

OAKS DADS CLUB
GENERAL SOFTBALL RULES
SPRING 2026

1. REGISTRATION

a. Registration for the Oaks Dads Club Softball Program shall be online on the same dates as the Oaks Dads Club schedules for other programs. *No girl can compete until her registration and payment have been completed.

b. Late Registration (after draft) will be accepted. If a slot is not available, the registrant may elect to be placed on a waiting list. Selection of these girls to fill a vacant slot on a team will be in accordance with or performed by the Player Agent and representative of teams affected via a blind draft to the next team with a post-draft vacancy, or if no vacancies, then in accordance with the draft selection order pending at that time. A blind draft for late registrants will occur seven days after the first registrant's sign-up date. A new pool will be established as needed until the first half of the softball season has been completed; any exception must be approved by a 2/3 majority vote of the board.

c. Each team member shall be a registered paid member of the Oaks Dads Club. All coaches and assistant coaches must be a member/associate member of Oaks Dads Club and approved by the Softball Board.

d. Girls going into the draft (except in two [2] team leagues) may choose one (1) coach or team they wish not to be drafted by and the coach of that team cannot draft that player. Returning players must sign up before the last tryout or go into the draft.

2. AGES

a. The "softball year" begins with the fall season and ends after the spring season (including playoffs).

b. 14 & Under: 13- & 14-year-olds as of September 1st of the softball year or attending eighth grade, but in no case may a player turn 16 during the season.

c. 12 & Under: 11- & 12-year-olds as of September 1st of the softball year or attending sixth/seventh grade, but in no case may a player turn 14 during the season.

d. 10 & Under: 9- & 10-year-olds as of September 1st of the softball year or attending fourth/fifth grade, but in no case may a player turn 12 during the season.

e. Pixie: 7- & 8-year-olds as of September 1st of the softball year or attending second/third grade, but in no case may a player turn 10 during the season.

f. Little Miss: 5- & 6-year-olds as of September 1st of the softball year or attending kindergarten/first grade, but in no case may a player turn 8 during the season.

g. Little Sluggers: 4-year-olds as of September 1st of softball year or Pre-K, but in no case may a player turn 6 during the season.

h. A majority vote of the softball board is required to approve requests to play in divisions above or below the player's eligibility.

3. TEAMS

a. Team roster will be made of:

b. One (1) head coach

c. Maximum three (3) assistant coaches

d. Little Sluggers 4U: minimum of five (5) players with a maximum of ten (10) players.

e. Little Miss 6U: A minimum seven (7) players with a maximum of ten (10) players.

f. Pixie 8U: A minimum of eight (8) players with a maximum of eleven (11) players.

g. 10 & Under and 12 & Under: A minimum of 9 players with a maximum of twelve (12) players.

h. 14 & Under: A minimum of (9) players with a maximum of twelve (12) players.

i. NOTE: All sisters of the same age group shall be placed on the same team if desired by parents. (Coaches may retain their own daughters and play them above, but not below, their age group with Board approval.) Coach's daughters shall consist of immediate relatives. Immediate relatives are defined as daughters, grand-daughters, and step-daughters. Relatives, other than immediate relatives, shall go on the same team only by Board approval.

j. Minimum number of players required to play game per division:

- **4U** -- 4 players (no pick-ups needed)
- **6U** -- 7 players (max. 2 pick-up players)
- **8U** -- 7 players (max 2 pick-up players)
- **10U** -- 8 players (max 2 pick-up players)
- **12U** -- 8 players (max 2 pick-up players)
- Coaches may discuss before game with Division director step out of above.

4. COACHES

- a.** Each team will have one (1) coach and no more than three (3) assistant coaches and all must be 18 years old or older and a paid member of Oaks Dads Club. The Board must approve any exception.
- b. NOTE:** Having three (3) assistant coaches is optional. Additional assistant coaches will be picked after the teams are drafted. Any exception to the above must be approved by the Board.
- c.** Only coaches and/or assistant coaches, team mom, players, and those approved by the Softball Board may sit in the dugout or walk onto the playing field during a game.
- d.** Only two (2) base coaches per team. These must be a coach, assistant coach, or team member as shown on the team rosters. (Any team player that is base coaching must wear a helmet.)
- e.** In case of absence, the coach or assistant coach may appoint a substitute for that game only. Rule 4A, 4H and 4I must be followed.
- f.** No coach may assist another coach during a league game within his or her own league.
- g.** Coaches will sign for and be responsible for equipment issued to them and will return such equipment within two (2) weeks after the season ends. (Failure to return equipment issued shall be considered in future requests to coach softball at ODC. The coach is subject to the loss of an equipment deposit for failure to return equipment)
- h.** Coaches/teams will be responsible for getting their own sponsors. All sponsorship money shall be turned into the Corporate board Treasurer.
- i. PENALTY:** Failure to secure a sponsor shall result in consideration of future requests to coach softball at ODC.

