

## 5-7 Softball

### PLAYING RULES

#### Equipment

- An eleven-inch Fast Pitch Official Softball will be used in games. Game balls will be provided by Salem Baptist Church.
- Any official youth softball bat may be used. No baseball bats.
- All batters, on deck hitters and base runners must wear helmets with facemask. Helmets should not be removed until players have safely returned to dugout.
- Catchers must wear a catcher's mask and helmet as well as a chest protector.
- No watches or jewelry should be worn.
- Base paths will be 55 feet long.

#### Game Rules

- The Home Team, listed first on the schedule, will lead in prayer before the start of each game. After the game, we will line up to congratulate the opposing team for a game well played, with the visiting team leading in prayer.
- The game will be six (6) innings. No inning will start after 60 minutes, which will be kept on the scoreboard.
- There will be ten (10) players on defense. Teams may play with less than ten (10). If a team has less than nine (9) players, the opposing coach will arrange a loan of players for defensive purposes. There will be no forfeits in Salem Softball.
- The offensive team will be made up of the entire team roster. **Example:** if 13 players are present and able to play, all 13 players bat. In case of injury or illness, a player may miss her turn at bat with no penalty and may re-enter the game.
- An inning shall end with the third out or when five (5) runs are scored.
- The base runner cannot steal or advance on a passed ball.
- The infield fly rule will not be in effect.
- Each batting team will have a first base coach and a third base coach as well as a coach who will serve as "designated pitcher". The designated pitcher may carry a glove onto the field for his/her protection only. The pitcher should compliment the defensive team on a good play and never attempt to distract them in any way
- Before any pitch is delivered, a defensive player is to be positioned parallel to the pitching rubber, to the left or right of the designated pitcher, maintaining sufficient distance as to not interfere with the delivery of the pitch. Neither this defensive player nor any other defensive player in the game, other than the catcher, shall be positioned closer to home plate than the pitching rubber to field a ball once hit or thrown.

- Players should play in the correct positions. Because of the age change and larger field size change, outfielders will be able to play on the edge where the outfield and infield meet...coaches can use discretion for this.
- Each batter is allowed 4 pitches to be thrown to her. The offensive coach will pitch four balls to her player. If the player does not hit the ball, it will be placed on the tee for her to hit. Bunting is not allowed.
- The ball becomes dead when: a) the player at the pitching position has control of the ball; b) a defensive player has control of the ball in front of the lead runner.
- A base runner may continue to the next base only if she has advanced more than half way to the next base when the ball becomes dead. The umpire will use the halfway marks to determine this.
- **On an overthrow to first:** the base runner may advance one base at her own risk.
- The distance from home plate to the pitcher's rubber will be 35 feet. Pitchers may scoot up to the front of the circle if it will help a player succeed in hitting the ball.
- Two Defensive Coaches are allowed on the field and should be positioned behind the outfielders.

## **Dugouts**

Assignments: The Home team will occupy the 1<sup>st</sup> base dugout.

Clean-up: Teams need to remove all equipment and trash from the dugouts immediately following the end of the game.

Vacate Immediately: Dugouts should be vacated immediately following any game where another game is scheduled on the same field. Post game team meetings should be held elsewhere.