

**HUDSON BOOSTERS
MAJOR MODIFIED PITCH RULES**

1. GAME

- A. The game will be either 6 Innings long, or subject to the time rule.
 - No inning can start after 1 hr 20 minutes from the start of the game.
 - In case of rain, darkness or time-limit, 3 full innings make a complete game.
- B. Speed up rules will be used. If your next inning catcher is on base with 2 outs, the girl who made the last out will substitute for her. This will allow the catcher time to get ready for the next inning. The pitcher may be substituted for also, allowing her time to warm-up before the next inning.
- C. Maximum of 6 runs per team per inning.
 - Allow continuation on the last play of the inning, but only 6 runs will be scored.
- D. All players present will be in the batting order.
- E. Player Rotation
 - Rotate players from the bench to the field every inning. No player may sit out 2 innings in a row, or more than 1 inning more than any other player.
 - No player can play the same position more than 2 innings per game, except pitcher or catcher. A player can play up to 3 innings per game at pitcher or catcher.
- F. Teams will play 3 outfielders. All outfielders must start each play on the outfield grass.
- G. The infield fly rule will not be used.
- H. All basic high school softball rules will apply, if not covered in these rules.

2. PITCHING

- A. Pitcher will start the delivery with both feet on the pitching rubber. Pitchers may take one step towards the batter during their delivery. Pitchers shall not take a full wind up. Pitchers arms cannot start any further than from the straight up position. The pitching should mimic traditional slow pitch softball and have an arc upon delivery. Rubber will be placed at 40" for pitching purposes.
- B. A player may not pitch in more than 3 innings per game.
 - The innings need not be consecutive.
 - A single pitch within an inning is considered an inning pitched.
- C. Pitchers may have 5 warm-up pitches at the start of the game and 3 warm up pitches between innings. New pitchers may have 5 warm-up pitches.
- D. No Intentional walks are allowed.
- E. Coaches are strongly encouraged to have as many players try pitching as interested.

3. HITTING

- A. A batter is out on 3 strikes, whether swinging or called by the umpire.
- B. Batters may not attempt to advance on a dropped third strike.
- C. Bunting is not allowed. Batters must attempt a full swing. If a bunt attempt it will be considered a strike.
- D. A batter throwing the bat will be warned once and called out on subsequent occurrences.
- E. All batters, base runners and on-deck batters must wear protective head gear with mask. The on-deck batter must stand half way between home plate and first base with a left-handed batter and between home plate and third base with a right-handed batter.
- F. No bat swinging outside of the field.
- G. All bats must be official softball bats (2 ¼ inches or less in diameter).

4. BASE RUNNING

- A. Base stealing is not allowed.
- B. Runners cannot leave the base until the ball is put in play by the batter.
 - A runner will be called out if they leave early
- C. Once the ball is controlled by the pitcher within the pitching circle, any base runners who are not advancing to the next base must return to the previous base immediately. Any runner who doesn't immediately return to the base will be called out.
- D. If the ball is fielded and the throw goes out of play (over/behind the fence, behind the backstop, etc.), the runners automatically advance as follows:
 - The runner will receive the base they are going to, plus an additional base. For example, batter running to first will receive 1st base + 2nd base. Another example, runner starting at 2nd going to 3rd on a batted ball, will receive 3rd base + home.
- E. A runner will be called out for:
 - Running out of the baseline to avoid a tag
 - Making contact with a fielder while coming into a base or home without sliding (No contact, no penalty).
 - Baserunners may slide head first.
 - Leaping is prohibited.
 - Leaving base before the ball is released by the pitcher.
- F. Double 1st base rules
 - Runner should use colored base on initial play unless the fielder is drawn to the colored side of the base, in which case the runner would go to the white base and the fielder the colored part. However, the runner is never out for touching the white side of the base, UNLESS the play results in the runner colliding with a fielder attempting to make the play and interference occurs.

5. UMPIRES

- A. Hudson Boosters Umpires are typically beginner umpires. There will be zero-tolerance of abusive actions or language towards umpires.
- B. Help them out if they misinterpret a rule, even if it means that the call goes against your team. Do not take the attitude that if the umpire doesn't know a rule, "it's not my fault". Part of your job is to help develop better umpires for the program.
- C. An Umpire can stop a game if conditions are considered unsafe to continue. Unsafe conditions can include, but are not limited to:
 - Darkness.
 - Weather - Rain, Poor Field Conditions, Lighting, Storms.
 - Abusive behavior by coaches, players, or fans.
 - The decision to stop a game (other than because of abusive behavior) will be made by the umpire in conjunction with the coaches, though the umpire will have the final say.
- D. If an umpire ejects a coach from the game, that coach will not be able to coach the next game. If there is a second occurrence, the coach will be dismissed from the league.
- E. All decisions by the umpire are final.

6. GENERAL

- A. For safety reasons:
 - Encourage players to wear long pants when playing.
 - No Metal spikes allowed but encourage turf-style shoes.
 - Catchers must wear all protective equipment. Warm up catchers must wear helmet and mask.
 - Watches, rings, necklaces, earrings, etc. may not be worn when playing.
 - Batters must wear a helmet with attached face mask. **Boosters will not be providing batting helmets, unless requested. It is recommended Parents should purchase a helmet with face mask for their players.**
 - Fielders are advised to wear a fielding mask.
- B. The jersey provided by the Boosters is mandatory uniform. Hats/Visors are optional and not provided by the Boosters.
- C. No swearing or abusive language is permitted.
- D. Rain outs will be determined at the field. North Hudson drains quickly, so even if play is called at other fields, it may still be possible to play.
- E. Each team is responsible for getting their own equipment, while the last teams of the day to play, are responsible for properly putting the equipment away.
- F. The Home team is responsible for cleaning up the field after the game.

7. STORMS

- A. Coaches are to use good judgment when storms appear. If rain occurs and a game cannot be played, make sure that all players have a way home. It must be by mutual consent of all coaches to continue play.
- B. When lightning is sighted, all play will be suspended.
- C. If a tornado warning sounds, make sure all players have a way to a shelter. If there is not enough time to get home, seek shelter in neighborhood homes.
- D. Account for all players on the team before leaving the area.

8. RULES FOR COACHES

- A. The league will make the best effort to have two coaches for each team. After the teams are formed, encourage all parents to help.
- B. Coaches will accept the players as assigned.
- C. Players can only be added to a team by the Softball Commissioner and In-House Director.
- D. Coaches shall accept unequivocally all new players as assigned to their team.
- E. No coach may recruit a player for a team.
- F. Violation of the above rules will result in a hearing. Any disciplinary action could result in dismissal of the coach.
- G. No coach or parent may stand behind the backstop or make any attempt to influence a call by an umpire.
- H. Coaches are required to sign and understand the Hudson Booster Club's Softball In-House philosophy statement, as well as agree to a background check, and certified concussion training, prior to coaching.
- I. Offensive coaches are resigned to the coaches boxes unless time is called.