players to Start a Game	7 players minimum; If a team does NOT have 8 players, they must take an out for the 9th player in the batting order.	8 players minimum; If a team does NOT have 9 players, they must take an out for that 9th player in the batting order.		
Late Players	May enter the game until the end of the 2nd inning			
Courtesy Runners	Catcher; LAST out recorded becomes the base runner. Courtesy runner can be put in at any time.	Pitcher and Catcher; LAST out recorded becomes the base runner. Courtesy runner can be put in at any time.		
Maximum Innings Pitched per Game	N/A	2 innings (including playoffs and the championship game). 1 pitch in an inning counts as an inning pitched.		
Warm Up Pitches	N/A	Maximum of 5 pitches for player pitchers Maximum of 2 pitches for coach pitchers	Maximum of 5 pitches for player pitchers	
Guest Players	None	If a team anticipates being short players, they may have guest players from league below i.e. 8u up for 10u who are players in a lower division. Players playing up are required to play with same rules as the division in which the game is held. (e.g., 10U pitcher playing in 12U must pitch from 40', use 12" ball, and hit off player pitcher).		