

2021 Senior Softball Rules Revised (4-21-2019)

High school Rules apply unless league specific

	Participants	Ball Size	Bat Size	Field Size
Senior Softball A League	7th-8th	12" yellow (.47 COR)	ASA certified	60' Bases 43' mound

Playing time requirement:

Each team will use a continuous batting order utilizing all players who are available to play in that game. For the first sixth innings of the game, the maximum amount of runs that each team can score per inning is 5 runs. Once a team scores 5 runs in any of the first six innings, the inning is over. There is no limit of runs in the seventh inning. Each player must play at least two innings on defense.

12/15 Run Rule: Team ahead by 12 runs after 5 innings wins. Team ahead by 15 runs, if curfew ends game wins, regardless.

Number of Innings: seven (7) - No new inning may start after **1 hour and 45 minutes** have expired from the actual start of the game. You may complete the inning that you are currently playing.

Official Game: 4½ innings if the home team is ahead and 5 innings if the visiting team is winning. A game may be called because of darkness, inclement weather, or at the umpire's discretion. A 12-Run Rule is in effect - 4½ innings if the home team is ahead and 5 innings if the visiting team is ahead. A tie may exist during the regular season. Extra innings will be played to break a tie during playoffs. The Championship game must be played in its entirety (seven (7) full innings) and continued on another day if necessary.

Re-Entry: A starting player may be removed and re-enter the game in the same slot in the batting order, but only after his sub fulfills his minimum playing time requirement.

Optional Extra Hitter: 11th hitter in batting order for entire game. Option to "bat the lineup", but if player leaves game other than injury, his at bat is an out. Must declare before game starts. Extra hitters may be switched with defensive player at any time during game without notification to opposing team. Extra hitter may be substituted after either 1 at bat or 6 defensive outs in the field.

Number of Fielders: A maximum of nine (9) and a minimum of eight (8) – MUST HAVE A CATCHER!

Substitutes: Reentry is unlimited on defense

Pitching Rule: The pitcher may pitch no more than five (5) innings per game. One pitch constitutes an inning. Once a player is removed from pitching, she/he may return as a pitcher one more time. When a pitcher is relieved, she/he may substitute at any other position.

Batting Helmet: A helmet with a face mask is mandatory. If the batter/runner or the base runner should at any time, intentionally throw a helmet off of her/his head, while the ball is in play, an out will be called!

Batting Practice: Home team: 30 minutes before game. Visiting team: 15 minutes before game.

Bunting: Is allowed. No fake bunting. If a player attempts a fake bunt, they will be called out.

Catcher's Equipment: Catcher must wear all protective gear, i.e. mask with helmet, chest protector, shin guards and throat guard. At no time should any player warm up the pitcher without wearing a mask. Never use the batting helmet with the cage as a catcher's mask substitute.

Cleats: No Metal spikes allowed.

Coaches: A Coach in the Outfield is not permitted. The manager and coaches are allowed to coach bases. No verbal distraction will be permitted - from the time the pitcher is set until the umpire makes the call.

Dropped Third Strike by the Catcher: Batter is out.

Ejections: If a coach or a player is asked to leave the game due to poor sportsmanship, he or she will receive a one-Game Suspension and will not be able to attend the game that they are suspended 4-21-19 (this does not include the game being played).

Hit by pitch: If a pitcher should hit three (3) players in one inning, he/she must come out of the game and cannot return as a pitcher.

Infield Fly Rule: Yes.

Injured Player: May be replaced by another player. This includes a base runner, which can only be replaced by the batter who made the last out.

Leading and Stealing: Stealing not permitted; however, a player can lead upon the pitcher's release of the ball. In addition, a base runner is at risk and can be thrown out by the Catcher.

Revision – Unlimited stealing of third base upon the pitcher's release. If there is an overthrow by the catcher trying to throw out the runner at third, there will be no advancement by the player stealing third base.

Sliding: A player must slide/avoid when a play is being made on him/her at any base. Willful disregard of this rule may result in an out, depending on the umpire's judgment call. This rule is for the protection of the defensive player.

Throwing the Bat: Is not permitted! Each player will receive one (1) warning from the umpire. A second offense will result in a dead ball and the batter is out.

Walks: Bases Loaded Walk: Batter can be walked with the bases loaded. Intentional Walk: **Permitted**. The player goes to first base as soon as the head coach informs the umpire. The pitcher does not pitch the ball.