

RoCo Softball Rules Quick Reference

	6u	8u	10u Fastpitch	13u Fastpitch
Age	Players shall play in the league consistent with their age on May 1 of the current school year. For example, a payer turning 11 on April 30 would play in 13u, a player turning 11 on May 1 would play in 10u			
Length of Games	6 innings - No new inning after 55 minutes. New inning begins the moment the 3rd out is made			
Game called	Up by 15 runs after 3 innings, 10 runs after 4 innings. And all batters have batted at least once			
Extra Innings	Extra innings are at the field manager’s discretion			
Softball Size	11 inches	11 inches	11 inches	12 inches
Field Layout	35ft back of home plate to center of circle. Circle should be made with a 8ft radius (16ft diameter)		35ft back of home plate to front of rubber. Circle should be made with a 8ft radius (16ft diameter)	40ft back of home plate to front of rubber. Circle should be made with a 8ft radius (16ft diameter)
Pitchers	Defensive player must begin the pitch with at least 1 foot in the circle. They may not obstruct the coach pitcher. Facemask must be worn. Coaches are encouraged to pitch with 1 foot in the circle but may get closer within reason if a batter requires it. If the pitching coach is hit by a batted ball, the play is dead and the pitch does not count.	Defensive player must begin the pitch with at least 1 foot in the circle. They may not obstruct the coach pitcher. Facemask must be worn. Coaches must pitch with 1 foot in the circle. If the pitching coach is hit by a batted ball, the play is dead and the pitch does not count.	Pitcher must pitch with a legal motion as defined by NFHS rules. Pitchers must wear a facemask.	
Catchers	Full helmet with facemask must be worn at all times		Full gear required	
Base Distance	60ft			
Lead off/Stealing	None. Players must remain on base until contact with the ball.		No lead off, may leave base when ball leaves the pitcher’s hand	
Dropped 3rd Strike	N/A		Batter is out and may not advance. If the resultant out is not the 3rd out of the inning, the ball is still live and other base runners may advance	Batter may advance on dropped 3rd strike per standard rules
Infield Fly Rule	Not called		Is called per umpire’s judgement	
Time/play stopped	Lead runner has been stopped. Any non-lead runner, who in the judgment of the umpire, has passed the half-way mark shall be awarded the next base unless awarding the next base would force the lead runner to advance.		Pitcher possesses the ball in the circle. Hesitation applies for all runners	
Bats	Softball bat (USA Softball, USSSA, ASA)			
Sliding & Play at the Plate	Head first slides are not allowed and the runner will be called out. For a play at home plate, runners are not required to slide; however, an unnecessary collision with the catcher at the plate by a runner should be considered unsportsmanlike conduct and the runner should be called out. Runners are encouraged to avoid collisions. Sliding into first base is discouraged.			
Batting	All players listed on the lineup are in the batting order			
Players	Minimum of 8 players. All players may take the field on defense in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), Remaining players in the outfield	Minimum of 8 players. 10 defenders in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), 4 Outfielders	Minimum of 8 players. 9 defenders in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), 3 Outfielders	
Infielders	Infielders may not begin the pitch closer than the half way mark (approx 30 ft)		Standard NFHS rules	
Outfielders	Outfielders must begin the pitch with both feet in the grass			
Pickups	Players may be picked up from other in-league teams of the same age division only as needed, and may only pickup a quantity of players necessary to complete a 10 player lineup. Picking up players from a younger age division is permitted. All pickup players must play in the OUTFIELD. All pickup players should be identified on the lineup card as a PICKUP. Pickup players must bat at the end of the lineup. No pickups shall be permitted in post-season play of players in the same age division. Players from younger age divisions may be used per the rules above.			
Coaches when batting	2 base coaches plus a coach to pitch on the field when batting	2 base coaches plus a coach to pitch on the field when batting	2 base coaches on the field when batting	
Coaches when fielding	2 coaches may be on the field when on defense, but MUST remain in the outfield	No coaches permitted on the field		
Strike-outs	5 pitches. If 5th or later pitch does not result in a hit or a foul, the batter is out. No tee will be used	3 strikes or 5 pitches. If 5th or later pitch does not result in a hit or a foul, the batter is out. No tee will be used	Standard NFHS rules	

