

FRISCO BASEBALL/SOFTBALL ASSOCIATION
SOFTBALL GENERAL RULES – All Age Groups (unless noted)

Updated: June 2024

1. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.
2. The safety of the players will be primary consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightning in the vicinity will be grounds for shortening a game. (see full explanation of lightning prediction system in FBSA Operating Policies) The umpire will impose 30-minute (maximum) game delay before canceling a game.
3. Incomplete games or “rain outs” will be made up if possible. The decision to make up games will be determined by the Schedules Director, taking into account field and time availability. Some games may not be made up.
4. Game Times. Games will begin at the scheduled time, and the clock will be started.
 - a. A minimum of eight players (who are present and ready to play) are needed to start a game.
 - b. When a game is started with eight players, you must have at least eight players at all times. Having only seven players will result in a forfeit.
 - c. If a team plays with only eight players, the batting spot of the ninth player will be considered an automatic out. This does not apply to 6U league games.
 - d. Exception: If a team does not have eight (8) players (who are present and ready to play) to start the game, the umpire will start the game clock. If the team that caused the delay is the home team, that team will lose its home team status and become the visiting team. The game will start as soon as both teams have at least eight (8) players (who are present and ready to play). If, after ten (10) minutes, a team still does not have the minimum of eight (8) players (who are present and ready to play) the game shall be declared a forfeit.
 - e. In the event a team has less than 9 rostered players present and ready to play, the team may play with maximum of two (2) “pickup players” in order to have the minimum 9 players to start the game. (for example – a team with 6 players can only pick up two players getting them to 8 and taking an automatic out. A team with 7 players can pick up 2 players getting them to 9 and not taking an automatic out. A team with 8 players can only pick up one player and not taking an automatic out. A team with 5 players must forfeit, as they are only allowed to pick up 2 players, getting them to 7 players, which is not enough to start the game.
 - Pickup players must be registered within the FBSA recreational softball program’s current season and must be a rostered member of a team within the same age group or one age group lower.
 - Pickup players count towards the minimum number required for an official game.
 - Pickup players may only play an outfield position and must bat last in the batting order.
 - Pickup players must wear the uniform of their original team.
 - Pickup players may not be added to the lineup after the start of the game
 - Rostered players arriving after the start of the game must be substituted in the lineup for any pickup player utilized.
 - Any player used in violation of this rule will be considered an illegal player.
 - f. The officially recorded score for a forfeited game will award one run per maximum number of innings allowed at each age level. For Example: The game duration for 10U softball is 6 innings; therefore, the forfeit score shall be recorded as 6-0. In the comments or pitch count box a description related to the game being forfeited will be entered.
5. Coaches shall exchange line-ups at least 10 minutes before the start of a game. The Home Team shall provide the Official Scorekeeper.

6. The Visiting Team is responsible for: A) Retrieving the scoreboard controllers from the concession stand prior to the first game or putting them away after the last game (where applicable). B) Running the scoreboard during the game.
7. All warm-ups shall be conducted in designated areas away from parents and other children.
8. At no time will practices be permitted on a prepared or closed game field by FBSA coaches or players. Violation of this rule will result in a mandatory one-game suspension.
9. Game pace - Coaches are encouraged to make sure their catcher is ready for the next inning, to maximize game play. In an effort to expedite the catcher's preparedness, a courtesy runner may be used for the catcher. In this case, the courtesy runner will be the last batted out. If the last batted out is the pitcher, it will move to the next last batted out.
10. A player must wear a team jersey in all games. A player will not be allowed to play in any game if they are not "in uniform", uniform includes jersey and shorts or pants that match the team. In addition, jerseys must be tucked in at all times. Violation of uniform rules will result in the violator being allowed to conform or be removed from the game.
11. Metal cleats are NOT allowed for age groups 6U through 12U. Metal cleats are allowed for 15U team players.
12. On the field, coaches are encouraged to be dressed in team uniform jersey. At a minimum, the team head coach and one assistant coach should be outfitted in the matching jersey and hat issued by FBSA. All coaches on the field or in the dugout must be wearing the background check ID badge.
13. All offensive players must remain in the dugout except the batter, on-deck hitter and base runners.
14. All batters and runners must wear a protective helmet with a facemask.
 - a. The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher. Protective equipment shall include: protective catcher's helmet with facemask, chest protector and shin guards.
 - b. Defensive fielders, especially infielders, are strongly encouraged to wear fielder's facemasks.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.
15. Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - a. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - b. If a bat is accidentally thrown (per umpire's judgment), the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.
 - c. If any thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
16. Protest – No protest will be allowed or heard where a judgment call by an umpire is involved.
 - a. The protest must be made to the head umpire, opposing coach and official scorekeeper immediately following the disputed call before any play is resumed. The protest must be entered into the official scorebook, and signed by the head umpire and both head coaches. The protest must be filed in writing, within twenty-four (24) hours with the League Director. A \$100 fee must accompany the written protest from the objecting coach. In the event the protest is upheld, the \$100 fee will be returned.
 - b. League officials will make resolution of protest after hearing from the protesting coach, the opposing coach and the umpire. A meeting may or may not be necessary for this to occur. If a meeting is required, no more than two representatives from each team shall attend.

17. Penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At a minimum, the head coach shall be suspended for one game and therefore ineligible to participate in the next scheduled game played by that team. See Operating Policies for further explanation of Acts of Disbarment.
18. The "No Contact" rule will be in effect, meaning:
 - a. If a player initiates contact with a defensive player, and it is deemed intentional, the player will be called out.
 - b. If the "No Contact" rule is called, the player is deemed out prior to achieving the base.
 - c. If the umpire feels that the contact was intentional, the runner shall be declared out and ejected from the game. This "ejection" does not require a one-game suspension to be served.
 - d. "No contact" shall not be interpreted as "MUST SLIDE." When enforcing this rule, the umpire shall judge the runner's intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and "obstructing" the runner's path. If there is no play being made, then the runner does not have to "get down", but rather must avoid contact. Consequently, if the defensive player, without the ball, alters the runner's path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about "being in the path".
19. Infield Fly Rule (IFR): A fly ball, which can be caught by an infielder with ordinary effort when runners are on 1B and 2B or 1B, 2B and 3B and less than two outs. The umpire shall declare, "Infield fly rule – batter is out!" Runners are not forced to advance to the next base, but may do so at their own risk (IFR is in effect for 10u Gold, 12u and 15U only)
20. Blood Rule will be in effect, meaning: Any player with visible bleeding must leave the game until you are able to stop the bleeding or cover blood. Free substitutions apply. If that player is due to bat, you will skip that player with no "automatic out called."
21. Fair Play Rule will be in effect, meaning: All League Levels:
 - a. No player may sit out two (2) consecutive innings or more than two innings per game.
 - b. FBSA encourages coaches to play every player at least one defensive inning at an infield position each game (unless it is deemed unsafe by an agreement of the coach and parents).
22. In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings, as well as tournament seeding where applicable:
 - a. Head-to-Head Play
 - b. Runs Against-Season
 - c. Runs For-Season
 - d. Coin Toss
23. Smoking, or use of tobacco products, including electronic cigarettes/vapes, in the presence of children is prohibited. This includes games, practices, and all FBSA-related events.
24. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices, and all FBSA-related events.
25. The number of coaches/parents within the dugout shall be strictly enforced. Please refer to age-level specific rules for these guidelines. Adults residing within the dugout or playing field over and above maximum allowable number of coaches shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture of game. All coaches/parents in the dugouts must be wearing the FBSA Backgroundcheck ID badge with the correct background check sticker.

26. No extra warm-up or practice gear shall be used on the playing field during an official game. Other than bat weights (sleeves/donuts), no warm-up or hitting tools shall be used by the on-deck hitter.
27. Select players are defined as individuals who have been on a roster or have participated in two (2) or more games with a team with a paid coach, or registered Class A, B or C level with USA Softball, USSSA, VTD, NCS or any other governing body of youth fastpitch softball within the previous 12 months. Select players are allowed to participate, and pitch within their age division, in the FBSA softball leagues with no restrictions. However, no team shall have more than 33% of its roster consisting of select players.

Example: 3 select players may play on an 11-player team, 4 select players may play on 12 or 13-player teams

28. Gold Division Criteria. When possible, leagues within the same age division will be divided into separate divisions to ensure competitive balance. The goal is to offer advanced levels of play in 8U-15U leagues to prepare players for select and/or high school softball, while providing opportunities for new or less experienced players to learn the sport. What “qualifies” a team to play in Gold:
 - a. Any team with 5 or more returning players may play in a Silver division no more than two seasons. All teams playing 2 seasons of Silver in one age division must play in Gold for all subsequent seasons.
 - b. Teams with at least 50% of their roster being of the older age/birth year within the league will be placed in Gold.

Example: 6 players/11 or 12-player roster or 7 on a 13-player roster
 - c. Teams not meeting these criteria will have the option to play in either division.

29. USA Softball Rules

- a. FBSA Board reserves the right to amend these rules after appropriate review and approval. During tournament play, regular season rules may be adjusted as needed. In such a case, tournament rules will supersede regular season rules. Any changes for tournament play will be provided to all coaches.

6U Softball League Rules (Modified T-Ball)

Any rule not covered in the league rules below will be covered under the USA Softball Official Rules of Softball

1. Playing Field

- a. Bases are set at a distant of 50 feet.

2. Equipment

- a. Bats must be marked "T-ball" by the manufacturer.
- b. The ASA/USA Softball certified mark is not required on bats.
- c. The ball is an 11-inch "Incrediball".
- d. Each defensive player must have a glove and facemasks are strongly encouraged.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.
- e. All catcher's equipment must be worn when catching - games, warm-ups and practice.
- f. All offensive players on the field must wear a helmet.
- g. All players on a team must wear uniforms and the uniforms must be alike – NO UNIFORMS, NO PLAYING.

3. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. There are no forfeits for a lack of players in 6U.
- c. Late players are added to the end of the line-up.
- d. There are six defensive infield positions; pitcher, catcher, first, second, shortstop and third. All other players in 6U are to be positioned in the outfield (No players on the bench).
- e. Infielders cannot be positioned more than five feet inside the baseline, toward home plate.
- f. Outfielders must be at least 10 feet behind the baseline. They do not have to be positioned in the grass.
- g. Free substitutions are allowed any time during a game.
- h. Coaches are to be dressed in team uniform or with the color code of the team.
- i. All players in 6U play every inning in each game.
- j. FBSA encourages that every player be given the opportunity to play both infield and outfield positions throughout the season.
- k. The first base dugout is designated for the home team.
- l. No "razzing" or screaming at any opposing team or players shall be allowed.

