

Stillwater Softball Club Rules

(Unless otherwise stated in this rules packet, NFHS Rules will be applied.)

Length of Games

8U – 5 Innings or 60 Minutes

10U – 5 Innings or 60 Minutes

12U – 5 Innings or 60 Minutes

Umpires will keep the official game time.

*A new inning begins as soon as the 3rd out is called of the previous inning.

**The official game time will start when the defensive team takes the field.

Base and Pitching Distances

8U – Bases 60ft / Pitching Plate at 35ft

10U – Bases 60ft / Pitching Plate at 35ft

12U – Bases 60ft / Pitching Plate at 40ft

Bat Specs. (All Divisions)

All bats in use must be one of the following;

1. Permanent USSSA stamp on the taper of the handle OR
2. Permanent ASA stamp on the taper of the handle.

SASA reserves the right to inspect, approve or banish any and all bats that come into question.

*First Offense – If the umpire discovers that a bat does not conform to the rules listed above during or after the bat has been used in play, it shall not be automatic grounds for declaring the batter out and/or ejection from the game. If it is discovered by the umpire that an illegal bat has been used to put a ball in play, the defensive team (before the next legal pitch) will have the choice to take the result of the batted ball or the batter will be called out and baserunners will return to their position on base before the pitch that was hit.

**Second Offense – The offending team's manager will be ejected as well as the first offense penalty.

Official Softball

8U - 11" COR .47 ball supplied by each team

10U - 11" COR .47 ball supplied by each team

12U - 12" COR .47 ball supplied by each team

Home Team (All Divisions)

The home team shall be designated by a coin flip before each game.

Stillwater Softball Club 8U Coach Pitch League Rules

1. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
 - a. Auto-outs will be called for every empty lineup spot under 10 hitters.
 - b. Auto-outs may be waived by the opposing coach at the plate meeting only.
2. 10 player defense (4 outfielders)
 - a. Player Pitcher must keep 1 foot on or within the pitcher's circle until contact
 - b. Only 6 players on the infield
 - c. Infield is identified as beyond the "skinned" dirt area. Ie "outfielders gotta be in grass".
3. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense. Once stopped on the bases and time is called all base runners may only advance once a pitch has been hit.

-Example...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.

-Example...A batter/runner that is stopped at 2nd may only advance when a pitch has been hit.
4. "Time" will be called when...
 - a. The lead runner is no longer attempting to advance
 - b. While the defense (any player irregardless of position) posses's the ball on the infield dirt.

If a defensive player does not posses the ball or is not on the infield "Time" will not be called irregardless if runners are attempting to advance or not.

***Rule 4 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

5. No bunting
6. No stealing
7. 35ft Safety Arc, all infielders must start each pitch behind this line until ball is hit
8. Adult pitcher must pitch under hand from between the front side of the pitchers circle and the rubber at 35 feet (min. age of 16)
9. Batters shall receive a maximum of five (5) pitches or three (3) swinging strikes.
 - a. A batter can not end their at bat on a fouled ball that is not caught (catcher or fielders).
10. No intentional walks
11. 6 run maximum per inning (including the last inning)
12. Game ending run rule is when the trailing team can't tie the game
13. The Adult Pitcher may **NOT** give verbal commands/instruction to hitters and/or runners that provide their team a "competitive advantage "at any time during their offensive half inning.
14. The Adult Pitcher must vacate the field of play (opposite of the direction the ball has been hit) into foul territory and remain in foul territory until "Time" has been called.
 - b. Defensive players should be taught to never throw the ball to the Adult Pitcher unless time has been called.

Stillwater Softball Club 10U League Rules

1. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
 - a. Auto-outs will be called for every empty lineup spot under 9 hitters.
 - b. Auto-outs may be waived by the opposing coach at the plate meeting only.
2. 9 player defense (3 outfielders)
 - a. Pitching distance is 35ft.
 - b. Only 6 players on the infield.
 - c. Infield is identified as beyond the “skinned” dirt area. Ie “outfielders gotta be in grass”.
3. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense.
-Example...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.
4. Base runners may steal one base per pitch.
-Example...Base runner steals second. Catchers throws the ball into center field...runner can not advance to third.
5. "Time" will be called when...
 - a. The lead runner is no longer attempting to advance.
 - b. While the defense (any player irregardless of position) posses's the ball on the infield dirt.
 - c. If a defensive player does not possess the ball or is not on the infield "Time" will not be called irregardless if runners are attempting to advance or not.
***Rule 5 Comment:** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
6. **Bunting is allowed.**
7. No drop 3rd attempts to advance.
8. 6 run maximum per inning.
9. Game ending run rule is 12 after 3, 10 after 4.