5. RULES

- a.** The ODC Softball program shall use USA Softball Official Rulebook with exceptions as noted herein.
- b.** No one except umpires, coaches, assistant coaches, and team members may assist in pre-game warm ups (exceptions must be approved by the head coach). There will be no pregame infield warm-ups allowed on scheduled game days.

c. At ODC, the Grounds Committee, Umpire, Softball President, Vice President, League Supervisor, or Umpire-in-Chief has the authority to call off the game before it commences. After the game begins, the umpire has complete control in all games.

d. **NOTE:** All make-up games will be played at the earliest possible time. Day and time relayed to the coach by your League Supervisor shall be final (subject to Absence Rule). Make-up games will be rescheduled a maximum number of two (2) times before a forfeit occurs.

e. All protests must be submitted in writing to the Umpire-in-Chief (or League Supervisor if Umpire-in-Chief is unavailable) within 48 hours after the contest before any action will be considered. (Refer to 5A) NO PROTESTS WILL BE DISCUSSED VERBALLY. No protests will be accepted during the fall season.

f. Any person that is removed from the field or stands must come before the Softball Board and explain within seven (7) days what happened. The Softball Board Member, Director on Duty, or Umpire that had the party removed needs to have a written report into the Softball Board within 24 hours. Further punishment by the Softball Board could be assessed.

g. Little Sluggers, Little Miss, Pixie, and 10U playing rules will be in the attached rider to the playing rules.

h. Leagues playing in co-ops shall play under approved rules adopted by said co-op for ALL games.

6. RULE BOOK INSTRUCTIONS

a. No metal spikes or cleats

b. Shirts, belts, and socks will be furnished by the Corporate Board for all leagues. The Softball Board must approve any extra uniforms. Parents are to provide pants/shorts, batting helmets with face guard, bats, and gloves.

c. Batting helmets and face guards must be NOCSAE approved. Batting helmets must be worn when batting, on deck, when a player is coaching, or running the bases in these leagues and at practice.

Face Guard Requirements by Division:

- **14U & 12U:** Face guards recommended for all infield positions
- **10U, 8U (Pixie), 6U (Little Miss), 4U (Little Sluggers):** Face guards required for all infield positions

d. Any uniform additions (such as windbreakers, etc.) must be provided by players and must be of uniform color and style. **NOTE:** Uniforms furnished by ODC will be worn with no

alterations (names, sponsor's names, etc.) unless approved by the Board. Uniforms will be worn with shirt-tails tucked in.

e. A fully played game for 10U, 12U, and 14U is 1 hour and 20 minutes (80 minutes). 10U plays six (6) innings; 12U and 14U play seven (7) innings. In the event of a tie game at the end of regulation time, there will be a maximum of two (2) U.S.A. International Tie-Breaker innings for 12U and 14U, and one (1) ITB inning for 10U (spring season only). No new inning shall be started after 1 hour and 10 minutes (unless tied), but an inning started within that time shall be completed.

7. DISTANCE OF BASES AND PITCHING RUBBER

- a. 14 & Under pitching mound shall be 43 feet from home plate.
- b. 12 & Under pitching mound shall be 40 feet from home plate.
- c. 10 & Under pitching mound shall be 35 feet from home plate.
- d. All bases shall be 60 feet apart.

8. GAMEPLAY

- a. Five (5) runs scored by the batting team or three (3) outs made by the defense shall be an inning at bat. This rule applies to Little Miss, Pixie, 10 & Under and 12 & Under leagues only unless superseded by Co-op Rules. 14 & Under (5) run limit until after 4th inning then (7) run limit.
- b. Each team using a coach pitcher must designate their coach pitcher and one substitute to the home plate umpire prior to the game. The coach pitcher may only be substituted at the completion of an at bat. The designated coach pitcher will pitch to only their team and must be a member of the coaching staff.
- c. Except for Pixie/ Little Miss where the Coach Pitcher may speak to the batter up until the time the batter makes contact with the ball, the designated coach pitcher is prohibited from doing any coaching while on the field of play. This includes but is not limited to verbal and physical coaching. One warning is given; thereafter, the ball is dead. The designated coach pitcher must deliver a legal pitch from the pitching rubber according to USA Softball rules. Exception- Coaches must start their pitch with at least one foot in contact with the pitching rubber.
- d. When a fair batted ball hits an advancing runner after passing any infielder or all of the infielders including the pitcher, the ball shall be immediately dead. No outs will be called. The batter-runner is awarded first base. Any runners will advance if forced. Any runner not

forced will be returned to the previous base occupied. Runners can be forced home and the run will count.