4. The Game

- a. 6U T-ball is non-competitive, with no umpires and no score kept. A regulation game is 55 minutes with a hard clock in effect. At the end of 55 minutes, the game is officially over, regardless of which team is batting. When time has expired, the current batter will be allowed to finish her at bat.
- b. When a batter puts the ball into play, the batter should advance towards first base. If the ball remains in the infield, the batter shall remain at first base. If the ball is hit to the outfield, the batter may advance to second base at her own risk. In any case, no runner should advance more than two bases.
- c. Play stops whenever the pitcher or catcher has control of the ball in their normal fielding positions (pitcher's circle/catcher's box).
- d. Inning is complete after batting once through the entire lineup.
 - Outs – players must leave the base when they are out. After three outs, the bases are cleared, but the offense continues batting until the entire lineup has batted.
- e. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- f. Two defensive coaches are allowed on the field during play. They are positioned behind the baseline midway between first & second and second & third. The field coaches must be at least 18 years of age.

- g. One offensive coach will be positioned at home plate to assist the batters and to place the ball on the tee. This coach must be at least 18 years of age.
- h. Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

5. Pitching

- a. At the coach’s discretion, the coach may pitch up to three balls to the batter. If the batter fails to put the ball in play, the batter will then have three attempts to hit the ball from the tee.

6. Batting

- a. Strikes: the batter is allowed a maximum of six swings. If the batter knocks over the tee, a foul ball is called. If the batter does not put the ball into fair play after six swings, the batter is out.
- b. Bunting is not allowed.
- c. Teams will have continuous batting order for all players, regardless of if they are playing defensively.

7. Batter/Runner

- a. When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out.
- b. The “infield fly rule” is not in effect.
- c. There will be tight bases and no stealing. A runner cannot leave a base until the ball is hit into play by the batter.
- d. If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- e. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- f. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.
- g. Overthrows going into fair or foul territory; a runner may advance only one base at her own risk. Runners on third base must hit in and cannot score on an overthrow.

8. Umpires

- a. No umpire is provided for 6U. Offensive coaches shall make out/safe calls for their runners.

Rule Summary – 6U Softball			
Game Duration:	55 minutes, hard clock – finish the batter	Stealing:	No
Pitching:	Modified coach pitch/T-ball	Infield Fly Rule:	Not in effect
Base Distance:	50 feet (Temporary “thrown down” bases)	Tight bases:	Yes
Official Inning:	Bat entire lineup		

8U Softball League Rules (Modified Player Pitch)

Any rule not covered in the league rules below will be covered under the USA Softball Official Rules of Softball

1. Playing Field

- a. Bases are set at a distance of 60 feet.
- b. Pitching is set at a distance of 30 feet.

2. Equipment

- a. Bats must be marked "official softball" by the manufacturer. Bats marked "baseball" by the manufacturer are not permitted.
- b. The ASA/USA Softball certified mark is not required on bats.
- c. The ball is an 11-inch softball, yellow optic with red stitch with a .47 core or under and a ball compression of 375.0 or under.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.

3. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. Late players are added to the end of the line-up.
- c. There are 10 defensive positions; pitcher, catcher, first base, second base, short stop, third base, right field, center field, left field, and Rover (a fourth outfielder). The 10th player must be positioned in the outfield.
- d. Infielders cannot be positioned more than 10 feet inside the baseline, toward home plate.
- e. Outfielders must be on the edge of the grass to be considered in the outfield. They do not have to be positioned deep in the outfield grass.
- f. Free substitutions are allowed any time during a game.
- g. The first base dugout is designated for the home team.
- h. No "razzing" or screaming at any opposing team or players shall be allowed.
- i. If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.

4. The Game

- a. When Six (6) innings, or 70-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and home team assignment. There is no hard clock.
- b. Tie games at the end of regulation play will remain a tie.
- c. A called game will be considered complete if the losing team has had 4 or more complete innings at bat or a called game will be considered complete if 60% of the time has been played. The final score will be the score from the last completed inning.
- d. A called game considered incomplete will be resumed at the exact point where it was stopped.
- e. There will be a 5 run limit per inning.
- f. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- g. Defensive coach must stay within 5 feet of his/her dugout entrance.
- h. Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

- i. When a batter puts the ball into play, on an infield hit (ball stays on the dirt) the batter can only advance to 2B (at risk) on an overthrow. If there is no overthrow the batter will stay at 1B. If the ball is hit to the outfield, the batter may advance beyond first base at his/her own risk (See rule #7-F for overthrow definitions).
- j. Run Rule – If a team is leading an opponent by at least 12 runs after four complete innings, or eight runs after five complete innings have been played, the game shall be officially over and the team in the lead shall be declared the winner.
- k. Stopping Play - Play is stopped when the pitcher or any infielder has control of the ball inside the base path in the infield.
 - If the runner(s) are advancing to a base when the pitcher or infielder gains control of the ball inside the base path in the infield.
 1. The runner(s) may continue to the base at her own risk.
 2. The runner(s) may not advance past the base unless the defense makes an attempt to put-out a runner.

