

Bucs League II Softball Rules

12 and under

All games @6:30 pm

1. **Tobacco usage:** chewing, smoking or any other use of tobacco use will not be allowed and could result in forfeit of game.
2. **Stealing:** Stealing of all bases is allowed. Runners may leave the base when the ball crosses the plate. Players detected leaving early will be called out. The runner cannot advance past the base that they are advancing to if the ball is in the pitchers circle.
3. **Dropped 3rd Strike:** Batter may advance to 1st base on a dropped 3rd strike As long as the base is not occupied.
4. **Bunting:** Bunting is allowed.
5. **Players/Substitution:** Teams can play with up to 10 players on defense. Teams forfeit the game if they have fewer than 8 players to start. Teams that start the game with 8 players but lose one or more players during the game may continue. If the number of player's drops below 8, an out is recorded each time a missing player's turn to bat occurs. All players will be included in the batting order and must play at least 2 innings in the field. Free defensive substitution of all players is allowed. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner.
6. **Infield:** No more than 6 players may begin a play in the infield. All outfielders (4, if 10 players are on defense) must be on the outfield grass when the ball is pitched.
7. **Time Limit:** Games will consist of up to 6 innings. A new inning may not start after 2 hours. An inning is started immediately after the 3rd out is registered on the home team. If the score is tied at the end of 6 innings or at the time limit, the game is a tie. If both coaches and the umpire agree to extend play the game can be played.
8. **Batting:** batting all players or having a set line-up should be discussed and decided on by coaches prior to the start of the game.
9. **Runs Scored:** A maximum of 5 runs can be scored per half inning, except the last inning which has no run limit.
10. **Base paths:** The game will be played on 60' base paths.

11. **Sliding:** On close plays at 2nd base, 3rd base or home plate, the runner is required to slide or to avoid collision with a defensive player who has the ball while located within the batter's box area or within the vicinity of another base. If a contact is made and the runner did not slide, the umpire shall call the runner out for offensive interference. A defensive player without the ball who impedes a runner, whether intentional or unintentional, or who fakes a tag will be penalized for defensive obstruction. The umpire will award the runner the base or bases they are attempting to reach. No headfirst sliding is allowed. Players should be taught and encouraged to slide properly.

12. **Hit Batters:** A batter will be awarded first base when hit by a pitch unless the ball is called a strike or the umpire decides an attempt should have been made to avoid the ball. The ball is dead immediately on hitting the batter and only runners forced to advance, will advance.

13. **Play Stoppage:** Play stops when the pitcher has control of the ball in the mound area, approximately a 10-foot circle centered by the pitching rubber. The umpire will return runners that are not in stride toward the next base to the preceding base.

14. **Pitching:** Pitching distance will be 35 feet. Any underhand style pitching motion is allowed. Pitchers may step back.

15. **Ball:** 11-inch hardball.

16. **Infield fly rule:** The infield fly rule is in effect.

17. **Inning Switch:** Coaches are encouraged to hustle players on and off the field. The first pitch of a half inning must be delivered not longer than 60 seconds after the third out of the previous half inning. Penalty: the umpire may call a strike on the batter if the violation is by the offensive team, or a ball on the batter if the violation is by the defensive team. The umpire may continue to call strikes or balls each 20 seconds until the first pitch is delivered.

18. **Bat throwing:** A player will receive one warning each game for accidentally throwing the bat. For any subsequent instance of throwing the bat in that same game the player will be called out. The warning and out can be on the same at bat. If a hitter is called out for throwing the bat the ball will be dead and any runners must return the base, which he/she occupied prior to the pitch. Note: this rule applies to accidental bat throwing, not to bat throwing in anger or protest.

