



Grades 7 through 9 Softball

A. Eligibility

1. Players must be registered with SCVAA to participate in a softball game.
2. Players must play at their own grade level.

B. Losses

Occur if:

1. A team fails to appear at the game site by the game start time.
2. An unregistered player is used.
3. A player of the same age group, registered to another team in SCVAA team is used.
4. A player from an older age group is used.
5. A team has less than **eight (8)** players.
6. The teams can still play if the above requirements cannot be met. The team that cannot meet the requirements will have a loss recorded, while the other team receives the win.

C. Home Team Duties

1. Provide a new game ball.
2. Provide an umpire if the scheduled umpire does not show for the game.
3. Cancel games due to weather one (1) hour before game time and contact the umpire coordinator. Umpire coordinator contact information can be found at scvaa.org. If there is a cancelation after one (1) hour, it is the responsibility of the umpire. If the game is canceled, rescheduled game dates must be reported within ten (10) days of original game date to softball@scvaa.org.

D. Rescheduling Games

1. Shall be played using either team's scheduled practice field.
2. Rescheduled game dates must be reported within ten (10) days of the original game date to softball@scvaa.org. Rescheduled game dates reported eleven (11) or more days after the original game date will result in the final outcome of the rescheduled game to be recorded as a loss in regular season standings.
3. Home coach shall contact the umpire coordinator at least four (4) days prior to the rescheduled game. Umpire coordinator contact information can be found at scvaa.org.

E. Coaches

1. Any coach must have an assistant coach or team parent present at every practice and game for safety reasons.
2. Coaches on the bench shall remain out of play and behind the fence/bench during the game.

F. Base Coaches

1. Coaches may not touch the base runner while play is alive. Runner will be called out if touched by the coach while the play is alive.
2. All coaches under 18 years of age must wear a helmet when base coaching.

G. Umpires

1. Must wear a mask.
2. Will be arranged and provided through SCVAA.



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3. Shall meet with the coaches prior to the game to answer any questions and to establish the out of play area.
4. Shall record the score of the game and submit to softball@scvaa.org, include: team names, score, grade and date.

H. Zero-Tolerance (sportsmanship)

1. Arguing balls and strikes, criticizing umpires calls, arguing with umpires and the other teams or any other forms of poor sportsmanship will not be tolerated and are all grounds for ejection for coaches, players and fans.
2. Profanity will result in the ejection from the game, the field and the spectator area of the guilty person. This can be a player, coach or spectator.

I. Injury

1. All play will stop immediately for any injury.
2. Any injured player having an opened wound, will receive first aid immediately and may be substituted until the injury is covered. They shall return to their field position and normal batting position if or when they are able to return.

J. League Tie

1. For two (2) or more teams with the same win/loss record in the league standings, the following will be used to break the tie.
 - i. Head to head record.
 - ii. Most runs, averaged per game.
 - iii. Least allowed runs, averaged per game.
 - iv. Draw from a hat.

K. Time Limit

1. No new inning shall start after 55 minutes of play **or seven (7) innings, whichever occurs first.**
2. Games shall end after a full inning has been played, regardless of the score.

L. Playing Time

1. Minimum playing time for each team member is two (2) innings per game. Playing time shall be distributed equally amongst players.
2. Coaches shall have player positions ready before the game, to maximize playing time for all and to keep the game moving.

M. Discipline

1. Coaches may discipline members of their team for lack of attendance or cooperation by benching the player.

N. 5 Run Rule

1. Five (5) runs per inning are the maximum runs that can be scored.

O. Equipment/Uniforms

1. All extra equipment (buckets, bats, balls, helmets, etc.) shall be kept out of play and behind the fence during the game.



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2. A new 11-inch optic red stitch ball shall be used (no soft-touch ball allowed) as the game ball.
3. Official softball bats must be used. No baseball bats.
4. Helmets must be worn by all base runners, on-deck players and base coaches if under 18 years of age.
5. All catchers must wear a chest protector, face mask (goalie style) and shin guards to protect against injuries.
6. All players must wear tennis shoes or rubber cleats, no bare feet or sandals. No metal cleats or shoes with removable spikes are allowed.
7. No "short" shorts allowed. T-shirt/jersey will be supplied by SCVAA.
8. Face masks will be provided for pitchers use.

P. Field Layout

1. Baseline distance is 65 feet.
2. Pitching distance is 40 feet.
3. Field is broken into play area, foul area and out of play area. The ball is dead once it enters the out of play area. Coaches and umpire will go over these areas before the game begins.