9. GENERAL REMARKS

a. Home team is the official scorekeeper and the coach is responsible for entering the score in the SportsEngine app within 24 hours after the game. One umpire must sign the official score card after the game. Scorekeeper will sit in the designated scorekeeper's box. Scorekeeper must indicate the inning in which a player enters the game. Scorekeepers are an official of the game and must not discuss the events of the game with anyone other than the umpire. Scorekeepers must be impartial - no coaching or cheering from the score box. Scorekeeping may be done in the GameChanger app, which can be downloaded at: <https://gc.com/softball>

b. Tie games shall be counted 1/2 game won for each team.

c. In all leagues, every girl must have played at least a minimum of one (1) full inning in every game of four (4) innings or less and at least two (2) innings for games of five (5) or more innings. Failure to comply with this rule will constitute a forfeit of the game in which the minimum inning requirement should have been met and suspension of the coach for one week. If a girl is injured in a game and is unable to return and meet the required number of innings or times at bat, no penalty will apply.

d. EXCEPTION: A coach does not have to play a girl who has not attended at least half of the scheduled practices over two (2) consecutive games and/or whose attitude, in the opinion of the coach, does not warrant the privilege of playing. Excused absences will be counted as being present for practice. Before applying this exception, the coach must advise the League Supervisor. It is recommended for your benefit that each coach keep a practice sign-in sheet by individual players.

e. In all ODC leagues, there will be a continuous batting roster.

f. If enough players are missing from the same team for any school activity, illness, injury, or family emergency resulting in less than eight (8) available players, may be grounds for postponement. (number will be 7 for Little Miss and Pixie Divisions) This is to be verified by the League Supervisor. Coach must notify the League Supervisor at least 48 hours prior to game time. Prior to any postponement an attempt must be made to pick up a maximum of 2 players from the same division and division below. A pick-up player(s) must play outfield and bat in the last positions in teams batting order. A player pulled up from lower division must be replaced immediately if a regular team member shows up to the game. Exception: In Little Miss division refer to Rule 3 D in Little Miss rules, Little Miss is to pull players from within their division.

g. NOTE: If a minimum of eight players are eligible to play, (7 for Little Miss and Pixie) the game must be played.

h. Pursuant to the laws of the State of Texas and the Federal Tax Code governing nonprofit organizations: All funds collected from any fundraising endeavor in which the ODC Softball Club is involved must be turned over to and administered by the Board of Directors of the Club. A strict accounting of any funds so collected must be kept and readily available to any club member or contributor.

i. NOTE: NO ALCOHOLIC BEVERAGES OF ANY KIND SHALL BE PURCHASED WITH ODC MONEY.

j. The maximum number of scheduled team meetings shall be three (3) per week, Sunday through Saturday. Practice for the regular season will not exceed two (2) hours. Six (6) players and a coach consist of a team meeting. There shall be no meeting or time limitations for All-Star teams. **VIOLATIONS:** Suspension of coach for one (1) week.

k. All teams will be assigned at least one cleanup day at ODC. Each team is required to participate in clean up. This rule will be enforced by the rulings of the Softball Executive Board.

l. Any person that touches an umpire in an aggressive manner (physical contact) will be prosecuted to the extent of the law and be banned from ODC for life.

m. *Verbal or physical abuse of a person on ODC property will result in the suspension of the violator for at least two (2) weeks and that person must come before the Board for reinstatement.

10. PLAYOFFS (Spring season only)

a. Each team will make the playoffs.

b. Playoff seeding will be determined by season standings.

c. Any ties situations in the season standings will be addressed by the Division Director and Head Coaches will be notified of the terms prior to the end of the scheduled season games.

d. Playoffs will be structured as a single elimination bracket.

e. WEATHER: if rainouts and/or weather prevent rescheduling of games to complete the playoffs, the bracket will be determined by coin flips. The coach of the higher seeded team can select a single flip or 2 out of 3 format and may choose to call or defer the call to the other team's coach. Coin will be flipped by the Director of Softball or an umpire if one is present.

f. Player pick-ups are not allowed during playoff games unless pick-ups are agreed to by the Coaches, Division Director, and approved by the Softball Director prior to the start of the scheduled game.

11. TOURNAMENT PLAY (Spring season only)

a. If pick-ups are allowed (this refers to tournament play/games), the League Supervisor from which league players are to be picked up, must be requested to contact pick-ups from the league. No coach may contact a player on another team directly, but must go through the League Supervisor. The Supervisor will determine who is eligible to attend tournaments from their league whether it is teams or pick-ups, and their decision is FINAL. Any girl may be picked-up if she is not involved in a regularly scheduled game, make-up game, or tournament game in her own league. League Supervisor must keep a list of all girls in their own league. League Supervisor must keep a list of all girls going to tournaments as pick-ups.

b. **PENALTY:** Any coach violating this rule will be dealt with at the Boards discretion.

12. DECLARING A LEAGUE CHAMPIONSHIP (Spring season only)

a. In the Case of a Playoff, the Playoff Winner will be declared League Champion

b. In the Case of No Playoff, the overall win/loss record of each individual team will determine league champions. In case of a tie, head-to-head competition will determine placement. If still tied, a one (1) play-off game will decide the winner. Co-op games do NOT count in the overall standings in any age group with more than two teams.

c. In the case of a 3-way tie for any position in the standings, the win-loss record of games played amongst the 3 teams will be the first tie-breaker. If the standings are still tied, the run differential between the 3 teams will determine the standings.

