

## 11-12 Softball

### **Playing Rules**

Time Limit: 1 hour 15 minutes or 6 innings, whichever comes first.

Run Rule: A 15 run rule is in effect after 3 complete innings.

A 10 run rule is in effect after 4 complete innings.

No more than 5 runs per inning per team may be scored. Any run crossing home plate after the 5<sup>th</sup> run will not be counted in innings 1-4. Once the 6<sup>th</sup> run has been scored and play has stopped, switch sides regardless of the number of outs. The 6<sup>th</sup> inning (and only the sixth inning) is unlimited runs.

Games will be played with mandatory "free substitution". All players that are present must be on batting roster at start of the game: late players will be added at the end of the line-up (all players on the team get to bat).

Defense can be played with a maximum of 9 players on the field. The minimum number of players needed to start a game is 8. Teams must take batter #9 as an out until other players show up. Coaches may agree to play with pick-up players.

The on deck batter must be behind the batter.

No lead off; stealing is allowed to all bases.

No bats can have a barrel bigger than 2-1/4 inch, and cannot be longer than 33 inches.

Runners may not leave base until the ball crosses home plate. If the runners leave bases early or miss a base while running, it must be appealed to the umpire by the coaches. It will be an automatic out if the umpire rules in favor of the appeal.

Players must slide feet first into bases, which are being challenged at 2<sup>nd</sup>, 3<sup>rd</sup>, and home base, players will not be called out at 1<sup>st</sup> for not sliding or sliding. Each team will be allowed 1 warning from the umpire. After that it will be an automatic out.

Base distance: 60 feet

Pitching distance is 40 feet from back of home plate to front of pitchers mound.

No balk pitches will be called.