

Softball Rules

(Updated 2/21/24)

Division: Girls T-Ball Ages 5-6

Division: Girls Pee-Wee Ages 7-8

Regulation Games:

T- Ball Ages: 5-6	1hr. 10 min.	5 innings	5 run limit – 1 st thru 4 th inning 10 run limit – 5 th inning
Pee-Wee Ages: 7-8	1hr. 10 min.	6 innings	3 run limit – 1 st inning 5 run limit – 2 nd thru 4 th inning 10 run limit – 5 th & 6 th inning

- The playing field will be marked as follows:
 - Halfway lines between the bases will determine the runner's position when play stops.
 - There will be a 16' diameter circle around the 30' pitcher's rubber.
 - The pitching mark for T-Ball will be placed 25' from home plate.
 - The pitching mark for Pee-Wee will be placed 30' from home plate.
 - T-Ball: A semi-circle foul line will be drawn 10' from home plate between the 1st and 3rd base foul lines.
- The infield fly rule will not apply.
- T-Ball:** The coach may pitch up to five (5) pitches to each batter. If a player fails to hit a fair ball on the first three (3) pitches, the 4th & 5th ball may be hit-off a batting tee. The 5th ball must be hit-off the tee into fair territory or the batter will be called out. Any motion with the bat towards the ball knocking the ball off the tee is considered a swing. The coach must pitch with one foot on the pitching rubber at 25'.
- Pee-Wee:** During coach pitch innings, each batter will receive a total of five (5) pitches or three (3) strikes from her adult coach. A foul ball will be considered a strike unless it's the third strike, in which case the batter receives an additional pitch. A batter will not be called out on strikes as long as she is fouling the ball. The coach must pitch with one foot on the pitching rubber at 30'.

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5. Pee-Wee: player-pitch 1st inning only, 3 run limit.

During player-pitch, each batter will be allowed any number of pitches until she either has three (3) strikes against her or four (4) balls.

After four (4) balls (not four pitches) are thrown by the player-pitcher, the coach-pitcher, who should be ready to take the field and pitch, will take over pitching with the current strike count from the player-pitcher. There will be no more than four (4) pitches from the coach-pitcher and the batter must hit one of those pitches, or she will be called out. The count will carry over. If the coach takes over the pitching with two strikes from the player-pitcher, a missed swing, even on the first pitch, will count as the third strike and the batter will be called out. Endless foul balls will be in effect, therefore, the batter will continue to bat with a coach-pitcher as long as she fouls off the third strike.

In the event a player-pitcher hits a batter, the batter will be awarded 1st base. No illegal pitches will be called. The player-pitcher must begin with one foot in contact with the pitching rubber.

6. T- Ball: There will be an adult catcher behind the plate.

Pee Wee: There may be adult catcher behind the plate to retrieve passed balls.

The adult catcher may not interfere with any plays or coach from behind the plate.

7. T- Ball: If the ball stops inside the 10' area in front of home plate, it is foul. If the ball is touched by a defensive player inside the 10' area, whether moving or not, it is foul.

8. The coach / pitcher must move across the opposite foul line into dead ball territory as soon as a ball is hit. The coach / pitcher must remain there until the umpire calls time.

9. If the coach / pitcher is hit by a batted ball, the ball is dead and the batter will return to the plate with the same count.

10. All players will play on defense. T-Ball may have two (2) coaches positioned in the outfield grass. Defensive coaches must remain near the outfield fence. Defensive coaches must not interfere with base coaches. If a coach touches or is struck by a ball, or enters the infield, all base runners will be awarded an additional base after play has stopped.

11. No more than six (6) defensive players will be allowed in the infield prior to the ball being hit. This includes the catcher. Outfielders must remain in the outfield grass until the ball crosses the plate. No defensive player may stand closer to the batter than the circle player.

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12. If the ball is in play, the umpire will call time when either:
- The circle player has full control of the ball & steps inside the pitcher's circle with both feet.
 - When, in the umpire's judgment, all runners have stopped advancing.
 - The circle player is the only player that may call time in the circle.

If the player is attempting to make a play and runs through the circle, no time will be called by the umpire.

13. When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind the 16-foot pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle. She is the only player allowed in the circle prior to the ball being pitched.

14. If the circle player catches a fly ball, it will be the umpire's judgment whether to call time immediately after the catch.

15. The player-pitcher will not be allowed to make an unassisted play on any runner until after they reach third base. For example: Runners on first & second... the ball is hit to the player-pitcher, she cannot tag the runner from home to first, first to second, second to third, or touch a base unassisted for the forced out. She can, however, tag a runner going from third to home or touch home plate for a forced out if the bases are loaded.

If in the judgment of the umpire it is a "natural play", it will be allowed.

16. An overhand throw must be made to first, second, and third base when attempting to get a base runner out. Judgment of the umpire will determine if an underhand toss is justified. Violation of this rule will result in the base runner being awarded the base at which the violation occurred. Any other base runners advancing toward the next base will be allowed to do so. At the time of violation the ball becomes dead. Balls must be thrown...they cannot be rolled or grounded. The umpire will determine if a proper throw was made.

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- 17. On a batted ball, if the initial throw to 1st base is overthrown, the batter-runner is allowed to attempt to advance to second base but no further. The batter-runner will remain in jeopardy of being put out and can be put out if they attempt to advance to second or any other base. However, once the batter-runner reaches and maintains contact with a base, she cannot be put-out. Instead, when time is called, she will be returned to the proper base.**