13. DRAFT PROCEDURES (Spring Season Only -- Fall season will be 4 contract players with the rest allocated via blind draft)

a. Prior to tryouts, coaches are required to submit no more than 4 contract players. The coach and assistant coaches' daughters will automatically be contract players. In the event there are siblings in the same division, they will count as their contract player selection.

b. After tryouts and prior to the beginning of the draft, coaches with less than 4 contract players may fill their contract spots from players that participated in tryouts. In the event that a player is selected by more than one coach, the player will be assigned via a draw. Coaches losing the draw may select additional contract players until all contract spots have

been filled. Contract players selected after tryouts may be traded in the same manner as drafted players.

c. The order of the draft by teams shall be determined by draw and the second round is reversed order.

- **EXAMPLE (four teams):**

- Round 1-- Team 1 picks; Team 2 picks; Team 3 picks; Team 4 picks.
- Round 2-- Team 4 picks; Team 3 picks; Team 2 picks; Team 1 picks.
- Round 3-- Team 1 picks; Team 2 picks; Team 3 picks; Team 4 picks.
- Round 4-- Team 4 picks; Team 3 picks; Team 2 picks; Team 1 picks.
- Draft will resume the same as the first four rounds throughout the remainder of the draft

d. Players that do not try out will be assigned by draw (i.e. a blind draft). Players assigned by this method may be traded if a coach notes that due to the blind draft, there is a disproportionate amount of players of a younger age assigned to their team. If the drafting coaches are unable to facilitate trades to rectify the situation, the board members attending the draft will reassign players accordingly. Any players traded after the draft must be approved by the Player Agent and Softball Board President.

e. The draft will take place with no more than the following people in attendance: Head Coaches or designated assistant coach for that team for that age group/league, League Supervisor for that age group, Player Agent, Vice President, and Softball President. There must be a minimum of two (2) Board Members in attendance in order for the draft to take place. If a Softball Board Member is not a coach and the board member has a child in the age group being discussed and voted, the board member shall remove his/herself from the meeting. In the case where the minimum of two (2) board members cannot attend the draft because the appropriate board members have children in that age group, the appropriate number of board members can be designated by the President, in the first instance, or if he/she is unable, then by the Player Agent. The Player Agent will not be asked to leave during the draft of her daughter's age group unless there is an Assistant Player Agent eligible to attend.

14. ALL-STAR RECOGNITION (Spring season only)

a. Players 6U and up are eligible to be nominated as All-Stars. All-Star recognition is a rec league award honoring outstanding players from each division.

b. Nomination of All-Stars: The ODC Softball Board will distribute nomination ballots to each team prior to the end of regular season play. A maximum of one parent/guardian of each player may nominate three (3) players on his/her child's team as an All-Star.

c. In order to be eligible to be selected as an All-Star, the nominee must receive at least two (2) nominations. In the event that a player does not receive the minimum two (2) nominations, a player may still be nominated by a unanimous vote of the head coaches of his/her division present for the selection meeting.

d. Selection of All-Stars: After all nominations are collected for each division, the head coaches from each division shall meet to select All-Stars from the nominees of his/her division. At least one (1) player from each team in a division shall be designated an All-Star.

e. All-Star Awards: All selected All-Stars will receive an award in recognition of their selection.

f. All-Star Game: If a division has enough All-Stars to form two (2) teams, an end-of-season All-Star Game will be held. If a division does not have enough All-Stars for two teams, the Softball Board may elect to combine divisions for the All-Star Game or proceed with awards only.

15. SELECT TEAMS (Spring season only)

a. Select teams (tournament teams) affiliated with ODC operate independently from rec league rules and governance.

b. Coaches wishing to form a select team affiliated with ODC must request a charter from the ODC Softball Board. The charter process and requirements shall be determined by the Softball Board.

c. Select team rosters, coaching assignments, tournament participation, and funding are not governed by these rec league rules.

10U RULES

The current USA Softball Playing Rules and the Oaks Dads' Club General Softball Rules with exceptions noted herein will govern all 10U league play.

NOTE: 10U is a kid pitch division with coach pitch modifications available during regular season innings

1. PLAYING FIELD

a. The distance between the pitcher's rubber and home plate shall be thirty-five (35) feet

b. Distance between bases shall be sixty (60) feet.

c. The pitcher's circle shall be an eight (8) foot radius circle with the pitcher's rubber squarely in the center.

d. Chalking requirements: Foul line, pitcher's circle, batter's box and half-way marks between first base and second base, second base and third base and between third base and home plate. Home team is required to chalk the field. Visiting team is required to rake the field after the game.

e. 10U will use an eleven (11) inch softball for play.

