

Fort Hunt Youth Athletic Association Softball Rules Majors (18U) League (Supplement to USA softball)

The 12 and under rules of USA Softball apply, unless modified by this document.

General Game Information

- A complete game is 7 innings.
- For single games: A new inning may not start after 1 hour and 45 minutes Drop dead time is 1 hour and 50 minutes.
- For double headers only: no new inning will start after 1 hour 30 minutes. Drop dead is 1 hour 45 minutes.
- Games may end in a tie if the time limit has expired. Tournament play, use International Tie Breaker (ITB)rules. See ITB addendum at bottom.
- A team must have 7 players present to start the game.
 - 15 minutes after scheduled start, a team that doesn't have 7 players forfeits the official game, but the game may continue with the agreement of both coaches.
- Teams shall bat their entire roster of players in order.
- All players must be rotated into defensive positions for a minimum of two innings with one being in the infield.
- Maximum of 4 runs per inning for the first 4 innings. For the 5th inning and later, runs are unlimited.

Pitching

- Pitchers and infielders must wear fielders' masks.
- A pitcher may pitch four innings maximum, limited to two of the first four innings. A pitcher may pitch the 3rd, 4th, and 5th innings consecutively but may not then pitch the 6th or any subsequent innings.
- **The illegal pitch rule DOES apply.**
- The pitching distance is 43 feet.
- When playing FH teams, travel starting pitchers may pitch one inning and only if there is an equivalent number of travel pitchers on the opposing team.
 - Both coaches may agree to adjust this limitation.
 - This limitation does NOT apply to house pitchers who happen to play another position in travel.
 - This limitation does NOT apply to travel pitchers who are not starting pitchers.

Base Running and Hitting

- Designated runners are allowed for catchers and pitchers when two outs are recorded. The replacement runner is the player who made the last out.
- Bunting is permitted.

- Slapping is permitted.
- Stealing is permitted. After the ball leaves the pitcher's hand.
- **The "Look Back Rule" applies.**
- **Drop third strike is in effect.**
- **The infield fly rule DOES apply.**

A game may be temporarily delayed if it is raining or if lightning is seen. In the case of lightning, players are to immediately go to cars or shelter with a roof. No game can restart until 30 minutes after lightning is last seen. If a game is delayed, the scheduled end time will be extended by the amount of the delay.

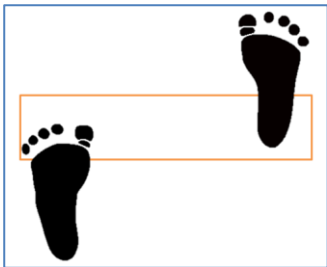
Notes on Illegal Pitches

Hand position

- The pitcher must assume the pitching position, stepping onto the rubber, with the ball in either hand with the hands separated. Both hands cannot be in the glove.
- Walking on to the pitching plate with your hands together is a violation.
- The hands must come together in front of the body for about one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
- While legally on the pitching plate putting your hand in your glove and taking the ball out without delivering a pitch is a violation. This is a balk and will result in the call of a Ball being awarded the batter.
- If you take the ball out and begin your motion it is a violation if you make a second touch as part of your delivery.

Foot placement

- Both feet should both be on the rubber at the start of the pitch.
- The foot that relates to the pitching hand (the pivot foot) should be forward of the rubber, with at least the heel on the rubber. The toe can be dug into the ground in order to push off the plate.
- The foot that relates to the glove hand should be slightly back with the toes planted on the rubber.



- The pivot foot must remain in contact with the pitching plate to begin the pitch. Breaking contact with the pitching plate with the front foot constitutes a step and is a violation.

- The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground.

Hopping during the pitch

- A hop, leap or jump is when the pivot foot comes up off the pitcher's plate while the other foot is still in the air.
- When the pivot foot comes up and off the pitching plate and lands in front of the pitching plate rather than dragging away, it is a violation.
- Any part of your delivery that results in your pivot foot coming off the ground before the other (non-pivot) foot lands is a violation.
- When both feet are airborne at the same time, it is classified as a leap, no matter how small. Any space under the pivot foot higher than the level of the ground is a violation.
- A.S.A. stipulates that if a hole has been created, the pivot foot may drag no higher than the level plane of the ground. (The toe should point down as it does when walking or running).

International Tie Breaker Rule

In softball, games are limited by innings or playing time. But games don't always end there. If the game is tied after either of these two limits is reached, play continues.

- At the top of the next inning (when the visiting team is up to bat), and each half inning after that, **the team on offense will start the inning with a runner on second base.**
- This runner is the batter who is scheduled to bat last in that particular inning. For example, if the number-two batter leads off the inning, the number-one batter will serve as the runner on second base.
- This runner may be substituted, allowing a team to place a faster runner on second. However, the coach must be careful of substitution rules.
- Play commences with the additional runner on base at the start of each inning half, giving more possibilities for scoring during the inning.
- Innings continue on, played in full, with additional runners on base at the start of each side's play, until the inning is complete and there is no longer a tie.

Read more at: <http://softball.isport.com/softball-guides/how-to-run-the-tiebreaker-in-softball>