5. Pitching – Modified player pitch, innings 1-2

- a. USA Softball fast pitch rules are in effect.
- b. A player will pitch unless four balls are called by the umpire.
- c. After four balls, an offensive coach will take over the “strike” pitch count.
- d. If the player/pitcher has made no strikes, the coach gets three pitches regardless of accuracy – if the player/pitcher has made any strikes, the coach gets the remaining one or 2 pitches.
- e. The coach must pitch underhand from the 30ft. pitching plate.
- f. The player/pitcher must have at least one foot inside the pitcher’s circle when the coach delivers a pitch.
- g. The batter must hit the ball in play to advance to first base; no base on balls will be issued.
- h. If a batter is hit by a pitch from the player/pitcher, that pitch will be treated as ball four and the coach pitcher will take over the “strike” pitch count. No free base will be awarded – batter must put the ball in play to advance to first base.
- i. If the batter does not put the ball in play, an “out” is called and the next player in the line-up takes their turn at bat.
- j. If the batter hits a foul ball on the last pitch, then the batter will get another pitch. The batter cannot be called out on a foul ball that is not caught before hitting the ground.
- k. When the ball is put in play by a batter, the coach must immediately exit the playing field without interference.
- l. If a batted ball hits the coach pitcher, NO PITCH will be called.
- m. If the coach pitcher interferes with any defensive player’s ability to field the ball, NO PITCH will be called.
- n. The player/pitcher resumes pitching on the next batter.
- o. No more than 1 minute or five pitches are allowed as warm-ups between innings. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch.

6. Pitching – Coach pitch only, innings 3-6

- a. Pitching will be done underhand by coach.
- b. The Coach Pitcher must have both feet in contact with the pitcher’s rubber prior to the delivery.
- c. Pitching will ONLY be done by the Coach Pitcher, NO pitching by players.
- d. A batter shall be declared out after failing to hit a fair ball after six (6) pitches or three (3) swinging strikes. If the sixth pitch is fouled off, the batter will continue his/her at-bat. Foul balls are counted as strikes, BUT an at bat cannot end on a foul ball unless it is caught in the air. There are no foul outs, unless caught.
- e. No Walks allowed.

- f. On a ball in play, if the Coach Pitcher fails to position himself so that the fielders can play the ball, the ball is dead, the pitch counts as one of the six pitches and no runner shall advance. If a batted ball hits the Coach Pitcher, then the ball becomes dead and no pitch is declared.
- g. The Coach-Pitcher and the Backstop Coach cannot participate or direct their team in any way while on offense. However, the Coach-Pitcher may coach the batter in the batter's box before the ball is pitched.
- h. The Coach Pitcher will remain in the pitcher's circle at all times, unless the ball is batted into fair play. At that time, the coach will leave fair territory until the play is called dead.
- i. The player in the pitching position must have at least one of their feet within the pitching circle while the coach is pitching.
- j. If a player fields the ball with both feet inside in the pitcher's circle, the player must throw the ball to any base on the field. If the player fields the ball with one foot in and one foot outside the pitcher's circle or with both feet outside the circle, the player is allowed to run the ball toward the base to tag the runner out.

7. Backstop Coach

- a. Defensive team shall provide a backstop coach to assist the catcher in returning balls to the pitcher to speed up game pace. Backstop coach may not coach or instruct any player for any reason, nor is he/she allowed to discuss plays/calls with the umpire.

8. Batting

- a. Incorrect batting order:
 - If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty.
 - If the error is discovered after a completed at bat, but prior to the first pitch to the next batter, an out is declared.
- b. Bunting is not allowed.
- c. Teams will have a continuous batting order for all players, regardless if they are playing defensively.

9. Batter/Runner

- a. The "infield fly" rule is **not** in effect.
- b. There will be tight bases and no stealing. A runner cannot leave a base until the ball is hit into play by the batter.
- c. If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- d. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- e. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.
- f. Advancing on an Overthrow - On an overthrow to a base, a runner may advance to the next base at her own risk.
 - On an overthrow of an infield play, a runner may attempt, at risk, to advance one additional base. If the resulting play is another overthrow, the runner must stop at the base they were going to. Runners on third must be hit in. They cannot score on an overthrow of an infield play. If an outfielder throws the ball to a cut-off man (infielder) who in turn makes an overthrow, this is deemed a continuation of an outfield play and the runner may continue to advance at their own risk.
- g. If a runner is on 1B, the runner can advance to 3B (at the runner's own risk) on an infield hit. The runner may not advance to Home on an infield hit.
- h. If the runner is on 1B or 2B, the ball must be hit in the outfield for the runner to score (at the runner's risk).

10. Umpires

- a. The game officials will be two FBSA umpires.

11. Scoring

- a. The home team is responsible for the official scoring of the game.
- b. The visiting team is responsible for operating the scoreboard.

Rule Summary – 8U Softball			
Game Duration:	70 minutes or 6 innings	Stealing:	No
Pitching:	Modified player pitch	Official inning:	3 outs or 5 runs
Pitching Distance:	30 feet	Mercy Rule:	12 runs after 4, 8 after 5
Base Distance:	60 feet	Infield Fly Rule:	Not in effect
Forfeit:	Official score recorded as 6-0	Tight Bases:	Yes

10U Silver/Bronze Divisions Softball League Rules (Modified Player Pitch)

Any rule not covered in the league rules below will be covered under the USA Softball Official Rules of Softball

1. Playing Field

- a. Bases are set at a distance of 60 feet.
- b. Pitching is set at a distance of 35 feet.

