



Game Play Rules & Equipment

All softball (Youth & High School) will follow ASA rules except where modified.

GAME PLAY RULES

- 5 run max per inning before switching.
- All batters begin with a 0-0 count.
- 75-minute dead stop per time, warm up is included in this 75-minute time slot. This begins as soon as the previous game ends. Teams are encouraged to show up earlier to stretch. This way they can begin catch play as soon as they get on the field.
- No infield/outfield pregame
- In-game defense will be allowed to warm up in the first inning, no warm-up going forward.
- Starters will receive 8 warm-up pitches in inning one, 3 warm-ups going forward.
- 9 v 9 format
- Unlimited batting orders & substitutions will be allowed.

Please hustle on and off the field, this will be enforced by umpires.

GROUND RULES

- I. Any ball that hits the bubble/lights in fair territory will be considered in play; additionally, the netting divider at midfield is in play as well.
- II. Fair territory exists between the white and yellow foul lines.
- III. Dead Balls: On the first base side any ball will be deemed dead, and a player will be ruled to the next base on a ball that hits the bubble ABOVE the blue lining, hitting the white.
- IX. Any ball that hits the blue lining, either by throw or by bounce shall be ruled live and a defensive player can make a play on this ball. Batters may advance at their own risk in this scenario.



- V. On the third base line, any ball that gets tangled in the netting is considered dead, and the defensive player should put their hands in the air to show this. The umpire will decide if a runner advances or not.
- VI. On passed balls by the catcher, any ball heading straight back shall be live, and batters may advance at their own risk.
 - a. 10U cannot steal home on a passed ball.
- VII. Dead ball/no play will be ruled on any ball first contacting the dome in foul territory; this will be ruled a dead ball, and no play can be made on the ball.

IMPORTANT TO KNOW

- 2 base maximum per pitch (runner can take an additional base, at their own risk).
 - Unlimited after hitting the ball.
 - **Example:** Base runners may proceed at their own risk to take a second base on an overthrow. Therefore, a player stealing second base can advance to third on an overthrow but would not be allowed to continue home on the same play (even if a subsequent overthrow occurs during the play).
 - If a player is stealing third, she may take home on an overthrow to third.
 - Batters that walk or take 1st on a dropped strike, may continue to take 2nd at their own risk, but could not then take third on an overthrow.
 - This remains consistent with the statement that players can take 2 bases maximum per pitch. This rule does not apply to base running after a hit ball. Base runners are not limited to the number of bases they can take on overthrows that occur after a hit ball except when the ball is thrown out of play. In this case, the standard bases are awarded for the ball out of play.
- There is no stealing of home on a pass ball at 10U
- No dropped 3rd strike at 10U only
- Games at all levels (10U-HS) will be called early with a team-leading by 10 plus runs after 4 innings

EQUIPMENT

- No metal spikes are allowed. Turf shoes or rubber cleats only. All batters must wear a helmet.

UNIFORM



- Players do not need to wear full uniforms. T-shirts, baseball/softball pants, and hats are encouraged.