



FMYSA Softball Official Rules

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Rules for All Age Groups – Updated 5/2010

Rules specified in this document apply to games within our Recreational Softball leagues only. Rules for our Select Softball teams and leagues are specified elsewhere.

Rules for All Age Groups:

1. Judgment calls by the umpires may appear unsatisfactory. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player, or parent one time. After that, the umpire has the authority to remove said person from the game and/or park. Umpires will notify the league of all ejections.
2. Each FMYSA coach should remember that we are here for the enjoyment of the children. This is a developmental / recreational league, not a competitive league. Please communicate with the players in a positive, supportive manner.
3. Discipline problems should be handled by removing the child from the activity or drill for an appropriate amount of time. The Time Out principle works well.
4. If a child is injured during a game and the coach/umpire believes the injury serious enough to stop play, he/she will do so. Coaches should attend to their players immediately. We suggest that every team have a first aid kit available. If the nature of the injury is serious enough, call 911. Contact the Field Director as soon as possible and document the injury.
5. FMYSA rules are in addition to current ASA rules. FMYSA rules always take precedent over ASA rules.
6. Players should be rotated through various positions in the field. In an effort to speed the game, it is recommended that coaches not change players' defensive positions each inning.
7. If you need league assistance with a matter, please contact your league director first. If they cannot resolve the matter, contact the V.P. of Recreation Softball.
8. ALL teams will bat the entire roster in league and post-season Town Championship tournament.
9. Coaches are entitled to free defensive substitution; the players' spots in the batting order do not change.
10. For ages 8U and above, no player shall remain on the bench for more than two consecutive defensive innings. Under 8U all defensive players take the field.
11. Only metal, graphite, ceramic, or composite bats, manufactured specifically for softball play, will be allowed for recreational league and post-season tournament play. Wooden bats are not allowed at any time.
12. All batters and baserunners must wear a batting helmet with a face-mask and chin-strap.



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13. Catchers are required to wear full protective headgear, mask, chest protector, and leg guards. Only exception: leg guards are not required in 6U.
14. A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify appropriate FMYSA personnel in the event of any ejection.
15. Coaches should refrain from touching base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty: 1 warning, the 2nd time is an out.
16. For 8U and above: If any team forfeits more than 1 game for any reason, that team will not be allowed to participate in the Town Championship tournament.
17. A player's intentional collision with an opposing player (other than through sliding) will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify appropriate FMYSA administrative personnel in the event of any ejection.
18. No jewelry (rings, bracelets, necklaces, etc.) will be allowed during play. Ear studs may be worn if covered with tape or a Band-Aid.
19. No player on an FMYSA Recreation roster may also be on any Select team roster during the scheduled recreation season. FMYSA recreation players are permitted to guest play on a select team, with permission of the recreation coach and the VP of Softball. If violations are found, the player will be removed from the recreation team with no refund and the team may be required to forfeit games played with the ineligible player. (Added 6/2009)

Guest Player Rules:

FMYSA allows the use of guest players, under the guidelines described below, in order to avoid forfeits and allowing kids to play ball.

The spirit of the Guest Player rule is to allow short-handed teams the temporary use of other league players rather than forfeit the game. This rule is not intended to be used as a tool to exclude regular team members in favor of more highly skilled players.

Guidelines:

1. A coach is authorized to add up to two guest players per game, provided that all of the following criteria are met:
 - a. The guest players are currently registered in the same or younger FMYSA age group (no select players are permitted to guest play in Rec), and
 - b. The guest players play with the permission of their parents AND regular coach, and
 - c. The coach must announce and identify the guest players to the umpires and opposing coach prior to the start of each game, and
 - d. The home team shall record the player's full name in the official game book, and



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- e. The guest players play outfield positions only, and
 - f. The guest players wear their regular uniforms, and
 - g. The guest players must bat last in the batting order, and
 - h. The guest players are not on the field if any regular roster player is present and available to play, and
2. Regular season games involving guest players shall be official games and are not to be considered forfeits. Guest players may be used during tournament play.

Innings & Time Limits

Age Group	Innings	Time Limit (minutes)	Complete Game	Score Kept	Base Distance	Pitching Distance	Max Runs Per Inning
6U	6	55 ⁽¹⁾	30 mins / 2 innings	No	50'	35' ⁽³⁾	4
8U	6	60 ⁽²⁾	40 mins / 3 innings	Yes	60'	35'	4
10U	6	75 ⁽²⁾	45 mins / 3 innings	Yes	60'	35'	5
12U+	6	75 ⁽²⁾	45 mins / 3 innings	Yes	60'	40'	5
Notes:	<p>(1) Play will immediately cease after time expires.</p> <p>(2) No inning starts if time has expired. After time expires the HOME team can finish the inning if trailing by 4 runs or less (8U) or 5 runs or less (10U+). Games that end in a tie will not go into extra innings; they will be officially recorded as tie games.</p> <p>(3) Coaches are allowed to use a floating rubber. This means you may move as close to your batter as you deem necessary to enable the batter to successfully hit a pitched ball. Remember though, the child-pitcher must remain at least 35' from home plate.</p>						



