

3rd and 4th 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 closest to home plate prior to start of the game.
3. Team will have a maximum of 9 defensive players on the field at one time. A team must have a minimum of 8 players to play the game. If the team only has 8 players the coach can elect to not have a catcher and play all the infield and outfield positions.
4. Bases will clear after 3 outs or 5 runs are scored.
5. 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.
6. Mercy rule after 3 innings if any team is up more than 10 runs the game is over.
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. Coaches will operate the pitching machine. If the batter hits the ball and it hits the pitching machine the ball will be considered "dead" and the batter will be awarded a single. Other base runners shall advance one base. If the ball deflects off a person or glove then hit's the pitching machine then the ball is "live".
9. A max of 2 defensive coaches on the outfield at a time, No defensive coaches in the infield.
10. Defensive outfielders must be at least 15' feet behind the base path.
11. Pitching machine should be positioned 35' feet from home plate. Machine settings should be spring speed 7 all other settings at 3.
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 role 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!

3rd and 4th Grade Field Layout Softball