2. PLAYING RULES

a. A fully-played game for 10 & Under is six (6) innings or 1 hour and 20 minutes (80 minutes), whichever comes first. In the event of a tie game at the end of six innings or 1 hour and 20 minutes, one (1) U.S.A. International Tie-Breaker inning will be played, in the spring season only.

b. When a game is called in the middle of an inning, after the third inning, due to inclement weather or any other unforeseen circumstance, the score for the game will be that of the last completed inning of play. If in the event of a tie game at the end of one (1) hour and twenty (20) minutes, (1) I.T.B. inning will be allowed to break the tie, in the spring season only. No new inning shall be started after one (1) hour and ten (10) minutes unless tied, but an inning started within that time shall be completed.

c. Play is stopped when the ball is returned to the pitcher with both feet in the pitcher's circle. All base runners who have advanced at least more than half-way (passed the half-way mark on the field, between the bases in the UMPIRE'S JUDGMENT) are entitled to advance to that in base, otherwise, the base runner must return to the last legally-touched base unless forced to advance. It will be the UMPIRE'S JUDGMENT as to whether the pitcher is returning to the pitcher's circle to stop play, or merely passing through the circle while making a play.

d. Infield fly does apply to 10U.

e. The dropped third strike rule is not in effect for 10U.

f. In 10U, when a batter is walked, they may only advance to first base. All other runners advance as necessary. A walk is not a live ball.

g. (10 & Under Only) Runners starting are entitled to steal one base only per pitch with liability to be put out. While the coach is on the field pitching, runners are not allowed to steal any bases. The catcher must return the ball to the pitcher with a throw (not by walking or handing the ball).

h. In 10U, when a batter slings/throws her bat during a game a warning will be issued, On the second instance, the batter is out and the ball is declared dead. This is a safety rule and is a judgment call on the part of the umpire. Coaches will enforce this at practice as well.

i. In the 10 & Under league, a team may play with ten (10) players. If ten (10) players are used, four (4) must be outfielders.

j. In 10U, innings are governed as follows:

REGULAR SEASON:

- 5-run limit per inning
- Coach pitch modification available after pitcher issues 3 walks (cumulative):
- On ball 4 to the 3rd walked batter, the coach pitcher enters
- Coach throws up to 2 pitches to that batter
- If batter does not hit a fair ball within 2 coach pitches, the batter is out (strikeout)
- If the 2nd coach pitch is a foul ball, the batter receives additional pitches until hit or strikeout
- Once activated, coach pitch applies to all subsequent walks by that pitcher

PLAYOFFS (Spring Season):

- Kid pitch only for entire game (no coach pitch modification permitted)
- 5-run limit per inning
- Standard ball/strike rules apply throughout

k. Once the batter hits a fair ball, and until the ball is declared dead, normal USA Softball rules apply.

3. GENERAL REMARKS

a. Before each game, the team coaches will submit the batting order to the scorekeeper. Each team will bat their entire roster.

b. A player who has regularly attended practice and team meetings and appears in time in uniform for a game must play the entire game offensively and defensively unless there are more than 9 players on the team. Coaches must notify the 10U Supervisor of any child not fully participating.

c. **PLAYER ROTATIONS** (This section does not apply to post season play. i.e. playoffs or tournament play):

- In 10U a catcher may not catch more than two of the first three innings of a game, unless approved in advance by the 10U division director
- In 10U a pitcher may not pitch more than two of the first three innings of a game, unless approved in advance by the 10U division director

d. A maximum number of six (6) players, including the catcher, are allowed in the infield. All other players must remain behind the baseline until the ball is hit.

e. Coaching Positions

- Before inning positioning coaches are allowed. Positioning must be done in a timely manner.
- Offensive coach pitcher. The coach pitcher cannot coach any player from the field of play but can resume coaching once completely in foul territory. It will be the umpire's judgment where the coach is when he/she begins coaching. Coaches who begin coaching from the field will be given a warning and may be removed from the game if the behavior continues.
- Offensive coach first base and third base.
- Defensive coach outside of both dugouts towards the playing field. The Coaches must Coach from the baseline in the outfield behind first and 3rd Base
- Defensive coach/catcher

12U RULES

The current USA Softball Playing Rules and the Oaks Dads' Club General Softball Rules with exceptions noted herein will govern all 12U league play.

NOTE: 12U is a full kid pitch division. There is no coach pitch modification in 12U.

1. PLAYING FIELD

- a. The distance between the pitcher's rubber and home plate shall be forty (40) feet.
- b. Distance between bases shall be sixty (60) feet.
- c. The pitcher's circle shall be an eight (8) foot radius circle with the pitcher's rubber squarely in the center.
- d. 12U will use a twelve (12) inch softball for play.

2. PLAYING RULES

- a. A fully-played game for 12 & Under is seven (7) innings or 1 hour and 20 minutes (80 minutes), whichever comes first. In the event of a tie game, a maximum of two (2) U.S.A. International Tie-Breaker innings will be played (spring season only).
- b. No new inning shall be started after one (1) hour and ten (10) minutes unless tied, but an inning started within that time shall be completed.
- c. Five (5) run limit per inning applies.
- d. Standard USA Softball ball/strike rules apply. Dropped third strike rule is in effect.
- e. Infield fly rule is in effect.