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Age 6U Softball Rules - Updated 6/2009

1. The official ball of FMYSA 6U division will be the 11" Reduced Injury Ball, similar to the Easton Incrediball.
2. All players should assume a defensive position on the field. Each team is allowed one pitcher and one catcher. The child-pitcher **must** position herself on either the right or left side of the pitching rubber and be no more than 3' from the rubber, but **Not** in front of the rubber. Additionally, each team is allowed to have up to five infielders. The remainder of the defensive players should be spread throughout the outfield and must remain ten feet behind the baseline. Infielders must remain at least 45' from home plate when the ball is pitched.
3. Each batter may receive up to six pitches in which to hit a fair ball. If the child is unable to hit one of the first four pitches in fair territory, the child has the option to get two swings at the softball on a batting tee. If the child is unable to hit one of the four pitches and the ball on the batting tee into fair territory, a **strikeout** will be recorded. **No** continuous foul balls.
4. There is no bunting.
5. In addition to the normal way in which a batter/runner may be put out, the following rule will apply with respect to **force plays only**. A runner will be declared out by the umpire if the runner is being forced to the involved base and:
 - a. The fielder is in contact with the base, and
 - b. The ball makes contact with the fielder's glove or body, prior to the runner touching the base. The ball **does not** have to be caught by the fielder.
6. Base runners may not leave the base until after the ball has been hit by the batter.
7. Runners will receive no additional base on any overthrow into foul territory, unless the ball enters a dugout, in which case each runner will receive one additional base and the ball is considered dead. Overthrows remaining in fair territory will be considered live and runners may continue to advance at their own risk of being put out. **Exception: When the defense overthrows the 1B player, the runner may advance to 2B at their own risk of being put out. The runner cannot advance beyond 2B until the next batted ball.**
8. The umpire will declare the play over when:
 - A defensive player throws the ball to the coach-pitcher while the coach-pitcher is within the 8' radius of the pitching rubber. At that point, the umpire will call "Time Out" and allow any runners to advance to a given base, if and only if, the involved runner(s) were at least half way to the base. Runners who had not yet reached the half-way point between bases will be returned to the last base touched, **or**
 - A defensive player has retrieved the ball and all runners have ceased advancing to the next base.
9. A maximum of three coaches may be placed behind the outfielders.
10. Players must play 2 consecutive innings in the infield (1st, 2nd, 3rd, SS, P, and C) during every regular season game. This requirement must be met in 4 defensive innings. (Added 6/2009)



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Age 8U Softball Rules - Updated 6/2009

1. Ten players should assume a defensive position on the field. Each team is allowed one pitcher and one catcher and four infielders.
 - The child-pitcher **must** position herself inside of the pitching circle and wear a helmet with a facemask and chin-strap. The child-pitcher must also remain at least 35' from home plate and be even with or behind the pitching rubber.
 - Infielders must remain at least 45' from home plate when the ball is pitched. The remainder of the defensive players should be spread throughout the outfield and must remain ten feet behind the baseline when the ball is pitched.
2. Teams playing with only nine players shall not incur an automatic out when the 10th batting position arises. The 1st batter will then bat without penalty to the team.
3. Pitching Rules: The pitching machine will be used in 8U games. If the pitching machine is unavailable, the game will be played using Coach Pitchers.
 - The machine will be set at 35' and pitching at a speed of **33** mph. The coaches cannot adjust the machine in the middle of the game. If the UMPIRE feels it should be adjusted, time will be called and the game clock will stop.
 - The coach will remain around the machine to make sure the kid pitcher doesn't run into the machine trying to make a play. On a batted ball, the coach should kneel down to allow the defense to make the play.
 - Each batter may receive up to four pitches in which to hit a fair ball. Umpires will call swinging strikes only and three will be an out. The batter will receive up to 2 continuous last strike foul balls. If the ball is not hit fair by the 6th pitch (including continuous fouls), the batter is out.
 - The immediate area around the machine is out of bounds for players. No player should be within an arm's length of the machine at any time.
 - If the ball enters the immediate area of the machine by any method other than being batted, the ball will be declared dead and runners will be awarded one extra base. (Ball entering dead-ball territory)
 - If the ball is batted into the machine, the ball will be declared dead, batter is awarded first base, runners will remain at their current base unless required to advance via force. (Obstruction)
 - **The Coach Pitcher cannot coach any player other than the batter. Penalty: runner being coached by the Coach Pitcher will be called out.**
4. There is no bunting or stealing. If the runner leaves before the ball is pitched, the runner will be out. If the runner is tagged before returning to their base, the runner will be out.
5. Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case each runner will automatically receive two bases from the time of the throw and the ball will be considered dead. Overthrows remaining in play will be considered live and runners may continue to advance at their own risk of being put out.



