

Aurora Baseball League Minor League Softball Rules

General Rules

1. A regulation game will consist of six (6) innings or two (2) hours of play, whichever comes first. No inning shall start after two (2) hours of play, however, you may finish an inning already started. A half-inning will consist of three (3) outs or until the offensive team scores five (5) runs, whichever comes first. The inning shall end immediately when the fifth run scores. No extra runs can score.
2. In case of a tie, an extra inning will be played, time permitting. If a game is still tied after the two (2) hour game rule, each team will be awarded a ½ win.
3. The five run rule will not be in effect in the sixth inning or extra innings.
4. Teams must play at least 4 innings for it to be considered an official game.
5. Players are to be restricted to the bench or dugout area during the game.
6. Each team must have eight (8) players to start & finish a game. You may have ten (10) players maximum on the field. There will be a 10 minute grace period before the game is forfeited.
7. In the event of a forfeit, the winning team must share players so a complete game can still be played.
8. Complete uniforms must be worn to be permitted to play. Steel spiked shoes are not permitted.
9. No jewelry or accessories are to worn by a player. Manager must check the team prior to the start of the game.
10. All players must play at least three (3) innings in every game unless manager is using disciplinary action. All players bat in order (round robin).
11. No player shall sit out two (2) consecutive innings or more than two (2) innings per game. Each player must play at least one (1) inning in the infield & one (1) inning in the outfield. No player may play any one position more than two (2) innings per game. Catcher position is excluded from this rule.
12. Pitching distance is 35 feet, from the front of the pitching rubber to the back of home base. Base path is 60 feet. The distance from home plate to second base is 84 feet 10 inches.
13. Official ball will be the 11” softball. Home team will provide game ball. (One new game ball & one good used ball)
14. Home plate will be 21” wide; the extension will be the black part of the plate and will be used for calling balls & strikes.

Manager/Coach Rules

1. No manager or coach is permitted on the field while the ball is in play. (This includes standing behind the catcher. Teach your catchers the importance of their position!)
2. Managers or coaches are allowed two (2) visits to the mound per inning. On the third visit, the pitcher must be pulled. The pitcher is allowed to continue playing in another position.
3. No one may touch or physically assist a player to run or to be stopped from running. If a runner is physically assisted, the runner is out.

Pitching

1. Pitchers must use “windmill” style of pitch.
2. The strike zone will be the player’s armpits to the top of the knees while in a batting stance.
3. A pitcher may pitch at most three (3) innings during the first six innings of a game. The innings do not have to be consecutive. There are no restrictions for any inning after the sixth inning.
4. There is no coach pitch in this age bracket.
5. If a pitcher hits a batter with a pitched ball, the batter is awarded first base. It will be determined by the umpire if the batter purposely interfered with the pitch. If a pitcher hits two batters in the same inning, she must be removed from the pitching position.
6. When the pitcher gains possession of the ball in the pitcher’s circle, all runners less than halfway to the next base must return to the last base. All runners more than halfway to the next base may continue at their own risk. Umpire will declare “Time” when pitcher has the ball.

Batting/Base Running

1. If the batter receives three (3) strikes, the batter is out. If the batter receives four (4) called balls, the batter is awarded first base.
2. Once a batter hits the ball, they must run to first base or beyond at their own risk. (This will teach runners the importance of base coaches & teach fielders to hustle!)
3. When a fair ball is hit safely into the playing area, the ball is in play & the runners may advance at their own risk until the umpire calls the play dead. The umpire will call the play dead when:
 - a. A ball is overthrown into dead ball area beyond the first base line. Batter runner will advance one base. (Runners may advance at their own risk if ball is overthrown in playing area or beyond third base.)
 - b. The umpire calls “Time”.
4. Foul balls hit into dead ball area are out of play. If caught, batter is out.
5. Stealing is not permitted.
6. Leading off is not permitted.
7. The infield fly rule will not be played.
8. Sliding is encouraged. If a player does not slide & interferes with the fielder, she may be called out for interference. The umpire will make this call. Headfirst slides are not permitted. Any player using a headfirst slide will be called out.
9. If a fair ball strikes a runner before being touched by a fielder, the runner is out.
10. Courtesy runners may be used for:
 - a. Catcher if two (2) outs
 - b. Injured base runner
 - c. Pitcher if two (2) outs
11. Courtesy runner shall be the player who made the last out.

Fielding

1. Encourage players to make plays! Get those outfielders to hit their cut-offs!
2. After a fair ball is hit, the defensive team must get the ball to the pitcher to have "Time" called by the umpire. Pitcher must have control of the ball in the pitcher's circle.
3. Runners must be tagged with the hand that is holding the ball on a non-force out play.

Conduct During the Game

1. Unsportsmanlike conduct including throwing the bats or equipment and verbal abuse will not be allowed. Managers are to warn their teams prior to the start of the game. This rule includes the conduct of managers, coaches & spectators.
2. No tobacco product of any kind is permitted within 20 feet of any playing area.
3. All teams are responsible for the clean up of the field area after each practice and game.
4. **Managers and coaches shall not argue with the umpires under any circumstances! The umpire's decision is final!**