

# YOUTH SOFTBALL RULES

**1.0 Governing Rules** – North Carolina High School Athletic Association and Tar Heel Leagues Inc. rules will govern play with the exceptions covered herein.

**2.0 Player Eligibility** – All ages will be determined as of January 1, 2021

**A. Age categories:**

10U Player/Coach Pitch

13U

**3.0** No steal cleats are allowed!!!

**4.0** Any approved and legal softball bat is permitted. Softball bats CAN BE composite as long as it is stamped with an ASA logo.



**5.0** FACE SHIELDS ON BATTING HELMETS ARE MANDATORY FOR ALL SOFTBALL LEAGUES!!

**6.0** No fast pitch team will play more than 3 games in one day.

**7.0** The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

**8.0** All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup at any time. It is also highly recommended that each child play at least 2 defensive innings in the field (ages 9 and up).

**9.0** All players should be dressed alike (shirts and pants or shorts). Caps and visors are allowed but do not have to be worn by all team members.

**10.0** A team must have at least 7 players for a game to be official. Teams not fielding at least 7 players will forfeit the game.

**11.0** Any coach ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach (or player) ejected will also serve at least a one game

suspension at their team's next game(s). Longer suspension is possible and will be based on the actions that caused initial ejection.

## **10U Player/Coach Pitch Rules**

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
2. Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).
3. No new inning can begin after 70 minutes (one hour and 10 minutes) has elapsed. Inning must be completed if home team is behind. There is not a Drop Dead time limit.
4. Players may steal once the ball reaches home plate with the player pitching. No stealing is allowed when the coach is pitching.
5. Base runners are allowed to only steal/advance one base at a time, per pitch, with the player pitching. Base runners may advance as many bases as possible on a batted ball.
6. Base runners are not allowed to steal home at any time.
7. A batter may bunt with the player pitching but cannot bunt with the coach pitching. Any attempted bunt off of the coach will result in a strike being called.
8. There will be no walks (BB) in this age group, however a batter will be awarded first base if she is hit by a pitch (HBP) with the child pitching.
9. Teams will field 10 players on defense. Four of these players must be in the outfield and must play at a uniform distance. No short fielders are allowed.
10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.
11. Batters may not advance to first base on a dropped third strike. The ball however, is not dead. Base runners may advance one base at their own risk, not to include home.

12. No pitcher may pitch more than 4 innings per game. One pitch constitutes an inning. Any pitcher can be re-entered to the mound, one time, in a game. All other positions may be substituted at the coach's discretion.

13. The player pitcher will pitch until the batter is put out or has a 4 ball count. The coach may pitch a maximum of 3 pitches unless the third pitch is fouled.

Example: Coach enters and the count is four balls, no strikes. Coach gets up to 3 pitches.

Coach enters and the count is four balls, one strike. Coach gets up to 2 pitches.

Coach enters and the count is four balls, two strikes. Coach gets 1 pitch.

14. There is no limit on the amount of foul balls allowed with two strikes.

15. If a batted ball hits the coach pitcher before the defense touches the ball, the ball will be ruled dead and the batter will be awarded first base. All runners will advance one base IF FORCED. If the coach pitcher intentionally interferes with a batted ball, the ball will be ruled dead, the batter will be called out and all runners will return to the base they occupied before the pitch.

16. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will also be a delayed dead ball call by the umpire.

17. Maximum Runs/Inning: In the first 3 innings of play, the offensive team will bat until five runs have been scored or three outs have been recorded. After 3 innings, unlimited runs can be scored.

18. Field playing dimensions:

Bases:	60 feet
Pitchers Rubber	35 feet
Circle at Pitchers Rubber	8' Radius (16' Diameter)

19. A circle with a radius of 8 feet is to be drawn around the pitcher's plate. The defensive pitcher must have both feet in the circle until the batter strikes the ball (when the coach is pitching).

20. In the 9-10 Girls Division, the only illegal pitch that will be called is when a girl starts her delivery towards home plate but does not deliver the ball. If this happens, an illegal pitch will be called and a ball will be awarded to

- the batter and any base runner will advance one base to include home. With the coach pitching, there will be no illegal pitch.
21. Catcher must wear a , throat protector (highly recommended, but not required), helmet with earflaps, shin guards and a chest protector.
  22. The infield fly rule will be in effect for this division.
  23. This league will use the 11" softball (core .47)
  24. One umpire can be used in 9-10 Girls Softball. That umpire will call from behind the plate. It is perfectly fine if an area chooses to use 2 umpires.

## **13U Rules**

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
2. Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).
3. No new inning can begin after 70 minutes (one hour and 10 minutes) has elapsed. Inning must be completed if home team is behind. There is not a Drop Dead time limit.
4. Players may steal once the ball leaves the pitcher's hand.
5. Teams will field 9 players on defense in this league.
6. Batters MAY advance to first base on a dropped third strike. The ball is not dead. Base runners may advance at their own risk.
7. No pitcher may pitch more than 4 innings per game. One pitch constitutes an inning. Any pitcher can be re-entered to the mound, one time, in a game. All other positions may be substituted at the coach's discretion.
8. There is no limit on the amount of foul balls allowed with two strikes.

9. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will also be a delayed dead ball call by the umpire.
10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.
11. Field playing dimensions:

Bases:	60 feet
Pitchers Rubber	40 feet
Circle at Pitchers Rubber	8' Radius (16' Diameter)
12. In the 11-13 Girls Division, the only illegal pitch that will be called is when a girl starts her delivery towards home plate but does not deliver the ball. If this happens, an illegal pitch will be called and a ball will be awarded to the batter and any base runner will advance one base to include home.
13. Catcher must wear a mask, throat protector (highly recommended, but not required), helmet with ear flaps, shin guards and a chest protector.
14. The infield fly rule will be in effect for this division.
15. This league will use the 12" softball (core .47).

**\*\*\* Each area can deal with team shortages on a case-by-case basis. The area directors must do this. Coaches are not allowed to add to their rosters at any time, for any reason. Failure to abide by this policy can/will result in coaching privileges being revoked.**