



Yorktown JAA: Division II & III Softball Rules (2024)

Game Play:

- 5 inning game or time limit; 3 outs per half inning
 - Game time is 1 hour
 - Game time begins on the 1st pitch (announced by the umpire)
 - At the completion of 5 innings or 1 hour game is over
 - § If time limit is reached before end of game, inning in progress can be completed
 - No new inning can be started after reaching the 50 minute mark of a game
 - 5 run limit per half inning (during regular season)
 - Ties are permitted in the regular season
 - 10 run rule enforced after 4 innings
 - § If winning by more than 5 runs after 4th inning, game be ended based on coach decision
- 40' pitching mound for pitching machine; 16' diameter pitchers circle
- 11" softball is used
- Maximum of 2 minutes in between innings. Teams must hustle on and off the field.

Fielding:

- 10 players in the field
 - 4 outfielders (outfielders must start each play positioned in the outfield grass)
 - 4 infielders
 - 1 pitcher/helper (pitcher must start play with 1 foot inside the pitching circle)
 - 1 catcher
- A player may not sit the bench defensively for more than 1 inning until every player has sat out. All players should be rotated during the game to make play as equal as possible.

- 2 coaches allowed in the field during play

Pitching:

- **Division III** Games will be Coaches Pitch for the entire game
 - Coaches must pitch from inside the Pitching Circle (no closer)
 - Coach Pitchers must use an underhand softball pitching motion
 - Coaches must also pitch from a standing position (no kneeling to pitch permitted)
 - For the first half of the season, a batting tee may be used after 5 pitches if the hitter has not hit the ball yet
- **Division II** Games will utilize a Pitching Machine for the entire game
 - Pitching machine speed should be 30-35 mph (or agreed upon by coaches prior to game start)
 - Pitching machine should be positioned so that the entire machine is inside the pitching circle and the back legs of the machine must be at the 40' pitching rubber
 - Pitching machine direction can be adjusted prior to the start of each half inning (as needed). Machine can also be adjusted during the inning if the ball hits the machine during play.

Hitting:

- An at-bat consists of 3 strikes or 5 pitches (whichever comes first). An at-bat continues after the 5th pitch by fouling the ball off as if there are 2 strikes
- No bunting
- A batted ball that hits the pitching machine or pitching coach is considered a dead ball. Batter is awarded 1st base, and any runners on base are awarded the next base (all runners proceed 1 base from previous position)

Base Running:

- Baserunners must stay in contact with the base until the ball reaches Homeplate
- No stealing of bases permitted
- No dropped 3rd strike will be enforced
- No infield fly rule will be enforced
- Courtesy runner may be used for the catcher after 2 outs to allow the catcher to prepare for the next inning
- For batted balls that remain in the infield:
 - Each baserunner may advance one base only, no additional bases will be awarded for overthrows

§ For plays that result in an overthrow when attempting to make an out, the runner is awarded the next base, but no additional bases.

§ Example 1: No runners on bases. The batter hits a ball to the 2nd baseman, who makes an errant throw to 1st base. The batter is awarded 1st base only.

§ Example 2: A runner is on 2nd base and the ball is hit to the pitcher, who makes an errant throw to 1st base. Batter is awarded 1st base and the runner on 2nd base is awarded 3rd base only. No additional bases will be awarded after the overthrow.

- For batted balls that leave the infield, runners may continue running until they are stopped by the fielding team by either:
 - Getting the ball to the pitcher (in the pitchers circle)
 - Controlling the ball in front of the lead runner
 - § This means the fielder has possession of the ball in front of the lead runner, puts her arms up and is granted time by the umpire.
 - Controlling the ball in the infield
 - § This means a fielder inside the base paths has possession of the ball, puts her arms up and is granted time by the umpire
- Once time is awarded by the umpire:
 - Any runner more than halfway to the next base will be awarded the next base
 - Any runner less than halfway to the next base must return to the previous base

Coaching, Equipment & Team Safety:

- All fielders must wear a face mask on defense
- All batters must wear a batting helmet with a face mask
- No swinging of bats inside the dugout. Swinging of bats is permitted for the on deck batter from a pre-determined batting circle outside of the dugout area
- If a player arrives after the first pitch of the game:
 - Player must be placed at the bottom of the batting order
 - Player can still only sit 1 defensive inning until every other player has sat out
- No more than 4 coaches allowed in the dugout area during the game.
 - 2 coaches are permitted in the field during the regular season
 - 2 coaches are permitted to work the coaches boxes when team is hitting
- Only coaches and assistant coaches may speak with an umpire to clarify rules during a game.
 - NO parents are permitted in the field of play during a game
- Coaches may NOT argue any judgment calls with an umpire. Arguing balls/strikes or safe/out is grounds for expulsion. If a coach is expelled from a game, they must leave

the game site AND will not be allowed to coach the following game. Appeals for expulsion can be directed to the onsite JAA Board representative during a game or in front of the Board of Directors prior to the next game.

- Umpire decisions are final. NO game protests allowed.
- NO bat throwing. 1st occurrence is a warning from the umpire. Subsequent bat throwing can cause the batter to be called out (Umpire discretion)
- Teams must field at least 7 players at game time to begin play otherwise the team forfeits. Teams playing with less than 8 players will register an out when the missing 8th player comes to bat. A team may utilize 1 substitute player already registered with JAA during the regular season, but this substitute must be no older than current age restrictions for the division and must already be playing in the JAA league. No substitutes from other teams is permitted.

Tournament Play:

- Games continue to last for 5 innings, however games can be extended to 1 hour and 15 minutes
- Games continue to be 5 runs per inning, however, the last inning will allow for unlimited runs
- Games will continue to have a 10 run rule after 4 innings
- Teams must field a minimum of 8 players to begin play. Teams playing with less than 9 players will register an out when the missing 9th player comes to bat. No substitutes permitted during tournament play.