2. Equipment

- a. Bats must be marked "official softball" by the manufacturer. Bats marked "baseball" by the manufacturer are not permitted.
- b. The ASA/USA Softball certified mark is not required on bats.
- c. The ball is an 11-inch softball, yellow optic with red stitch with a .47 core or under and a ball compression of 375.0 or under.
- d. Each defensive player must have a glove and fielder's facemasks are strongly encouraged.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.

3. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. Late players will be added to the end of the line-up.
- c. There are 10 defensive positions; pitcher, catcher, first base, second base, short stop, third base, and four (4) outfielders.
- d. Outfielders must be on the edge of the grass to be considered in the outfield. They do not have to be positioned deep in the outfield grass. This includes the rover.
- e. Free substitutions are allowed during a game.
- f. The first base dugout is designated for the home team.
- g. No "razzing" or screaming at any opposing team or players shall be allowed.
- h. If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.

3. The Game

- a. Six (6) innings, or 75-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
- b. Tie games at the end of regulation play will remain a tie.
- c. A called game will be considered complete if four or more innings have been played or if the team second at bat has scored more runs in three innings than the other team has scored in four innings. Or: A called game will be considered complete if 60% of the time has been played. The final score will be the score from the last completed inning.
- d. A called game considered incomplete, will be resumed at the exact point where it was stopped.
- e. Run Rule – If a team is leading an opponent by at least 12 runs after four complete innings, or eight runs after five complete innings have been played, the game shall be officially over and the team in the lead shall be declared the winner.
- f. One defensive conference is permitted per inning without penalty. The second defensive conference will result in the pitcher being removed.
- g. Play stops whenever the pitcher has control of the ball in the pitcher's circle.
- h. There will be a 5 run limit per inning.
- i. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.

- j. Defensive coaches must stay within 5 feet of their dugout entrance.
- k. Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

4. Pitching

- a. USA Softball fast pitch rules are in effect.
- b. A player will pitch unless four balls are called by the umpire.
- c. After four balls, an offensive coach will take over the “strike” pitch count.
- d. If the player/pitcher has made no strikes, the coach gets three pitches regardless of accuracy – if the player/pitcher has made any strikes, the coach gets the remaining one or 2 pitches.
- e. The coach must pitch underhand from the 35ft. pitching plate.
- f. The player/pitcher must have at least one foot inside the pitcher’s circle when the coach delivers a pitch.
- g. The batter must hit the ball in play to advance to first base; no base on balls will be issued.
- h. A batter hit by a pitch of the player/pitcher with an effort to avoid being hit is awarded first base.
Note: The batter must make an effort to avoid being hit by the pitch.
- i. If the batter does not put the ball in play, an “out” is called and the next player in the line-up takes their turn at bat.
- j. If the batter hits a foul ball on the last pitch, then the batter will get another pitch. The batter cannot be called out on a foul ball that is not caught before hitting the ground.
- k. When the ball is put in play by a batter, the coach must immediately exit the playing field without interference.
- l. If a batted ball hits the coach pitcher, NO PITCH will be called.
- m. If the coach pitcher interferes with any defensive player’s ability to field the ball, NO PITCH will be called.
- n. The player/pitcher resumes pitching on the next batter.
- o. If two batters in a single inning are awarded first base because they are “hit by pitch” from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. If a single pitcher is replaced in two innings of the same game for too many “hit by pitch” calls, the pitcher must be replaced for the remainder of the game.
- p. Pitching limits – No player shall pitch more than 3 innings per game and the innings pitched cannot be 3 consecutive innings. Delivery of one legal pitch shall constitute having pitched one full inning. However, a pitcher having pitched 2 consecutive innings will not be allowed to pitch at any time during the following inning (even if that pitcher is replaced mid-inning)
 - Pitcher A can pitch innings 1, 2 and 4 or 1, 3 and 4 (other combinations are possible if the game goes longer than 4 innings)
- q. No more than 1 minute or five pitches are allowed as warm-ups between innings. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch.

5. Batting

- a. Incorrect batting order: If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty.
- b. If the error is discovered after a completed at bat but prior to the first pitch to the next batter an out is declared.
- c. Teams will have a continuous batting order for all players, regardless if they are playing defensively.
- d. Bunting and slapping are allowed (against kid pitcher only).

6. Batter/Runner

- a. On a dropped third strike, the batter may not run and is called out.
- b. There will be tight bases and stealing. A runner cannot leave a base to attempt a steal until the ball leaves the pitcher’s hand. Stealing is NOT allowed when the coach is pitching.
- c. A runner on third base cannot steal home. After a pitch, if the catcher overthrows at third, the runner cannot advance home. The runner must be batted in.
- d. If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No faketags.

- e. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- f. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.
- g. On overthrows during a play, a runner may advance to second or third at their own risk (may not steal home) unless the umpire calls a “dead ball”. A dropped ball is not considered an overthrow.
- h. On overthrows during a play, the runner may score if, in the judgment of the umpire, the runner heading for third intended to score prior to the overthrow.
- i. On overthrows made by a catcher on an attempted stolen base, a runner may not advance past the base to which the steal was made.
- j. The “infield fly” rule is not in effect.

7. Umpires

- a. The game officials will be two (2) FBSA umpires.

8. Scoring

- a. The home team is responsible for the official scoring of the game.
- b. The visiting team is responsible for operating the scoreboard.