PIXIE RULES (8U)

The current USA Softball Playing Rules and the Oaks Dads' Club General Softball Rules with exceptions noted herein will govern all Pixie league play.

1. PLAYING FIELD

- a.** The distance between the pitcher's rubber and home plate shall be thirty-five (35) feet
- b.** Distance between bases shall be sixty (60) feet.
- c.** The pitcher's circle shall be an eight (8) foot radius circle with the pitcher's rubber squarely in the center.
- d.** Chalking requirements: Foul line, pitcher's circle, batter's box and half-way marks between first base and second base, second base and third base and between third base and home plate. Home team is required to chalk the field. Visiting team is required to rake the field after the game.
- e.** Pixie will use an eleven (11) inch Core 47 softball, or other comparable brand, for play.

2. PLAYING RULES

- a.** A fully played game in Pixie shall be six (6) innings, or one (1) hour and ten (10) minutes. Three (3) outs or five (5) runs scored constitute an inning. Play shall continue after the fifth run scores until the pitcher stops play. Only five (5) runs will be scored.
- b.** Three (3) innings constitutes a regulation game.
- c.** When a game is called in the middle of an inning, after the third inning, due to inclement weather or any other unforeseen circumstance, the score for the game will be that of the last completed inning of play. If in the event of a tie game at the end of one (1) hour and ten (10) minutes, (1) I.T.B. inning will be allowed to break the tie, in the spring season only. No new inning shall be started after one (1) hour and ten (10) minutes unless tied, but an inning started within that time shall be completed.
- d.** Each team using a coach pitcher must designate their coach pitcher and one substitute to the home plate umpire prior to the game. The coach pitcher may only be substituted at the completion of an at bat. The designated coach pitcher will pitch only to their team and must be a member of the coaching staff.
- e.** Play is initiated by the coach pitching the ball to the catcher. The batter will be allowed up to five (5) pitches or three (3) swinging strikes to hit a fair ball. Should a batter fail to hit a fair ball at the end of five (5) pitches, the batter will be given pitches until hitting a fair ball or 3 swinging strikes.
- f.** The coach pitcher must follow the following guidelines:

- Coach Pitcher must pitch with both feet inside the pitching circle at the time of release.
- The coach who pitches cannot and must not coach any players other than the player at bat. Once the batter makes contact with the ball, the base coaches take over.

g. Play is stopped when, in the umpire's judgment, ALL runners have stopped attempting to advance, OR when the ball is returned to the pitcher with both feet in the pitcher's circle. Play remains live as long as any runner is actively advancing. A runner who stops advancing, or who runs through a base without immediately continuing to the next base, is considered to have completed their advancement for that play and must remain at the last base they legally touched. Once all runners have stopped advancing, the ball is dead. Runners are entitled to any base they reached or passed the half-way mark toward (in the UMPIRE'S JUDGMENT) at the time they stopped advancing.

h. The coach pitcher must try to avoid interfering with the play after the ball has been hit by moving to the foul ball territory away from the play. If in the JUDGMENT OF THE UMPIRE, the coach pitcher intentionally interferes with play:

- The ball is declared dead.
- The batter is awarded first base.
- All other base runners will advance one base, only if forced by the award of first base to the batter.
- The batting team will be given an out.
- If a pitching coach (coaches prior to getting off the field) they will be given a warning. If it happens again, they will be removed as the pitching coach.
- If the pitcher's front foot is fully outside of the pitcher's circle they will receive a warning. On the second instance they will be removed from the pitcher's circle.
- No team will be allowed to score because of coach pitchers intentional interference, should a run be forced home, that runner will be the one mentioned in rule # 4 above. If the batted ball strikes the coach pitcher, and in the JUDGMENT OF THE UMPIRE to be unintentional interference:
 - The ball is declared dead.
 - The batter is awarded first base.
 - All other base runners will advance one base, only if forced by the award of first base to the batter.
 - No out will be given.
 - Batting team will be allowed to score if forced.

i. Once the batter hits a fair ball, and until the ball is declared dead, normal USA Softball rules apply.

j. If a batted ball is hit directly into the pitcher in the pitcher's circle, it may be relayed for additional outs, if in the JUDGMENT OF THE UMPIRE; the pitcher does not hold the ball to stop play.

k. All base runners must be on the base until the ball has been released from the pitcher's hand. PENALTY: Out and the No-Pitch rule applies. (No ball or strike will be given to batter)

l. Player-pitcher shall have both feet in the pitcher's circle and stand in the back half of the circle. (Pitching rubber is the halfway mark) when the batter bats.

m. Until the ball is released by the pitcher, all infielders, other than the catcher, must remain behind an imaginary line thirty (30) from home and first base, and home and third base, through the center of the pitcher's circle. EFFECT OF RULE: Illegal pitch will be declared by umpire and runner(s) will take the next base.

