

Softball K/1/2 Rules

This year we are trying several new things that are meant to move the game along more quickly, get the defense more involved, make the game more fun and interesting for players and parents, and continue the league's objective of teaching girls how the game is played through emphasizing the fundamentals of hitting, throwing and catching.

■ General

- Bases are 50 feet apart.
- An 11-inch IncrediBall will be used (cushioned ball).
- One umpire, positioned in the middle of the infield, to enforce the rules and keep the game moving at a brisk pace.
- A maximum of two coaches per team on the field at any time. Coaches may be positioned on the field to instruct defense.
- A maximum of six defensive players on the field (pitcher, 1st base, 2nd base, shortstop, 3rd base and centerfield). Outfielder must be behind the infield until the ball is hit. If both teams have more than 6 players present, coaches can decide to play 7 on 7 or 8 on 8.
- Home team coaches are responsible for setting up and taking down the field.

■ The Game

- There will be 60 seconds between innings, enforced by the umpire. Upon the umpire's call, teams will be penalized one pitch per violation (every 15 seconds after one minute) until they are ready to play.
- We will keep score.
- An inning will be either three outs or five runs scored. Teams may go through their order more than once until three outs or five runs are reached.
- Each batter receives a maximum of five pitches to put the ball in play. The batter may swing and miss at the first four pitches and remain at-bat. Also, if a batter fouls off the fifth pitch, the at-bat is still alive.
 - When pitching, coaches can stand no closer than 10 feet from home plate.
 - The batting team will provide a catcher, preferably another coach, parent or older child.
 - After 5 pitches a tee may be used for younger or beginner players.
- Batters are not allowed to throw their bats. The umpire will issue one warning and any subsequently thrown bat will be an automatic out.
- Base runners cannot advance on overthrows.
- A batted ball that reaches the outfield grass in the air is an automatic home run and the batter can run the bases without jeopardy.
- A batted ball that touches the ground before reaching the outfield grass, but rolls past the outfielder is a ground-rule double.
- Games last one hour.

