



MYBA/TR Recreation Softball

2023 Double A League Rules



1. General Rules

- 1.1. NFHS (National Federation of State High School Associations) rules and any state adaptations by the WIAA will be followed unless identified otherwise below by MYBA.
www.nfhs.org
- 1.2. To be eligible to play in the DOUBLE A FASTPITCH League, players must be in 5th or 6th grade as of May 1 of current year.
- 1.3. Eight-player rule: 8 players are needed to start a game or a forfeit is called. A scrimmage game may then be played with less than 8
 - 1.3.1. No team shall borrow players from another team or move up players from a lower league to fill a roster for a game. If a team has fewer than 8 players at the start of the game that team shall forfeit the game.
 - 1.3.2. The commissioner has the ability to intervene if a team has a permanent issue fielding enough players to play.
- 1.4. Ten players may take the field on defense. If a team has only nine players, three outfielders will be used.
 - 1.4.1. Outfielders must remain on outfield grass or a minimum of 30 feet beyond the base path (on field with deep infields) until after the ball is hit.
- 1.5. When batting all players must remain on their bench with the exception of the on-deck batters.
- 1.6. Every player at the game is required to play a minimum of two innings. If a player comes to a game late, they must be put into the game at the bottom of the batting order, with an effort to play two innings, but the two innings are not required.
- 1.7. **Coaches are highly encouraged to rotate players at different positions during the season.**
- 1.8. Bases are set at 60 feet
- 1.9. There are no appeals. After the ball is dead, the umpire will make any calls that need to be made. Example: if a runner misses a base, the umpire calls the runner "out" after the ball is dead.
- 1.10. The infield fly rule is not in effect.
- 1.11. Home team will occupy the first base dugout and be responsible to work the scoreboard. Both teams will be responsible to clean up the dugouts and put equipment away (bases, etc.) if it is the last game of the night.
- 1.12. Length of Play:
 - 1.12.1. No new innings will begin after 1 hour 30 minutes from game start. If the 1 hour 30 minute mark is hit during an inning, the inning will be finished. Games will not be called in the middle of an inning due to time
 - 1.12.2. A complete game will be defined by 6 complete innings, the 1 hour 30 minute time limit, run rule or in the event of a weather shortened game, 4 innings (3-1/2 with home team ahead).

- 1.12.3. Umpires are to notify both head coaches of the official start time.
 - 1.12.4. Rain out games in league play, if not completed through 4 innings (3 & ½ with home team ahead), will be cancelled and not included in league standings. Rain outs will not be rescheduled.
 - 1.12.5. A 6-run limit will be in effect for all innings except any innings starting after 1 hour 15 minutes, when there will be no run limit. Unlimited innings will require 3 outs to be made by the team in the field. The 6th inning is always an unlimited run inning if the game goes that far.
 - 1.12.6. New inning starts when the 6th out of the previous inning is made.
 - 1.12.7. Regular season games that are tied at the 1 hour 30 minute time limit will end as ties.
 - 1.12.8. A game will be considered complete and no new inning will happen if either of the below run rules applies:
 - 1.12.8.1. The home team is leading by 15 or more runs after 3 & ½ innings (middle of 4th inning) or visiting team is leading by 15 or more runs after 4 innings.
 - 1.12.8.2. The home team is leading by 10 or more runs after 4 & ½ innings (middle of 5th inning) or any later ½ inning or visiting team is leading by 10 or more runs after 5 or more complete innings.
 - 1.12.9. Tournament championship game shall be played to 6 innings unless 1.12.8 run rule limits are in effect
 - 1.12.10. Tournament games that are tied at the end of the 1 hour 30 minute time limit (or Championship Game after 6 innings) will use the international tie breaker rule for extra innings.
 - 1.12.10.1. The last player to make an out in the previous inning starts at 2nd base.
 - 1.12.10.2. Each ½ inning will be required to be played until 3 outs have been made.
 - 1.12.10.3. Tournament games will be played until a team has a higher score at the bottom of an inning.
 - 1.13. When an umpire observes anyone required to wear a batting helmet deliberately remove their batting helmet while in the field of play, the umpire shall issue a warning to the coach of the involved player's team. All subsequent violations of the rule shall result in player being restricted to the bench for the remainder of the game.
 - 1.14. One new and one "good" used ball will be used at each game. (11" yellow softball required)
 - 1.15. Catchers should keep their equipment on when not at bat.
 - 1.16. Each sighting of lightning will result in a 30 minute delay.
- ## 2. Pitching
- 2.1. A pitcher may pitch up to two innings in a regulation game
 - 2.1.1. If a game exceeds five innings, a pitcher may pitch one additional inning.
 - 2.1.2. An inning will be defined as the delivery of 1 legal pitch.
 - 2.2. Pitching mound will be 40 feet from back of home plate.
 - 2.3. Pitchers are encouraged to use the windmill style of pitching.
 - 2.4. An illegal pitch will be called and the batter awarded a ball for the following:
 - 2.4.1. Pitchers must maintain contact with the ground until the ball is released. The pivot foot is not permitted to replant during the pitching motion.
 - 2.4.1.1. Crow hops will be called