3. GENERAL REMARKS

a. Before each game, the team coaches will submit the batting order to the scorekeeper. Each team will bat their entire roster.

b. A player who has regularly attended practice and team meetings and appears in time in uniform for a game must play the entire game offensively and defensively unless there are more than 9 players on the team. Coaches must notify the Pixie Supervisor of any child not fully participating.

c. PLAYER ROTATIONS (This section does not apply to post season play. i.e. playoffs or tournament play):

- No player shall play more than 2 innings at pitcher and/or first base (combined).
(CLARIFICATION: Approved Scenarios: One inning at 1st and One inning at pitcher, Two innings at 1st and Zero at pitcher, Two innings at pitcher and Zero at pitcher)

d. A maximum number of six (6) players, including the catcher, are allowed in the infield. All other players must remain behind the baseline until the ball is hit. If no catcher is being used, only five (5) players may be in the infield until the ball is hit.

e. A minimum number of five (5) players from its own team roster and only two (2) pick-up are allowed. Pick-up players must play outfield and bat last. If a team has less than five (5) players from its own roster, then that team forfeits the game.

f. Use of a player catcher is required, unless a team has less than 9 players. The defensive team must supply a coach at the backstop for retrieval of passed balls. The catcher must wear full protective catcher's gear. The catcher must be in position behind the batter's box, in the proper regulation catching area. Catchers may not stand on or block home plate unless there is an active play at home. Obstruction/interference calls are at the umpire's discretion. The dugout parent must ensure that the catcher for the next inning is in gear and ready to take the field when there are two outs or one run remaining to achieve a run rule (an exemption from this requirement will be made if the player is in the hole, on deck, batting, or on base).

g. If a girl refuses to bat at her official time, she will be called out.

h. Stealing is not allowed.

i. Bunting is not allowed.

j. Coaching Positions

- Before inning positioning coaches are allowed. Positioning must be done in a timely manner.
- Offensive coach pitcher. The coach pitcher cannot coach any player from the field of play but can resume coaching once completely in foul territory. It will be the umpire's judgment where the coach is when he/she begins coaching. Coaches who begin coaching from the field will be given a warning and may be removed from the game if the behavior continues.
- Offensive coach first base and third base.
- Defensive coach outside of both dugouts towards the playing field. The Coaches must Coach from the baseline in the outfield behind first and 3rd Base
- Defensive coach/catcher

LITTLE MISS RULES (6U)

The current USA Softball Playing Rules and the Oaks Dads' Club General Softball Rules with exceptions noted herein will govern all Little Miss league play.

1. PLAYING FIELD

a. The distance between the pitcher's rubber and home plate shall be thirty-five feet
Distance between bases shall be sixty (60) feet.

b. The pitcher's circle shall be an eight (8) foot radius circle with the pitcher's rubber squarely in the center.

c. Chalking requirements: Foul line, pitcher's circle, foul ball arc, batter's box and half-way marks between first base and second base, second base and third base and between third base and home plate. A 2/3 mark is also needed between home and first base; this mark will be approximately 45 ft. from home plate. Home team is required to chalk the field. Visiting team is required to rake the field after the game.

d. Little Miss will use an eleven (11) inch AD Starr softball, or other comparable brand, for play.

e. There will be a ten (10) foot arc from home plate extending from the first base line to the third base line that will be used to indicate fair ball play when using the tee.

f. Infielders are required to wear a mask.

2. PLAYING RULES

a. A fully played game in Little Miss shall be five (5) inning, or one (1) hour and ten(10) minutes. Three (3) outs or five (5) runs scored constitute an inning. Play shall continue after the fifth run scores until the pitcher stops play. Only five (5) runs will score.

b. When a game is called in the middle of an inning, after the third inning, due to inclement weather or any other unforeseen circumstance, the score for the game will be that of the last completed inning of play. If in the event of a tie game at the end of one (1) hour and ten (10) minutes, (1) I.T.B. inning will be allowed to break the tie, in the spring season only. No new inning shall be started after one (1) hour and five (5) minutes unless tied, but an inning started within that time shall be completed.

c. All play will be from a COACH PITCH/TEE: The batter will have five (5) attempts to put the ball in play. The first three (3) attempts will come from the coach pitching the ball to the batter from one foot being inside the pitching circle. If a ball has not been put into play after the first three attempts, then a fixed tee may be used for the remaining two (2) attempts, but is not required, and use of the tee for the 4th or 5th attempt is at the option of the head coach of the offensive team. If a ball is not put into play, whether off the tee or off a coach pitch on the 5th attempt, the batter will be declared out.

d. Once the batter hits a fair ball, and until the ball is declared dead by the umpire, the following supplemented rules to the USA Softball rules will apply for Little Miss League Play:

