

Batesville Beginner Division Rules

The governing rules of play will be officially recognized **U.S.S.S.A** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the two are in conflict.

Game Preliminaries:

1. Offensive half of the inning will continue until three (3) outs are made or five (5) runs are scored, including last inning.
2. No inning may begin after 60 minutes from the start of the game. The inning begins with the last out (or 5th run scoring) of the previous inning. If the home team is batting and winning when time expires, the game ends immediately. Otherwise, an inning started will be completed. Umpire will give start time when game begins. No new inning will start after the time limit
3. During the regular season, if the game is tied at the end of the time limit or after five (5) innings, the game will be scored as a tie.
4. During tournament play, if the game is tied, the Tie-Breaker rule will be used until a winner is declared. The last batted out will begin on second base for each team's half inning with 1 out. The batter starts with 0-0 count.
5. The tournament Championship game will play a full five (5) inning game until a winner is declared. No time limit will be used.
6. Games will end if a team is leading by ten (10) or more runs after four (4) or more complete innings. Games will also end when one team cannot mathematically come back given the run limit (5) per inning. Examples:
 - a. A team is up by six (6) runs after the 4th inning
 - b. The home team is up by six (6) runs when time expires (even if visiting team is batting)
7. Home team will also be responsible for the official scorebook. Home team will be in the third base dugout.
8. The home team is responsible for entering the final score to the Team Snap App immediately following the game.
 - a. Both teams should confirm the final score prior to submission
9. The distance from home plate to pitching rubber will be 35 feet.

10. Prior to the tournament, two (2) defensive coaches may be stationed in the outfield and must remain in the outfield during a live ball. During the Tournament, coaches are highly encouraged to be in the dugout the entire time and coach from there.

PARTICIPATION RULES:

11. Ages- Players shall be 7 or 8 years old. Player age is based on the child's age on **December 31st** of previous year unless exception approved by league.
12. All players on the official team roster will assume a position in the batting order and bat the entire game.
13. Each player will play a minimum of one (1) inning in the infield, and one (1) inning in the outfield, by the end of the 4th inning. During the tournament this rule will NOT apply.
14. Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning. Unless playing with (8) eight or (9) nine players, the infield will consist of six (6) players and the outfield will consist of four (4) must be positioned in (LF, LC, RC, RF) that must be stationed at relatively the same depth in the outfield grass.
15. Teams must have a minimum of eight (8) players to play a game. Failure of either or both teams to field and maintain eight (8) players throughout the game will constitute a "forfeit" for the violating team. If injuries occur during the game which causes a team to have fewer than eight (8) players, the game shall be rescheduled from the point it was stopped. Any attempt to abuse this rule will result in the suspension of the head coach. Players who arrive late must be inserted at bottom of lineup.
16. Pitching
 - a. There will be a 7-pitch limit per batter hittable or un-hittable.
 - b. Players are out if they take 3 strikes at the ball.
 - c. If after 7 pitches, the batter has failed to put the ball into play, the batter is out.
Exception: You cannot foul out on the last pitch.
 - d. There are NO WALKS.
 - e. The pitches shall be flat, not arcing any higher than five feet above the ground.

ON-FIELD RULES:

17. No stealing, delayed steals, or advancing on passed balls.
 - a. No base runners may leave a base until the pitched ball reaches the plate. If the ball is not hit, the base runners must return to the base. Each team will receive one warning per game before the runner is called out for leaving the base early. 'NO PITCH' will be declared when a base runner has left early.
18. No bunting or fake bunting – batter will be out, ball will be dead, and no runners can advance.

19. The batter will not be permitted to advance on an uncaught third strike.
20. No infield fly rule.
21. For player safety, no headfirst slides. A team warning will be issued on first offense with the runner immediately called out on subsequent violations. The play will continue so the defense can record more outs.
22. For the safety of players at the “pitcher’s helper” position, a mask or helmets with face masks must be worn.
23. Courtesy runners are encouraged for the catcher when there are two (2) outs recorded in the inning. For the purposes of this rule, the catcher is the person playing that position in the next inning. The last batted out will be the courtesy runner.
24. Runners are allowed to advance a maximum of one extra base at their own risk on an overthrow from an infielder to first base that stays within play.
25. Play will stop when an infielder has the ball in front of the lead runner and calls “time”, the pitcher's helper has the ball in the pitchers' circle and calls “time”, or when the baserunner has stopped his/her forward progress and retreats to the previous base.
26. The following table covers the various pitching scenarios:

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| Situation | Coach Pitching |
| Number of pitches | 7– Extra pitches for foul balls on final pitch |
| Swinging strike | Counts as a strike |
| Ball thrown | Counts against 7-pitch limit |
| Ball four | N/A |
| Hit batter | N/A |
| Third strike | Batter is out |
| Does not swing at coach’s 7th pitch | Batter is out |
| Catcher’s interference | Batter gets first base |
| Foul ball | Strike – unless third strike or final pitch. Batter who fouls off 7 th (and subsequent) pitch(es) remains at bat |

27. When a coach is pitching:
 - a. A player will field the pitching position and bat her turn. She must position herself with at least one foot inside the pitching circle, even with or behind the rubber.
 - b. If the coach unintentionally touches a batted ball, the ball remains alive and in play. They are part of the field.
 - c. If a coach intentionally interferes with a batted ball, the ball is dead immediately and the batter is out.
 - d. If the coach accidentally catches a hard, line drive, the batter will remain at bat with no extra pitch added to her count. This is a do-over. but

- e. If the coach touches a thrown ball (either unintentionally or intentionally), the ball is dead. The runner being played on is out. If the runner being played on is not obvious, then the runner closest to home is out.
28. In the event of a dispute or a question over the rules, head coaches will be encouraged to calmly discuss between themselves. If this does not resolve the issue, the issue will need to come to the league head for a final decision. I recommend that these be handled in respectful manner as we are setting examples for the kids.