Q. Pitching

1. Players having pitched in any fastpitch leagues within the preceding 12 months are not allowed to pitch in this league.
2. Pitcher can take up to eight (8) warm up pitches before the first inning and up to five (5) pitches between innings.
3. Pitcher can take 1 (one) step beyond the pitchers rubber when the ball is released.
4. No windmill pitch will be allowed. The arm on the backswing can go no higher than the shoulder.
5. Pitcher must follow through with the pitching arm, finishing in front with the ball being released in front of the hip (Pitching arm cannot stop at the hip).
6. No snapping of the wrist.
7. The ball need not have an arc.
8. Pitchers must finish pitching to one batter in an inning before being removed, unless the pitcher is injured.

R. Batting

1. Roster batting will be used. No player may return to bat until all other team members have batted.
2. The batting order shall not change during the game.
3. A thrown bat is by the umpire's discretion, a warning or an automatic out and the play is dead.
4. A tipped ball by the batter has to be above the batter's head to be an out.
5. There will be (3) balls and (2) strikes, with one (1) courtesy foul ball on the last strike.
6. No bunting or chopping the ball is permitted.
7. A pitched ball that bounces and is then hit in fair territory by the batter is a live ball. If the ball is hit foul, it is a dead ball and a strike. A pitched ball that hits the plate is a dead ball.
8. A pitched ball that bounces and then hits the batter is considered a ball and play is dead. No base is awarded.



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9. If a batter is hit by a pitched ball, she is awarded 1st base. Batter must make an attempt to avoid being hit. If the batter makes no attempt to avoid being hit, the umpire may call the pitch “ball” or “strike”, batter remains at bat and is not awarded 1st base.
10. Batter can run on the 3rd strike if the catcher drops the ball and 1st base is unoccupied prior to the pitch. This situation is for the batter only, no other runners may advance, even if the ball goes behind the catcher. One base allowed.

S. Running

1. No leading off.
2. Can steal after the ball passes the catcher (except on the 3rd strike):
 - i. Cannot steal home.
 - ii. Can steal 2nd or 3rd.
 - iii. Can steal one base at a time, even though the catcher may make an overthrow. The play will be called dead on an overthrow due to a steal.
 - iv. Once the runner leaves the base, the runner is committed to the steal and cannot go back to the base the runner previously occupied.
3. The regular overthrow rules applies. If the ball stays in play on an overthrow, players can continue to run as many bases as possible. If the ball goes into the out of play area, player can advance one base and the ball is dead.
4. The catcher may have a runner if there are two outs. The substitute runner shall be the last out that was made prior to the catcher batting.
5. A runner shall be out when struck with a fair untouched batted ball while not in contact with a base and before it passes another infielder including the pitcher. The ball is then dead.
6. A runner shall be awarded the next base when obstructed by a fielder while between the bases or after rounding a base, unless the fielder is trying to field a batted ball or had possession of the ball to tag the runner.

T. Fielding

1. 10 fielders shall be used, 4 in the outfield and 6 on the infield.
2. No infield fly rule shall be used.
3. There will be a free substitution rule so the girls can go into the game after they once have been taken out.
4. Player cannot occupy the base without the ball. You can be touching the side or edge of the base.
5. All outfielders must be at least ten (10) feet behind the base line until the ball is hit.
6. Fielders may not block any base path.
7. When trying to get a runner that steals, no tag is needed. The ball shall be thrown to the baseman, who'll then touch the base before the runner touches the base, resulting in an out.

U. Suspension of Play

1. “Time” will be called by the umpire when the pitcher has control of the ball in the infield and when, in the judgment of the umpire, all immediate play is apparently completed. Runners who are between bases must immediately return to the last base they touched. Runners who do not immediately return to the last base touched or advance to the next base will be called out.



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V. Innings

1. An inning shall consist of three (3) outs or five (5) runs, for each team, whichever comes first. Once the 5th run crosses home plate, the coach will announce this to the opposing coach, therefore ending the inning.

W. End of Year Tournament

All rules as described above shall be followed except the following:

N. 5 Run Rule

1. ~~Five (5) runs per inning are the maximum runs that can be scored.~~
No run limit per inning.

V. Innings

1. ~~An inning shall consist of three (3) outs or five (5) runs, for each team, whichever comes first. Once the 5th run crosses home plate, the coach will announce this to the opposing coach, therefore ending the inning.~~

1. Winning the game

The game is done when any of the following has occurred:

- a. Either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings.
- b. 7 innings have been played and one team has more points.
- c. Maximum game time has expired and one team has more points.

2. Breaking a Tie

A game that is tied shall be continued by playing additional innings until one team has scored more than the other. This shall be done by placing the last batter of the previous inning at second base at the start of each team's at bat.