

**We are ALL responsible for safety and sportsmanship.
This is recreational softball in a league run by volunteers.
Respect is mandatory. Always be a good example.**

8U

ASA softball guidelines DO NOT exist for 8U play, therefore the following rules apply:

1. COACHES PITCH. There are NO WALKS, and NO BUNTING IS ALLOWED. Each batter will get FIVE (5) pitches from the coach. Batter will either hit the ball into play, or be called out on three (3) strikes. If the batter does not hit the ball after the coach's five (5) pitches, and the last pitch is in the strike zone and batter has not struck out with three (3) strikes, the batter is out and will return to the dugout. If the fifth (5th) pitch is a foul ball, the batter continues to hit until the ball is hit into play or the batter strikes out. No batter will be called out on a foul ball unless the ball is caught by the defense.
2. A team will consist of 10 defensive players: six (6) infielders and four (4) outfielders. Outfielders must play behind the base path line. No infielder will be positioned closer to home plate than the pitcher's rubber prior to the release of the pitch.
3. The coach's pitch will be underhanded in order to teach the batter how to hit this type of pitch. One player on the defensive team will be the PITCHER'S HELPER. This player shall play beside or behind the pitching coach within the pitching circle, and is responsible for fielding any ball that is hit in the area of the pitcher. The pitcher's helper shall wear a helmet with face mask/guard. The pitching coach must not interfere with the ball while the ball is in play. Intentional interference by the pitching coach will result in the batter being declared out.
4. Each half inning will end after the offensive team has batted once through their entire line-up, including substitutes, OR after three (3) outs. Each team must have the same number of batters. In the event one team has more players than the opponent, the team with fewer players will bat the entire roster PLUS the number of batters necessary to make certain the number of batters is equal. In the event of a 'last batter', the last batter will hit the ball or strikeout.
5. Distance from the front of the pitcher's rubber to the back point of home plate is 35 feet. The circle around the pitcher's mound will be 16 feet in diameter.
6. BASE STEALING: For the month of MAY there is no stealing permitted. Beginning JUNE 1, each runner may steal one (1) base per pitch. Runner may leave base when the ball crosses the plate. No lead-offs or stealing home permitted.
7. Runners may advance one (1) base on fielding overthrows. More than one (1) overthrow may occur, and runner(s) may advance one (1) base each until the play is dead. Coaches may not assist a runner (e.g., assisting a base runner via physical contact); Violation will result in the runner being declared out.
8. Play has ended and the ball is dead once the lead runner has stopped forward progress, OR the pitcher's helper has possession of the ball inside the pitching circle.
9. To avoid contact with the defensive player, runners should attempt to slide at 2nd base, 3rd base or home plate on a defensive play. The umpire will use his/her discretion in these situations.
10. Batters will not throw bats, and will be warned by the umpire once for the violation. Subsequent throwing of the bat by the batter will result in the batter being called out.
11. Coach and one assistant are allowed on the field for defensive instruction.
12. Time limit on games is one hour and thirty minutes (1:30), or six (6) innings, whichever comes first. No new inning will begin after the time limit (Point of emphasis: a new inning begins immediately following the 3rd out of the previous inning.) The games can be called in the 8U Division.
13. All players must wear a full conforming uniform (team shirt w/ number, etc.) unless both coaches agree otherwise.
14. All batters must wear an NOCSAE approved helmet equipped with chinstrap, and are strongly encouraged to use a helmet equipped with a face mask/guard.
15. The official ball for 8U is the 11-inch Easton INCREDIBALL.
16. The umpire's rulings are final and non-contestable. Coaches, players and fans will exhibit good sportsmanship at all times. Profanity is strictly forbidden. Violation results in ejection from game.

10U

ASA softball rules will be used, with the following additions:

1. A team will consist of 10 defensive players: six (6) infielders and four (4) outfielders. Outfielders must play behind the base path line. No infielder will be positioned closer to home plate than the pitcher's rubber prior to the release of the pitch.
 2. Each half inning will end after the offensive team has batted once through their entire line-up, including substitutes, or after three (3) outs. Each team must have the same number of batters. In the event one team has more players than the opponent, the team with fewer players will bat the entire roster PLUS the number of batters necessary to make certain the number of batters is equal. In the event of a 'last batter', the last batter will hit the ball or strikeout, no walks or hit by pitch. ALSO, each half inning may be complete once the offensive team has scored at least five (5) runs (Point of emphasis: the CONTINUATION rule is in effect. The inning is over when the 3rd out has been made, or when a play on the lead runner has been concluded.)
 3. RUN LIMIT: A game is a complete game if: 1) A team is leading by 15 or more runs after three (3) innings, or 2) A team is leading by 10 or more runs after four (4) innings.
 4. Distance from the front of the pitcher's rubber to the back point of home plate is 35 feet. The circle around the pitcher's mound will be 16 feet in diameter.
 5. The Pitcher may only pitch up to four (4) innings per game. The pitcher must start with both feet on the pitching rubber. A forward motion must be made, and no back step is permitted. If the pitcher uses a windmill pitching motion, only one (1) revolution may be made. If the pitcher uses a whip pitching motion, the same rules apply.
 6. NO BALKS. The pitcher may stop during the wind-up and begin again.
 7. BASE STEALING: Runner may leave base when the ball crosses home plate. No lead-offs or stealing home permitted. The umpire will give team one warning then the runner will be called out. Runners may advance one base per pitch (ASA); no overthrows apply. Runners MAY advance one base on passed balls or wild pitches.
 8. Runners may advance one (1) base on fielding overthrows. More than one (1) overthrow may occur, and runner(s) may advance one (1) base each until the play is dead. Coaches may not assist a runner (e.g., assisting a base runner via physical contact); Violation will result in the runner being declared out.
 9. Play has ended and the ball is dead once the pitcher has possession of the ball inside the pitching circle, and the lead runner has stopped forward progress.
 10. To avoid contact with the defensive player, runners should attempt to slide at 2nd base, 3rd base or home plate on a defensive play. The umpire will use his/her discretion in these situations.
 11. Batters will not throw bats, and will be warned by the umpire once for the violation. Subsequent throwing of the bat by the batter will result in the batter being called out.
 12. Time Limit on games is one hour and forty-five minutes (1:45) from the first pitch or six (6) innings, whichever comes first. No new inning will begin after the time limit (Point of emphasis: a new inning begins immediately following the 3rd out of the previous inning.) If the game is tied at the completion of a full inning, international tie-break rules apply: i.e., the last batter from the previous inning starts on 2nd base with no outs, and the batting order resumes from where it left off.
 13. RAIN OUT/DELAYS. A game is a complete game at the completion of three and one half (3 1/2) innings if the home team is ahead, or four (4) innings if the visiting team is ahead, OR after one hour and fifteen minutes (1:15) of play. In the event a game is delayed by rain and either of these conditions has been met, the game is over and the score is final. If, however, neither of these two conditions has been met, the game will be suspended and the game will restart with a new time limit of one hour (1:00) of play as soon as possible.
 14. All players must wear a full conforming uniform: team shirt w/number, etc. unless both coaches agree otherwise.
 15. Proper equipment is recommended for 10U Division: e.g., cleats, sliding pants, etc.
 16. All batters must wear an NOCSAE approved helmet equipped with face mask/guard and chinstrap.
 17. The official ball for 10U is an 11-inch ASA certified ball.
 18. Players may not taunt opponent. Derogatory comments are not allowed. Violation results in ejection from game.
- The umpire's rulings are final and non-contestable. Coaches, players and fans will exhibit good sportsmanship at all times. Profanity is strictly forbidden. Violation results in ejection from game.

12U/14U

ASA softball rules will be used, with the following additions:

1. A team will consist of 10 defensive players: six (6) infielders and four (4) outfielders. Outfielders must play behind the base path line. No infielder will be positioned closer to home plate than the pitcher's rubber prior to the release of the pitch.
2. Each team's batting order will include the entire roster with unlimited substitutions.
3. RUN LIMIT: A game is a complete game if: 1) a team is leading by 15 or more runs after three (3) innings, or 2) a team is leading by 10 or more runs after four (4) innings.
4. Distance from the front of the pitcher's rubber to the back point of home plate is 40 feet. The circle around the pitcher's mound will be 16 feet in diameter.
5. In the 12U Division, a pitcher may pitch up to five (5) innings per game. In the 14U Division, the pitcher may pitch unlimited innings, and pitch in consecutive games. Pitchers must deliver all legal ASA pitches starting with both feet on the pitching rubber with a forward motion. If the pitcher uses a windmill pitching motion, only one (1) revolution may be made, with no "crow hop" motion. If the pitcher uses a whip pitching motion, the same rules apply.
6. In the event of a dropped 3rd strike pitch and 1st base is not occupied or there are two (2) outs, the batter may attempt to advance to 1st base. If, however, 1st base is occupied and there are less than two (2) outs, the batter may not attempt to advance and is declared out.
7. Runners may steal 2nd base, 3rd base and home plate. The runner may not leave the base before the ball leaves the pitcher's hand.
8. To avoid contact with the defensive player, runners must attempt to slide at 2nd base, 3rd base or home plate on a defensive play. The umpire will use his/her discretion in these situations.
9. Batters will not throw bats, and will be warned by the umpire once for the violation. Subsequent throwing of the bat by the batter will result in the batter being called out.
10. Time limit on games is one hour and forty-five minutes (1:45) from the first pitch or seven (7) innings, whichever comes first. No new inning will begin after the time limit (Point of emphasis: a new inning begins immediately following the 3rd out of the previous inning.) If the game is tied at the completion of a full inning, international tie-break rules apply: i.e., the last batter from the previous inning starts on 2nd base with no outs, and the batting order resumes from where it left off.
11. RAIN OUT/DELAYS. A game is a complete game at the completion of three and one half (3 1/2) innings if the home team is ahead, or four (4) innings if the visiting team is ahead, OR after one hour and fifteen minutes (1:15) of play. In the event a game is delayed by rain and either of these conditions has been met, the game is over and the score is final. If, however, neither of these two conditions has been met, the game will revert to the prior inning's score and the game will restart with a new time limit of one hour and thirty minutes (1:30) of play on another date. The umpire and coaches may agree to stop a game that results in a tie in the event of a rain delay.
12. All players must wear a full conforming uniform: team shirt w/ number, etc. unless both coaches agree otherwise.
13. Proper equipment is recommended for 12U and 14U Divisions: e.g., cleats, sliding pants, etc.
14. All batters must wear an NOCSAE approved helmet equipped with face mask/guard and chinstrap.
15. The official ball for 12U and 14U is a 12-inch ASA certified ball.
16. 11- and 12-year-old players may play in the 14U Division with Board approval of each individual league.
17. Players may not taunt opponent. Derogatory comments not allowed. Violation results in ejection from game.
18. The umpire's rulings are final and non-contestable. Coaches, players and fans will exhibit good sportsmanship at all times. Profanity is strictly forbidden. Violation results in ejection from game.