RoCo Baseball Rules Quick Reference

	6u A	8u AA	10u AAA	13u Ozone
Age	Players shall play in the league consistent with their age on May 1 of the current school year. For example, a payer turning 11 on April 30 would play in 13u, a player turning 11 on May 1 would play in 10u			
Length of Games	6 innings - No new inning after 55 minutes. New inning begins the moment the 3rd out is made			6 innings. No new inning after 1 hour 20 mins. New inning begins the moment the 3rd out is made
Game called	Up by 15 runs after 3 innings, 10 runs after 4 innings. And all batters have batted at least once			
Extra Innings	Extra innings are at the field manager's discretion			
Field Layout	46ft back of home plate to center of circle. Circle should be made with a 6ft radius (12ft diameter)		46ft back of home plate to front of rubber. Mound with 6" slope recommended	50ft back of home plate to front of rubber. Mound with 6" slope recommended
Pitchers	Defensive player must begin the pitch with at least 1 foot in the circle. They may not obstruct the coach pitcher. Facemask must be worn (can be a fielders mask). Coaches are encouraged to pitch with 1 foot in the circle but may get closer within reason if a batter requires it. If the pitching coach is hit by a batted ball, the play is dead and the pitch does not count.	Defensive player must begin the pitch with at least 1 foot in the circle. They may not obstruct the coach pitcher. Facemask must be worn (can be a fielders mask). Coaches must pitch with 1 foot in the circle. If the pitching coach is hit by a batted ball, the play is dead and the pitch does not count.	Refer to pitch counts in Dixie Youth Handbook	
Catchers	Full helmet with facemask must be worn at all times.		Full gear required	
Base Distance	60ft			70ft
Lead off/Stealing	None. Players must remain on base until contact with the ball.		No lead off, can steal when ball crosses home plate	Can lead off and steal
Infield Fly Rule	it Not called		Is called per umpire's judgement	
Time/play stopped	Lead runner has been stopped. Any non-lead runner, who in the judgement of the umpire, has passed the half-way mark shall be awarded the next base unless awarding the next base would force the lead runner to advance.		Pitcher possesses the ball on the rubber and catcher is in position	Time is called by the umpire
Bats	USA Baseball stamped bat			
Sliding & Play at the Plate	Head first slides are not allowed if the runner has a facemask on his/her helmet. Otherwise, this is permitted. For a play at home plate, runners are not required to slide; however, an unnecessary collision with the catcher at the plate by a runner should be considered unsportsmanlike conduct and the runner should be called out. Runners are encouraged to avoid collisions, whether it's by sliding or other means. Sliding into first base is discouraged.			
Batting	All players listed on the lineup are in the batting order			
Players	Minimum of 8 players. All players may take the field on defense in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), Remaining players in the outfield	Minimum of 8 players. 10 defenders in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), 4 Outfielders	Minimum of 8 players. 9 defenders in the following positions: Pitcher, Catcher, 4 infielders (1B/2B/SS/3B), 3 Outfielders	
Infielders	Infielders may not begin the pitch closer than the half way mark (approx 30 ft)		Standard Dixie Youth rules	
Outfielders	Outfielders must begin the pitch with both feet in the grass			
Pickups	Players may be picked up from other in-league teams of the same age division only as needed, and may only pickup a quantity of players necessary to complete a 10 player lineup. Picking up players from a younger age division is permitted. All pickup players must play in the OUTFIELD. All pickup players should be identified on the lineup card as a PICKUP. Pickup players must bat at the end of the lineup. No pickups shall be permitted in post-season play of players in the same age division. Players from younger age divisions may be used per the rules above.			
Coaches when batting	2 base coaches plus a coach to pitch on the field when batting	2 base coaches plus a coach to pitch on the field when batting	2 base coaches on the field when batting	
Coaches when fielding	2 coaches may be on the field when on defense, but MUST remain in the outfield	No coaches permitted on the field		
Strike-outs	3 strikes or 5 pitches. If 5th or later pitch does not result in a hit or a foul, the batter is out. No tee will be used		Standard Dixie Youth rules	

Pitch Count Limitations

- (1) A **League Age 9 or 10** pitcher shall not throw more than 75 pitches in the same game or on the same day.
Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- (2) A **League Age 11 or 12** pitcher shall not throw more than 85 pitches in the same game or on the same day.
Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- (3) All pitchers in local league play must adhere to the following pitch count rest requirements:

<u>League Age</u>	<u>No Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>
09 -12	1-30	31-45	46-65	66+

	6u A	8u AA
Strike-outs	3 strikes or 5 pitches. If 5th or later pitch does not result in a hit or a foul, the batter is out.	3 strikes or 5 pitches. If 5th or later pitch does not result in a hit or a foul, the batter is out.
Tee	Not used	Not used