



# **15U Softball Division**

## **Rules & Regulations**

### **Team Composition:**

A total of 9 players play defense in the field: 6 infielders (including a catcher wearing approved equipment) and 3 outfielders.

### **Grace Period**

(10 minutes for the first game of the day; 5 minutes for all subsequent games)

A team will be allowed the grace period when they have less than **9 players**. If a team has less than 8 players once the grace period has expired, the game shall be declared a forfeit. If the game time has slipped more than the grace period during the day, the team has essentially had its grace time and a forfeit will be called as soon as the ump is ready to start the game.

If a forfeit is declared, the game will be played for 'fun' and experience. The two teams may split up or pick up other CCYA league players in the same age group.

**Arriving Late:** Any player who arrives before the leadoff batter bats for a second time may enter the game immediately but must be added to the bottom of the batting order. If a player arrives after all players have batted once and the leadoff batter has taken a pitch, they may not enter the game.

### **Game Length**

The length of the game will be 1 hour and 45 minutes.

The game clock starts when the official announces the start time. The official is the time keeper. Both teams should record and agree on the start time provided by the official.

Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. If 3 innings have been completed and the game is not tied, no new inning shall be started when there is less than 10 minutes remaining in the time limit.

### **Run Lead**

The following run leads will be in effect and end the game:

15 run lead after 3 innings (the score would be 15-0).

10 run lead after 4 innings (3 and ½ if home team is winning).

## **Regulation Game**

It is a regulation game if 3 or more innings have been completed.

### **If the game is called because of darkness, bad weather, etc.**

If a game has to end for any reason before the current inning has been completed, and at least 3 innings have been completed, the score of the last completed inning will be used to determine the winner. If the score is tied, the game will end in a tie. If less than 3 innings have been completed, then the game will need to resume at a later date. Be sure to record all outs and where the base runners are located.

If any game is tied at the end of regulation play, 1 extra inning will be played to try to avoid a tie. If after the extra inning the game is still tied, the game will be declared a tie and an official game.

The umpire may stop the game if all of the following conditions are met: 1) there is less than 10 minutes of game time remaining; 2) The home team is winning; and 3) The visiting team is not at bat

## **Run Limit**

The “5-run-limit” scoring rule shall be in effect. Each team may only score a maximum of 5 runs per inning for the first 3 innings. Starting with the 4<sup>th</sup> inning, scoring is unlimited.

## **Batting**

Only one batter allowed in the on deck circle. All other players must remain in the dugout.

All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. **PENALTY: Batting out of order will result in that batter being out.**

3<sup>rd</sup> strike drop rule **is in effect.**

If a player is injured and unable to bat at his batting spot, the coach has the option of taking an out (so the player may return to the game in his same batting order) or not taking the out (the player then may not return to the game at all, offensively or defensively.) If by removing this player the team is reduced to less than 8 players, the team has the choice to continue the game or forfeit the game. If the game is forfeited, the forfeiting team can get players from the other team or other CCYA players in the same age group and continue playing for fun and experience.

Bunting, as well as fake bunting, is permitted. If the batter has 2 strikes and attempts a bunt that results in a foul ball, the batter will be called out.

## **Pitching**

The pitching plate will be set at 35 feet.

Pitchers may only pitch three (3) innings per game.

Pitchers must wear a face shield.

Second trip to the mound for the same pitcher will result in pulling that pitcher. Standing next to your pitcher while they warm up between innings will not count as a visit to the mound. You may use pitchers in any order as long as they do not exceed the (3) inning limit. Any ball pitched from the mound to the plate with a batter in place is considered an inning. Coaches are encouraged to develop several pitchers.

No intentional walks are allowed.

## **Base Paths**

All base paths are 60 feet.

## **Participation Rule**

The entire roster of players will be listed in the batting line-up and no player will be benched for more than 1 consecutive inning.

## **Infield Fly Rule**

Infield fly rule is in effect for this age division.

## **Base Advancement**

A batted ball, unless called a foul by the umpire, is live and in play until the defense stops the progress of all runners or umpire calls time.

Stealing bases is allowed; however, the base runner may not leave the base until the pitcher releases the ball. Any runner judged by the umpire to have left the base before the ball has been released from the pitcher will be removed from the base and call out. If a runner is removed for leaving early, the umpire will call time and the pitch will not count (no pitch to the batter). All remaining base runners must return to the base they previously occupied. Leading off is not allowed.

A player may steal home.

Leading off is not allowed.

The base runner is out if she leaves the baseline to avoid a tag. This is a judgment call by the umpire and cannot be appealed. The base line is 3 feet and is established by the base runner.

The base runner is allowed to 'tag-up' if a fly ball is caught.

Runners must avoid hard contact at home plate if the catcher is making a tag on the runner. Coaches are encouraged to have their catcher move off the plate if there is not a play to be made at home plate. No head first sliding is allowed at any base. **PENALTY: runner is out.** A dive back is not considered a head first slide.

Runners must avoid 'hard' contact with any defensive player making a tag on that runner. If this occurs, the runner will be called out. This is at the umpire's judgment.

Play is stopped if a player is injured. Time will be called and the advancement of the runners is at the judgment of the umpires.

If a "forced out" is made on the 3<sup>rd</sup> out, no runs will be scored. If the 3<sup>rd</sup> out is made by tagging a player that was not forced to run, all runs scored prior to the tag will count.

## **Substitution Rule**

Does not apply since all players bat and are rotated into the field of play.

Speed up rules will be used for the catcher only. The last batter that made an out may run for the catcher at any time. This is not mandatory, but it is encouraged to keep the game moving.

The offense and defense may have one timeout per inning. Changing pitchers does not count as a timeout. Defensive substitutions on the field or from the dugout may occur at the coach's discretion.

## **Equipment**

All batters, runners, and on deck batters must wear helmets at all times. Catchers should wear protective equipment: mask, shin guards, chest protector and catcher's helmet during all practices and games. Pitchers must wear a face shield.

Softball – will be an 12" optic yellow softball

## **Outfielders**

Outfielders must start the play at least 10' behind the base path. Although this should rarely occur, outfielders are allowed to make a play on a base.

## **Coaches positions**

Offensively, only base coaches will take positions on the playing field during a game. The base coaches can not touch the runners when the ball is in play. **PENALTY: The base runner will be call out.** Once the umpire has called time, feel free to congratulate the runners all you want!