- 2.4.1.2. First occurrence for each pitcher will result in a warning issued to the pitcher and called a dead ball (no strike or ball) if not hit by a batter.
- 2.4.1.3. Subsequent occurrences will be called an illegal pitch and the batter awarded a ball.
- 2.5. If a pitcher fails to complete a pitch after starting motion, a dead ball will be called (no balks in softball)
 - 2.5.1. Pitcher should be instructed on error by coach.
 - 2.5.2. Illegal pitches will not be called or ball awarded if pitcher fails to complete the pitch.
- 2.6. An illegal pitch will not be called for a pitcher that steps back during pitching motion.
- 2.7. Pitchers will have 5 warm up pitches between innings. Pitcher will get 1 warm up pitch with catcher if catcher arrives to home plate after warm up pitches have been completed.
- 2.8. A pitcher must be removed from the pitching position for the remainder of the game after 3 HBP in the same inning.
- 2.9. A pitcher does not need to pitch intentional walks.
- 2.10. Coaches must pitch from within pitcher's circle.

3. Hitting

- 3.1. Bunting will not be allowed during games.
- 3.2. Every player at the game must be put into the batting order. If a player comes late, they will be entered into the game at the end of the batting order.
- 3.3. Teams not batting a player in the 9th position shall take an out at that spot of the lineup. This includes situations due to player injury or illness.
- 3.4. Player Injury Rules
 - 3.4.1. If the umpires and coaches agree that a girl cannot continue in the game due to injury or illness, that player may be removed from the line-up without penalty, unless rule 3.3 applies. Make sure you check with the umpires and the opposing coach before removing anyone from your line-up.
 - 3.4.2. If a player is injured on the base path, the player who recorded the previous out will take their place. There will be no pinch runners for players with preexisting injuries.
 - 3.4.3. If a player is injured in the middle of their at bat, the next batter in the lineup will start with a 0-0 count and no out recorded. The player can bat again during their next at bat if the player is no longer injured.
 - 3.4.4. Any player who misses an at bat due to injury or illness will not be allowed to continue in the game.
 - 3.4.5. Any player who is removed twice in one game due to injury or illness will not be allowed to continue in the game.
- 3.5. Any player who leaves a tournament game other than for injury or illness will be recorded as an out in the lineup.
- 3.6. A pitched ball is live even if it rolls to the plate. The batter can swing at the ball.
- 3.7. NO WALKS
 - 3.7.1. Batter is pitched to until strike 3 is called or hits the ball.
 - 3.7.2. Once ball 4 is called, the coach from the team at bat pitches a moderately fast pitch.
 - 3.7.2.1. If a hit ball contacts the coach pitcher it will be ruled as a dead ball, no pitch and replay.
 - 3.7.2.2. A coach may pitch a max of 4 pitches to a batter. The batter will be out if they fail to hit the ball in play or foul on the 4th coach pitch.

