



JOHNSON COUNTY

Park & Recreation District

Fastpitch Softball League Rules

All Divisions

- Players cannot wear jewelry.
- All teams must bat their full roster.
- Once a player is injured and cannot fulfill either a defensive rotation or her spot in the batting order, she is removed for the duration of the game and the batting order skips her position without penalty.
- Courtesy Runner will be the last recorded out.
- Each player cannot sit out defensively for 2 or more consecutive innings.
- 5 runs (5-run-rule) or 3 outs will constitute a ½ full inning.
- A team must field a minimum of 7 players to start or finish a game, there will be no offensive penalty for playing short.
- Softballs will be provided for the 7U and 8U Coach Pitch leagues; all others must supply game balls.
 - o Game balls are available for purchase at the concession stand between fields 21 and 28.
- Metal cleats are not allowed by any player.
- Once the time limit has expired, teams will finish out the inning. If the game is tied after this last inning is over the game will be declared a tie.

7U & 8U Coach Pitch

- *Game Ball*
 - o The 11" RIF "Softie" Softball will be used for games.
 - o After the first 5 games of the season, teams can use a standard 11" Optic Yellow Softball if agreed by both coaches.
- *Game Play*
 - o *Time limit* – 1 hour (60 minutes)
 - o *Pitching distance* – 35'
 - o *Base distance* – 45'
 - o The infield fly rule will not be in effect.
- *Batting*
 - o 7U – For the first 2 weeks of the season players will be able to choose to bat from a tee if necessary or desired. The tee will be brought to your field by your umpire. Players will



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be able to select hitting from the tee or off a pitch each at-bat. Players will receive either 4 swings at a tee or 4 pitches from a coach.

- 8U – all players will bat from a coach pitch. They will receive a maximum of 4 pitches from a coach.
- *Baserunning*
 - Base runners are only allowed to advance 1 base on a batted ball that does not leave the infield. Players will be encouraged to throw the ball to a base without the threat of runners advancing on an overthrow.
 - Base runners may advance more than 1 base on a batted ball that passes the infielders. When an infielder has possession of the ball within the baselines and is not making a play on a runner, the umpire will call “time” and runners will return to the base they were at unless they have advanced more than halfway to the next base.
 - If a batted ball strikes the pitching coach it becomes a dead ball, the batter advances to 1st base and all other base runners advance one base if forced.
 - No stealing. No lead-offs.
- *Defense*
 - One defensive coach will be allowed in the outfield.
 - On defense, teams may play a 10th player in the outfield. The outfield begins 5 feet beyond the baseline.
 - When an infielder has possession of the ball within the baselines and is not making a play on a runner, the umpire will call “time” and runners will return to the base they were at unless they have advanced more than halfway to the next base.
- *Scores and Standings*
 - 7U – Score cards will be kept but standings will not be posted online.
 - 8U – Score cards will be kept and standings will be posted online.

9-10U Kid/Coach Pitch

- *Game Ball*
 - The 11” Optic Yellow Softball will be used for games.
- *Game Play*
 - *Time limit* – 1 hour 10 minutes (70 minutes)
 - Once the time limit has expired, the following two scenarios will result in the “Drop Dead” ruling and the game will end.
 1. After the time limit, the home team is ahead and batting.
 2. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.
 - *Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.
 - Pitching distance – 35’
 - Base distance – 60’



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- The infield fly rule will not be in effect.
- *Baserunning*
 - *No base stealing.*
 - Lead-offs will be permitted after the ball leaves the pitchers hand.
 - When the coach is pitching, if a batted ball strikes the pitching coach it becomes a dead ball, the batter advances to 1st base and all other base runners advance one base if forced.
 - Base runners are only allowed to advance 2 bases maximum on a batted ball that does not leave the infield.
- *Pitching*
 - All innings will begin with a player pitching. If two consecutive batters are awarded 1st base by either being walked with 4 called balls or by being hit by a pitch, then a coach from the offensive team will take over pitching duties. Then the Coach Pitch pitching rules will be in effect for the rest of that half-inning.
- *Defense*
 - On defense, teams may play a 10th player in the outfield. The outfield begins 5 feet beyond the baseline.
 - When an infielder has possession of the ball within the baselines and is not making a play on a runner, the umpire will call "time" and runners will return to the base they were at unless they have advanced more than halfway to the next base.

9-10U Kid Pitch

- *Game Ball*
 - The 11" Optic Yellow Softball will be used for games.
- *Game Play*
 - *Time limit* – 1 hour 10 minutes (70 minutes)
 - Once the time limit has expired, the following two scenarios will result in the "Drop Dead" ruling and the game will end.
 1. After the time limit, the home team is ahead and batting.
 2. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.
 - *Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.
 - Pitching distance – 35'
 - Base distance – 60'
 - The infield fly rule will not be in effect.
 - Run rule will be as followed. 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.



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- *Baserunning*
 - No stealing home. No runner beginning at 3rd base shall advance home, except for the following three scenarios. This includes a ball that is thrown or carried into dead ball territory. Unless it is during a live play from a batted ball, no runner will be awarded home as a penalty for a ball touching dead ball territory.
 1. *Bases loaded walk.*
 2. *Bases loaded HBP.*
 3. *Batted ball.*
 - Lead-offs will be permitted after the ball leaves the pitchers hand.
 - A base runner shall advance no more than 1 base per pitch unless the ball is hit by the batter. If a runner attempts to advance more than one base, that runner is liable to be put out. If that runner safely reaches a base beyond the one they are entitled to, time shall be called, and that runner returned back to the base they were entitled to.
 - The batter/runner may not attempt to advance to first base on a dropped third strike.
 - When a batter is issued a walk, they are only entitled to advance to 1st base.
- *Defense*
 - On defense, teams may play a 10th player in the outfield. The outfield begins 5 feet beyond the baseline.

11U – High School Kid Pitch

- *Game Ball*
 - The 12" Optic Yellow Softball will be used for games.
- *Game Play*
 - *Time limit* – 1 hour 10 minutes (70 minutes)
 - Once the time limit has expired, the following two scenarios will result in the "Drop Dead" ruling and the game will end.
 1. After the time limit, the home team is ahead and batting.
 2. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.
 - *Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.
 - Pitching distance:
 - 12U-14U – 40'
 - High School – 43'
 - Base distance – 60'
 - Teams may only field 9 players on defense.
 - Run rule will be as followed. 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.



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