Batesville Junior Division Rules

The governing rules of play will be officially recognized **U.S.S.A** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the two are in conflict.

GAME PRELIMINARIES:

1. Offensive half of the inning will continue until three (3) outs are made or six (6) runs are scored, including last inning.
2. No inning may begin after 75 minutes from the start of the game. The inning begins with the last out (or 6th run scoring) of the previous inning. If the home team is batting and winning when time expires, the game ends immediately. Otherwise, an inning started will be completed. Umpire will give start time when game begins. No new inning will start after the time limit
3. During the regular season, if the game is tied at the end of the time limit or after six (6) innings, the game will be scored as a tie.
4. During tournament play, if the game is tied, the Tie-Breaker rule will be used until a winner is declared. The last batted out will begin on second base for each team's half inning with 1 out. The batter starts with 0-0 count.
5. The tournament Championship game will play a full six (6) inning game until a winner is declared. No time limit will be used.
6. Games will end if a team is leading by eleven (11) or more runs after four (4) or more complete innings. Games will also end when one team cannot mathematically come back given the run limit (6) per inning. Examples:
 - a. A team is up by seven (7) runs after the 5th inning
 - b. The home team is up by six (6) runs when time expires (even if visiting team is batting)
7. Home team will also be responsible for the official scorebook. Home team will be in the third base dugout.
8. The home team is responsible for entering the final score to the Team Snap App immediately following the game.
 - a. Both teams should confirm the final score prior to submission
9. The distance from home plate to pitching rubber will be 40 feet. The Softball Director may adjust to 35 feet if needed based on pitcher ability and/or pitcher qualifies as a 10U player.

PARTICIPATION RULES:

10. Ages- Players shall be 9 to 12 years old. Player age is based on the child's age on **December 31st** of previous year unless exception approved by league.
11. All players on the official team roster will assume a position in the batting order and bat the entire game.
12. Failure of either or both teams to field and maintain eight (8) players throughout the game will constitute a "forfeit" for the violating team. If injuries occur during the game which causes a team to have fewer than eight (8) players, the game shall be rescheduled from the point it was stopped. Any attempt to abuse this rule will result in the suspension of the head coach. The missing 9th player is an automatic out. Players who arrive late must be inserted at bottom of lineup.
13. If a player leaves the game due to injury, her spot in the lineup will be skipped without penalty (assuming team still has nine (9) or more players). The injured player can return later in the game assuming her spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
14. All pitching assignments will be defined in the USSSA rules on web with these exceptions:
 - a. A pitcher shall be permitted to pitch in a maximum of four (4) innings in a game. One (1) pitch during an inning will count towards this maximum. This applies to regular season and post-season tournament games.
 - b. A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.

ON-FIELD RULES:

15. Stealing – A base runner may not leave her base until the pitched ball has left the pitcher's hand. The runner will be called out for violating this rule. No warning will be given. NO PITCH will be declared if they leave the base early. NO straight steal of home, runner can advance on a wild pitch.
16. **The "Look Back Rule" will be in effect when the ball is live for all runners, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is in the pitcher's circle when both feet are on or within the lines. A runner who rounds the base toward the next base may stop, but then must immediately, without stopping, return to the last base touched or attempt to advance nonstop to the next base. If the runner does not move nonstop back to the last base touched or nonstop toward the next base, then the ball is dead, and the runner is out. If two or more runners are off their bases when one is called out, the ball is dead, and the other runners are returned to the last base touched. Only one (1) runner may be called out. The runner will not be declared out if a play is made on the runner or the pitcher is "in the act" of making a play on the runner (a fake throw is considered a play).**
17. The batter will not be permitted to advance on an uncaught third strike.
18. No infield fly rule.

19. Fake bunt swings (slash, butcher boys etc.) are NOT permitted. If attempted (contact not required) the batter is out, the ball is dead, and no runners may advance. For clarity, bunts, slaps, and fake bunts are allowed.
20. If a pitcher commits an illegal pitch, the umpire will call "time" and have the pitcher and batter reset. No penalty will be enforced. If an illegal pitch is put into play and the batter and all runners advance at least one base, the play will stand. If the batter and runner don't advance at least one (1) base, the offense will have the choice to take the play or reset.
21. For player safety, no headfirst slides. The runner will immediately be called out. The play will continue so the defense can record more outs.
22. Courtesy runners are encouraged for the catcher when there are two (2) outs recorded in the inning. For the purposes of this rule, the catcher is the person playing that position in the next inning. The last batted out will be the courtesy runner.

Batesville Substitute Player Rules

Teams unable to field the minimum number of players may use substitute players. Substitute players will be lower division call-ups only.

1. Coaches will request a player from the yearly group communication source(text, app, etc.).
2. Coaches from the other teams in the division will ask appropriate girls if they are available for requested game.
 - a. Appropriate girl is defined by a player who would not be a safety concern if moved up. We do not want substitutes to be players who have little to no experience and subject to injuries. It should be a player who has a reasonable chance to advance to the next level, follow directions, and would pose a low safety risk to the league.
3. A team is eligible for a substitute player when they have eight (8) or fewer rostered players available.
 - a. Teams may be brought up to be a maximum of nine (9) players when utilizing a substitute.
4. If no substitute is available, the team must play with the available players or forfeit.