Rule Summary – 10U Silver/Bronze Division			
Game Duration:	75 minutes or 6 innings	Infield Fly Rule:	Not in effect
Pitching:	Modified player pitch	Look Back Rule:	Not in effect
Pitching Distance:	35 feet	Official Inning:	3 outs or 5 runs
Base Distance:	60 feet	Tight bases:	Yes
Mercy Rule:	12 runs after 4, 8 after 5	Stealing:	Yes
Forfeit:	Official score recorded as 6-0	Stealing Home:	Not allowed

10U Gold Division Softball League Rules (Player Pitch)

Any rule not covered in the league rules below will be covered under the USA Softball Official Rules of Softball

1. Playing Field

- a. Bases are set at a distance of 60 feet.
- b. Pitching is set at a distance of 35 feet.

2. Equipment

- a. Bats must be marked "official softball" by the manufacturer. Bats marked "baseball" by the manufacturer are not permitted.
- b. The ASA/USA Softball certified mark is not required on bats.
- c. The ball is an 11-inch softball, yellow optic with red stitch with a .47 core or under and a ball compression of 375.0 or under.
- d. Each defensive player must have a glove and fielder's facemasks are strongly encouraged.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.

3. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. Late players are added to the end of the line-up.
- c. There are 10 defensive positions; pitcher, catcher, first base, second base, short stop, third base, and four (4) outfielders.
- d. Outfielders must be on the edge of the grass to be considered in the outfield. They do not have to be positioned deep in the outfield grass. This includes the rover.
- e. Free substitutions are allowed during a game.
- f. The first base dugout is designated for the home team.
- g. No "razzing" or screaming at any opposing team or players shall be allowed.
- h. If a team has 10 or more players in their game and one of the players gets injured or leaves the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.

4. The Game

- a. Six (6) innings, or 75-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
- b. Tie games at the end of regulation play will remain a tie.
- c. A called game will be considered complete if four or more innings have been played or if the team second at bat has scored more runs in three innings than the other team has scored in four innings. Or: A called game will be considered complete if 60% of the time has been played. The final score will be the score from the last completed inning.
- d. A called game considered incomplete, will be resumed at the exact point where it was stopped.
- e. Run Rule – If a team is leading an opponent by at least 12 runs after four complete innings, or eight runs after five complete innings have been played, the game shall be officially over and the team in the lead shall be declared the winner.
- f. One defensive conference is permitted per inning without penalty. The second defensive conference will result in the pitcher being removed.
- g. Play stops whenever the pitcher has control of the ball in the pitcher's circle.

- h. There will be a 5-run limit per inning.
- i. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- j. Defensive coaches must stay within 5 feet of their dugout entrance.
- k. Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

5. Pitching – This is an **ADVANCED** 10u league with player pitch only (**NO COACH PITCH**), walks are allowed.

- a. USA Softball fast pitch rules are in effect.
- b. No more than 1 minute or five pitches are allowed as warm-ups between innings. For excessive warm-up pitches, the pitcher will be penalized by awarding a ball to the batter for each excessive warm-up pitch thrown.
- c. A batter hit by a pitch of the player/pitcher with an effort to avoid being hit is awarded first base. Note: The batter must make an effort to avoid being hit by the pitch.
- d. If three batters in a single inning are awarded first base because they are “hit by pitch” from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. This goes for any inning pitched. Pitcher can do this for as many innings that the game lasts.
- e. Pitching limits – No player shall pitch more than 3 innings per game and the innings pitched cannot be 3 consecutive innings. Delivery of one legal pitch shall constitute having pitched one full inning. However, a pitcher having pitched 2 consecutive innings will not be allowed to pitch at any time during the following inning (even if that pitcher is replaced mid-inning)
 - Pitcher A can pitch innings 1, 2 and 4 or 1, 3 and 4 (other combinations are possible if the game goes longer than 4 innings)

6. Batting

- a. Incorrect batting order:
 - If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty.
 - If the error is discovered after a completed at bat but prior to the first pitch to the next batter an out is declared.
- b. Teams will have a continuous batting order for all players, regardless if they are playing defensively.
- c. Bunting and slapping are allowed.

7. Batter/Runner

- a. Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch, which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.
 - The dropped third strike will be ruled as follows: When there are less than two outs, and first base is unoccupied, a dropped third strike is a live ball and the batter and all base runners may advance at their own discretion. The out is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player prior to reaching first base.
 2. Batter forced out at first base.
 - When there are less than two outs, and first base is occupied prior to the pitch, a dropped third strike is ruled a strikeout and all base runners may advance at their own discretion.
 - When there are two outs, a dropped third strike is a live ball regardless of whether first base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player, prior to reaching first base.
 2. Batter forced out at first base.
 - If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on third reaches home plate.

- b. The “Look Back” rule is in effect. If a runner is between bases while the pitcher has the ball in the circle, the runner must immediately choose to advance or return to base. Failure to do so will result in an out.
- c. There will be tight bases and stealing. A runner cannot leave a base to attempt a steal until the ball leaves the pitcher’s hand.
 - Runners are able to steal home at their own discretion.
- d. On overthrows during a live ball, a runner may advance any number of bases at their own risk.
- e. If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- f. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- g. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.
- h. The “infield fly” rule is in effect.

8. Umpires

- a. The game officials will be two (2) FBSA umpires.

9. Scoring

- a. The home team is responsible for the official scoring of the game.
- b. The visiting team is responsible for operating the scoreboard.