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- **Exception: When the defense overthrows the 1B player, the runner may advance to 2B at their own risk of being put out. The runner cannot advance beyond 2B until the next batted ball.**
6. The umpire will declare the play over when the pitcher (not the coach pitcher) has possession of the ball within the Pitcher's Circle. Base runners will advance to the next base if over half way to that base, or return to the previous base touched if half way or less.
 7. The umpire will not call a play dead just because a defensive player returns the ball to the coach/pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. If a defensive player gives the ball to the coach/pitcher during live play, the play will be called dead and each base runner will be awarded an additional base. Coach-pitchers should make every attempt to remove themselves from the play, thereby discouraging the defensive players from throwing the ball to them.
 8. A maximum of two defensive coaches are allowed on the field, provided they remain in foul territory at all times. These defensive coaches will place themselves adjacent to their outfielders and no closer than the infield dirt. **Coaches may not position themselves half-way up the baseline at any time.**
 9. Players must play at least 1 inning per game in the infield (1st, 2nd, 3rd, SS, P, and C) during every regular season game (does not include Town Championship tournament). This requirement must be met in 3 defensive innings. Rare exceptions may be permitted, with approval from VP of Softball. (Added 6/2009)



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Age 10U Softball Rules - Updated 6/2009

1. Nine defensive players are allowed on the field at one time. Each team is allowed one pitcher, one catcher, and four infielders. The child pitcher must remain in the pitcher's circle and behind or even with the pitching rubber (at least 35' from home plate) until the ball is hit when a coach pitcher is in the game. Penalty: If the batter puts the ball in play and the pitcher throws the batter out, the batter will be awarded 1B. If the ball is not put in play but the pitcher intentionally distracts the batter, the batter is awarded an additional pitch. Additionally, 1st time warning issued to the coach, the 2nd time removes the pitcher from the position for the rest of the game.
2. Teams playing with only eight players SHALL incur an automatic out when the 9th batting position arises. A team must have at least 8 players to start the game. If a guest player is used she must play in the outfield, bat last, and wear the uniform of her own team.
3. A child-pitcher may pitch a maximum of three balls (non-strikes) during a single at-bat. After the third called ball, an offensive coach will pitch the number of strikes that are left. (i.e., if the batter has 2 strikes, then the coach gets 1 pitch). After the final pitch, the batter is out unless she fouls off the last pitch. The batter will continue to receive pitches until she puts the ball in play or does not make contact. There are no walks, bunting, or stealing while the coach is in the game pitching.
4. The coach is to leave the field after contact with the ball is made. **The coach/pitcher cannot coach any player other than the batter. Penalty: the runner being coached by the coach pitcher will be called out.**
5. The coach is considered part of the field. If he is hit with the ball, play continues unless the umpire feels it was intentional. If ruled intentional, the batter is out and base runners return to the original base.
6. Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case, each runner will automatically receive two bases (from the time of the throw). Overthrows remaining in play will be considered live, and runners may continue to advance at their own risk of being put out.
7. Once the ball is returned to the pitcher in the pitcher's circle, all base runners must either advance to the next base or return to the base they just came from immediately. Any hesitation or fake moves and the runner will be called out by the umpire.
8. Base runners are allowed to leave the base only after the pitcher has released the ball. Base runners are allowed to steal 2nd and/or 3rd base. Base runners are prohibited from stealing if a coach is pitching. Base runners are allowed one(1) stolen base per child pitch. Base runners are prohibited from stealing home or attempting to score on a passed ball or wild pitch.
9. There is no dropped third strike provision; the batter is out upon the third strike.
10. Players must play at least 1 inning per game in the infield (1st, 2nd, 3rd, SS, P, and C) during every regular season game (does not include Town Championship tournament). This requirement must be met in 3 defensive innings. Rare exceptions may be permitted, with approval from VP of Softball. (Added 6/2009)



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Age 12U and Older Softball Rules - Updated 6/2009

1. The official ball shall be a 12" fast pitch softball.
2. Nine defensive players are allowed on the field at one time. Each team is allowed one pitcher, one catcher, and four infielders.
3. Teams playing with only eight players SHALL incur an automatic out when the 9th batting position arises. A team must have at least eight players to start the game. If a guest player is used she must play in the outfield, bat last, and wear the uniform of her own team.
4. Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case, each runner will automatically receive two bases (from the time of the throw). Overthrows remaining in play will be considered live, and runners may continue to advance at their own risk of being put out.
5. Once the ball is returned to the pitcher in the pitcher's circle, all base runners must either advance to the next base or return to the base they just came from immediately. Any hesitation or fake moves and the runner will be called out by the umpire.
6. Base runners are allowed to leave the base only after the pitcher has released the ball. Base runners are allowed to steal any base and may steal home on a wild pitch or passed ball.
7. There is a dropped third strike provision; the batter may advance to 1st base upon a dropped third strike, provided that either; 1) 1st base is unoccupied and less than 2 outs exist, or 2) whenever 2 outs exist (whether 1st base is occupied or not).
8. Players in 12U (not required at older age groups) must play at least 1 inning per game in the infield (1st, 2nd, 3rd, SS, P, and C) during every regular season game (does not include Town Championship tournament). This requirement must be met in 3 defensive innings. Rare exceptions may be permitted, with approval from VP of Softball. (Added 6/2009)