- 3.7.2.3. If the batter foul tips the 4th coach pitch they will continue to get another pitch unless it is caught by a fielder.
- 3.8. If a pitched ball strikes the batter while in the batter's box (HBP), the batter is awarded 1st base.
- 3.8.1. If there are no open bases when the batter is HBP, the batter will be awarded ball 4 and the coach from the team at bat pitches a moderately fast pitch. A run will not be scored by a HBP.
- 3.8.2. If the batter cannot continue to play after a HBP, the player who made the last out will replace them at 1st base. If there are no open bases, the next batter will start with a 4-0 count and the coach from the team at bat pitches a moderately fast pitch.
- 3.8.3. If the batter is hit by a pitch in the "strike zone" it will be called a strike.
- 3.9. A team will receive one warning by the umpire if a player throws the bat. Any future player on the team that was warned will be out.
- 3.10. Bats shall be Fastpitch Softball bats certified to ASA/NSA/USSSA with a max Bat Performance Factor (BPF) of 1.20. Bats shall have a max length of 32" and max barrel diameter of 2-1/4". Baseball and slow pitch softball bats are not allowed.

4. Base running

- 4.1. Each runner may steal one base per batter. 2 runners may steal at the same time.
- 4.1.1. On a pitch by the player that is called ball 4 a dead will be called. Any base runners that advanced by stealing must return to the previous base.
- 4.1.2. Stealing is not permitted during coach pitch.
- 4.2. Runners may not advance on an overthrow in an attempt to catch stealing. When the base runner attempts to steal a base, the catcher may attempt to throw out the runner without penalty. If the catcher overthrows, the base runner may not advance to the next base.
- 4.2.1. Runners cannot advance on an overthrow by the catcher if returning to the base. The runner can do a delayed steal (must commit to next base) on a throw by the catcher.
- 4.3. Base runner may lead off after the ball crosses the plate.
- 4.3.1. If the runner leaves early a dead ball is called/no pitch.
- 4.3.2. For the first offense of leaving early a warning will be given.
- 4.3.3. A second offense for the team will result in the runner being called out.
- 4.3.4. The runner may be put out on a throw from the catcher after leading off.
- 4.3.5. The base runner may not advance on a throw from the catcher if the ball is overthrown or misplayed by the defense.
- 4.4. A base runner at 3rd base cannot advance to home plate on a dropped or passed ball.
- 4.5. On a dropped third strike, the batter is out. The batter may not attempt to go to first base.
- 4.6. Base runner is limited to one base per overthrow.
- 4.7. Play is live (other than overthrow rule #4.6) until the Pitcher has possession of the ball inside the pitching circle. Reference NFHS "Look Back Rule". Runner may continue on to next base if in motion, but cannot continue beyond.
- 4.8. Courtesy runners are encouraged for catchers on base with 2 outs in the inning. The intent of the courtesy runner rule is to speed up the game and avoid unnecessary delays. If the player being substituted out is not in the catcher position when their team takes the field during the next half inning, their team shall forfeit any runs scored from the previous half inning when their team batted.
- 4.9. No metal cleats

- 4.10. Double "Safety" base will be used for first base for all youth league games.
- 4.11. Sliding is encouraged when a play is being made at the base.

5. Conduct

- 5.1. Profanity will not be tolerated toward any individual or group by anyone involved with the Junior League. Excited utterance will be looked at on an individual basis.
- 5.2. No Smoking by coaches, players or umpires in the immediate area of the playing field while they are involved in the game at hand.
- 5.3. Drugs or alcohol will not be consumed prior to or during a game or practice that you are involved in as a coach, umpire or spectator.
- 5.4. Parents are requested to provide black shorts, sweatpants or wind pants on game days. Baseball caps are optional - if worn, caps cannot display any local advertisements other than team sponsor. Bandanas are not allowed.
- 5.5. No jewelry may be worn during game play.**
- 5.6. If a coach is ejected, he/she must also take a one-game suspension.
- 5.7. A player is not allowed to change or switch teams, unless the TR Director of Parks & Recreation or MYBA Fast Pitch Softball Commissioner, based upon his/her investigation of the situation, deems a change is necessary.
- 5.8. If a player quits the team, the league supervisor must be notified in writing by the coach as to the reason the player quit.
- 5.9. All concerns and complaints will be turned over to the MYBA League Commissioner. Any questions call Kenny Shillcox at 793-5594 in Two Rivers or Melissa Kakuk 920-645-4242 in Manitowoc.