Rule Summary – 10U Gold Division			
Game Duration:	75 minutes or 6 innings	Infield Fly Rule:	In effect
Pitching:	Player pitch	Look Back Rule:	In effect
Pitching Limit:	3 innings per pitcher, per game, innings pitched are non-consecutive		
Base Distance:	60 feet	Tight bases:	Yes
Mercy Rule:	12 runs after 4, 8 after 5	Stealing:	Yes
Forfeit:	Official score recorded as 6-0	Stealing Home:	Allowed
Pitching Distance:	35 feet	Official Inning:	3 outs or 5 runs

12U Softball League Rules

Any rule not covered in the league rules below will be covered under the
USA Softball Official Rules of Softball

1. Playing Field

- a. Bases are set at a distance of 60 feet.
- b. Pitching is set at a distance of 40 feet.

2. Equipment

- a. Bats must be marked "official softball" by the manufacturer. Bats marked "baseball" by the manufacturer are not permitted.
- b. The ASA/USA Softball certified mark is not required on bats.
- c. The ball is a 12-inch softball, yellow optic with red stitch with a .47 core or under and a ball compression of 375.0 or under.
- d. Each defensive player must have a glove and fielder's facemasks are strongly encouraged.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.

3. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. Late players are added to the end of the line-up.
- c. There are 9 defensive positions; pitcher, catcher, first base, second base, short stop, third base, right field, center field, and left field.
- d. Outfielders must be on the edge of the grass to be considered in the outfield. They do not have to be positioned deep in the outfield grass.
- e. Free substitutions are allowed during a game.
- f. The first base dugout is designated for the home team.
- g. No "razzing" or screaming at any opposing team or players shall be allowed.
- h. If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.

4. The Game

- a. Six (6) innings, or 75-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
- b. Tie games at the end of regulation play will remain a tie.
- c. A called game will be considered complete if four or more innings have been played or if the team second at bat has scored more runs in three innings than the other team has scored in four innings. Or: A called game will be considered complete if 60% of the time has been played. The final score will be the score from the last completed inning.
- d. A called game considered incomplete will be resumed at the exact point where it was stopped.
- e. Run Rule – If a team is leading an opponent by at least 12 runs after four complete innings, or eight runs after five complete innings have been played, the game shall be officially over and the team in the lead shall be declared the winner.
- f. One defensive conference is permitted per inning without penalty. The second defensive conference will result in the pitcher being removed.
- g. Play stops whenever the pitcher has control of the ball in the pitcher's circle.
- h. There will be a 5-run limit per inning.

- i. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- j. One defensive coach is allowed on the field during play. This coach must stay within 5 feet of their dugout entrance.
- k. Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

5. Pitching

- a. USA Softball fast pitch rules are in effect.
- b. No more than 1 minute or five pitches are allowed as warm-ups between innings. For excessive warm-up pitches, the pitcher will be penalized by awarding a ball to the batter for each excessive warm-up pitch thrown.
- c. A batter hit by a pitch of the player/pitcher with an effort to avoid being hit is awarded first base. Note: The batter must make an effort to avoid being hit by the pitch.
- d. If three batters in a single inning are awarded first base because they are "hit by pitch" from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. This goes for any inning pitched. Pitcher can do this for as many innings that the game lasts.
- e. Pitching limits – No player shall pitch more than 3 innings per game and the innings pitched cannot be 3 consecutive innings. Delivery of one legal pitch shall constitute having pitched one full inning. However, a pitcher having pitched 2 consecutive innings will not be allowed to pitch at any time during the following inning (even if that pitcher is replaced mid-inning)
 - Pitcher A can pitch innings 1, 2 and 4 or 1, 3 and 4 (other combinations are possible if the game goes longer than 4 innings)

6. Batting

- a. Incorrect batting order:
 - If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty.
 - If the error is discovered after a complete at bat but prior to the first pitch to the next batter an out is declared.
- b. Teams will have a continuous batting order for all players, regardless if they are playing defensively.

7. Batter/Runner

- a. Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch, which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.
 - The dropped third strike will be ruled as follows: When there are less than two outs, and first base is unoccupied, a dropped third strike is a live ball and the batter and all base runners may advance at their own discretion. The out is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player prior to reaching first base.
 2. Batter forced out at first base.
 - When there are less than two outs, and first base is occupied prior to the pitch, a dropped third strike is ruled a strikeout and all base runners may advance at their own discretion.
 - When there are two outs, a dropped third strike is a live ball regardless of whether first base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player, prior to reaching first base.
 2. Batter forced out at first base.
 - If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on third reaches home plate.
- b. The "Look Back" rule is in effect. If a runner is between bases while the pitcher has the ball in the circle, the runner must immediately choose to advance or return to base. Failure to do so will result in an out.
- c. The "infield fly" rule is in effect.
- d. There will be tight bases and stealing. A runner cannot leave a base to attempt a steal until the ball leaves the pitcher's hand.

- e. If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- f. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- g. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.

8. Umpires

- a. The game officials will be (2) FBSA umpires.

9. Scoring

- a. The home team is responsible for the official scoring of the game.
- b. The visiting team is responsible for operating the scoreboard.

