

1st and 2nd Grade Softball Rules

1. All games must start on time! Have your team show up at least 30 minutes before game time so that the game can start on time. Practice and warm-up before the game start time.
2. Home team will be determined by a ball roll prior to start of the game. **Closest ball to home plate.**
3. Team will have a maximum of 10 defensive players on the field at one time. A team must have a minimum of 8 players to play the game. If the team has 8 or 9 players the coach can elect to not have a catcher and play all the infield and outfield positions.
4. **All players on the team will bat in one inning. Bases will clear after 3 outs and the offense/defense will switch after the batting order is complete. During the tournament, if one team has more players than the other than the team short players will bat through the order again to equal up to the same amount of batters.**
5. **Max 5 runs can be scored in an inning. Mercy rule: Game is over if any team is winning by more than 10 runs after 3 innings are completed.**
6. The length of the games will be 1 hour (60 minutes) or 5 full innings whichever comes first. No new innings will start after 50 minutes.
7. All players will get a maximum of 7 pitches. If the batter gets three strikes then they are out. If the seventh pitch is a foul or a foul tip then the batter is out. 7 maximum pitches. No walks.
8. If the batter hits the ball and it hits the pitching coach the ball will be considered "dead" and batter will be rewarded a single with all other bases runners advancing one base.
9. A maximum of 3 defensive coaches on the outfield at one time, No defensive coaches may be in the infield.
10. Defensive outfielders must be a minimum of 15' feet behind the base path.
11. Field will be marked showing the minimum and maximum pitching distance. (20-35 feet)
12. Base runners can only advance one base on an overthrow even if the ball goes into the outfield.
13. **Base runners must stop advancing as soon as the ball has been thrown or brought to the "pitcher's circle" or umpire calls time. During the tournament, the ball needs to be in control of one of the defensive players or pitching coach. If the ball does not go out of the infield the batter cannot advance any farther than one base unless a play is made on them and an overthrow has occurred.**
14. A player can use their own bat, providing the bat is an ASA softball bat, and that any player on both teams can use the bat.
15. **Tournament Only - No game will end in a tie. If the game is tied after the one-hour time limit than they will play "international tiebreaker rule" (last batter out from previous inning starts out at 2nd base) if the game is still tied after that then a ball roll will determine the winners.**
16. A player can only play a defensive position for a maximum of 2 innings until all players play the position; this is for the entire tournament! This will be monitored for the pitcher, shortstop, 1st, 2nd, and 3rd positions. A team will be disqualified if they do not follow this rule. Note: If agreed by both teams the championship game may start the rotations over.
17. The umpire's decision will always be the final decision. NO EXCEPTIONS!
18. Helmet must be worn by batter at all times
19. Only one person on deck at a time wearing a helmet. All other players must be seated on the bench in batting order.
20. Remember - This is about the girls having fun. Please make sure they do.

HAVE FUN AND GOOD LUCK!

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