Rule Summary – 12U Softball			
Game Duration:	75 minutes or 6 innings	Infield Fly Rule:	In effect
Pitching:	Player pitch	Look Back Rule:	In effect
Pitching Distance:	40 feet	Official Inning:	3 outs or 5 runs
Base Distance:	60 feet	Tight bases:	Yes
Mercy Rule:	12 runs after 4, 8 after 5	Stealing:	Yes
Forfeit:	Official score recorded as 6-0	Stealing Home:	Allowed
Pitching Limit:	3 innings per pitcher, per game, innings pitched are non-consecutive		

15U Softball League Rules

Any rule not covered in the league rules below will be covered under the USA Softball Official Rules of Softball

1. Playing Field

- Bases are set at a distance of 60 feet.
- Pitching is set at a distance of 43 feet.

2. Equipment

- Bats must be marked "official softball" by the manufacturer. Bats marked "baseball" by the manufacturer are not permitted.
- The ASA/USA Softball certified mark is not required on bats.
- The ball is a 12-inch softball, yellow optic with red stitch with a .47 core or under and a ball compression of 375.0 or under.
- Each defensive player must have a glove and fielder's facemasks are strongly encouraged.
 - Exception - fielder's facemasks are MANDATORY for the pitcher position.

3. Players, Coaches & Substitutes

- Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- Late players are added to the end of the line-up.
- There are 9 defensive positions; pitcher, catcher, first base, second base, short stop, third base, right field, center field, and left field.
- Outfielders must be on the edge of the grass to be considered in the outfield. They do not have to be positioned deep in the outfield grass.
- Free substitutions are allowed during a game.
- The first base dugout is designated for the home team.
- No "razzing" or screaming at any opposing team or players shall be allowed.
- If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.

4. The Game

- Seven (7) innings, or 75-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
- Tie games at the end of regulation play will remain a tie.
- A called game will be considered complete if four or more innings have been played or if the team second at bat has scored more runs in three innings than the other team has scored in four innings. Or: A called game will be considered complete if 60% of the time has been played. The final score will be the score from the last completed inning.
- A called game considered incomplete will be resumed at the exact point where it was stopped.
- Run Rule – If a team is leading an opponent by at least 12 runs after four complete innings, or eight runs after five complete innings have been played, the game shall be officially over and the team in the lead shall be declared the winner.
- One defensive conference is permitted per inning without penalty. The second defensive conference will result in the pitcher being removed.
- Play stops whenever the pitcher has control of the ball in the pitcher's circle.
- There will be a 5-run limit per inning.

- Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- One defensive coach is allowed on the field during play. This coach must stay within 5 feet of their dugout entrance.
- Players and coaches must line up and shake hands with their opponents at the conclusion of every game.

5. Pitching

- USA Softball fast pitch rules are in effect.
- No more than 1 minute or five pitches are allowed as warm-ups between innings. For excessive warm-up pitches, the pitcher will be penalized by awarding a ball to the batter for each excessive warm-up pitch thrown.
- A batter hit by a pitch of the player/pitcher with an effort to avoid being hit is awarded first base. Note: The batter must make an effort to avoid being hit by the pitch.
- If three batters in a single inning are awarded first base because they are “hit by pitch” from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. This goes for any inning pitched. Pitcher can do this for as many innings that the game lasts.
- Pitching limits – There are no restrictions on how many innings a player may pitch in 15U.

6. Batting

- Incorrect batting order:
 - If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty.
 - If the error is discovered after a complete at bat but prior to the first pitch to the next batter an out is declared.
- Teams will have a continuous batting order for all players, regardless if they are playing defensively.

7. Batter/Runner

- Dropped third strike. A dropped third strike occurs when the catcher fails to cleanly catch a pitch, which is the third strike. The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught, and not cleanly and clearly possessed by the catcher.
 - The dropped third strike will be ruled as follows: When there are less than two outs, and first base is unoccupied, a dropped third strike is a live ball and the batter and all base runners may advance at their own discretion. The out is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player prior to reaching first base.
 2. Batter forced out at first base.
 - When there are less than two outs, and first base is occupied prior to the pitch, a dropped third strike is ruled a strikeout and all base runners may advance at their own discretion.
 - When there are two outs, a dropped third strike is a live ball regardless of whether first base is occupied or unoccupied. The out/inning is completed/recorded by one of the following:
 1. Batter physically tagged out by a defensive player, prior to reaching first base.
 2. Batter forced out at first base.
 - If bases are loaded, the out/inning can also be completed by a force out at home plate. Player possessing the ball simply steps on home plate before the runner on third reaches home plate.
- The “Look Back” rule is in effect. If a runner is between bases while the pitcher has the ball in the circle, the runner must immediately choose to advance or return to base. Failure to do so will result in an out.
- The “infield fly” rule is in effect.
- There will be tight bases and stealing. A runner cannot leave a base to attempt a steal until the ball leaves the pitcher’s hand.
- If a runner is obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place

on their person.

- If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.

8. Umpires

- The game officials will be (2) FBSA umpires.

9. Scoring

- The home team is responsible for the official scoring of the game.
- The visiting team is responsible for operating the scoreboard.

Rule Summary – 15U Softball			
Game Duration:	75 minutes or 7 innings	Infield Fly Rule:	In effect
Pitching:	Player pitch	Look Back Rule:	In effect
Pitching Distance:	43 feet	Official Inning:	3 outs or 5 runs
Base Distance:	60 feet	Tight bases:	Yes
Mercy Rule:	12 runs after 4, 8 after 5	Stealing:	Yes
Forfeit:	Official score recorded as 7-0	Stealing Home:	Allowed
Pitching Limit:	N/A		