- The batter/runner that is going to first base can only be tagged out by the first baseman. However, the first base man must remain behind the two-thirds mark until the ball is put into play.
- All infielders (PITCHER, 1ST BASEMAN, 2ND BASEMAN, SHORTSTOP, 3RD BASEMAN AND CATCHER) whose first attempt with a fielded batted ball, is to throw to any base where a forced out is possible, all base runners are only allowed to move up one base. BASICALLY, THE BALL IS DEAD, BUT THE UMPIRE WILL NOT VERBALIZE THE CALL OF DEAD BALL UNTIL THE BALL IS BACK IN THE CIRCLE. THEN WILL PUT THE RUNNERS BACK TO THE CORRECT BASE THEY WERE GOING TO. For throws to a base where a force is possible, the runners going to 2nd or 3rd must stay in contact with the base until time is called. Running through second or third base on a throw will result in a live ball and if the runner is tagged while off the base, she shall be declared out.
- **CLARIFICATION:** Any hesitation by the infielder or action other than an immediate throw to the forced base will result in a live ball and bases will be open.
CLARIFICATION: Any batted ball that passes an infielder other than the pitcher is a live ball and bases will be open.
- All throws from a defensive player must be overhand throws, unless proximity warrants an underhand toss. In no case should a player intentionally roll the ball for an attempted out. This is at the discretion of the umpire. If an underhand throw or roll results in an

out at a base where a force out is possible, the runner will remain out; however, the ball will not be dead and play will continue until the umpire calls the ball dead.

e. If a batted ball is hit directly onto the pitcher in the pitcher's circle, it may be relayed for additional outs, if in the JUDGMENT OF THE UMPIRE; the pitcher does not hold the ball to stop play.

f. The coach pitcher must try to avoid interfering with the play after the ball has been hit by moving to the foul ball territory away from the play. If in the JUDGMENT OF THE UMPIRE, the coach pitcher intentionally interferes with play:

- The ball is declared dead.
- The batter is awarded first base.
- All other base runners will advance one base, only if forced by the award of first base to the batter.
- The batting team will be given an out.
- If a pitching coach (coaches prior to getting off the field) they will be given a warning. If it happens again, they will be removed as the pitching coach.
- If the pitcher's front foot is fully outside of the pitcher's circle they will receive a warning. On the second instance they will be removed from the pitcher's circle.
- No team will be allowed to score because of coach pitchers intentional interference, should a run be forced home, that runner will be the one mentioned in rule # 4 above. If the batted ball strikes the coach pitcher, and in the JUDGMENT OF THE UMPIRE to be unintentional interference:
 - The ball is declared dead.
 - The batter is awarded first base.
 - All other base runners will advance one base, only if forced by the award of first base to the batter.
 - No out will be given.
 - Batting team will be allowed to score if forced.

g. Play is stopped when, in the umpire's judgment, ALL runners have stopped attempting to advance, OR when the ball is returned to the pitcher with both feet in the pitcher's circle. Play remains live as long as any runner is actively advancing. A runner who stops advancing, or who runs through a base without immediately continuing to the next base, is considered to have completed their advancement for that play and must remain at the last base they legally touched. Once all runners have stopped advancing, the ball is dead. Runners are entitled to any base they reached or passed the half-way mark toward (in the UMPIRE'S JUDGMENT) at the time they stopped advancing.

h. Player-pitcher shall have both feet in the pitcher's circle and stand in the back half of the circle until the ball is hit. (the pitching rubber is the halfway mark) when the batter bats.

i. Until the ball is released by the pitcher or hit off the tee, all infielders, other than the catcher and first base player must remain behind an imaginary line thirty (30) from home

and first base and home and third base, through the center of the pitcher's circle. EFFECT OF RULE: Illegal pitch will be declared by the umpire and runner(s) will take the next base.

j. Until the ball is released by the pitcher or hit off the tee, all outfielders will remain in the outfield grass.

k. Should more than one runner be running to the same base and a dead ball has been called by the umpire, the rear runner will be sent back to the base she was running from.

3. GENERAL REMARKS

a. Before each game, the team coaches will submit the batting order to the scorekeeper. Each team will bat their entire roster.

b. A player who has regularly attended practice and team meetings and appears in time in uniform for a game must play the entire game offensively and defensively, unless there are more than 9 players on the team. Coaches must notify the Little Miss Supervisor of any child not fully participating.

c. PLAYER ROTATIONS (This section does not apply to post season play. i.e. playoffs or tournament play):

- No player shall play more than 2 innings at pitcher and/or first base (combined).
(CLARIFICATION: Approved Scenarios: One inning at 1st and One inning at pitcher, Two innings at 1st and Zero at pitcher, Two innings at pitcher and Zero at pitcher)

d. A maximum number of six (6) players, including the catcher, are allowed in the infield. All other players must remain in the outfield grass until the ball is hit. If no catcher is being used, only five (5) players may be in the infield until the ball is hit.

e. A maximum number of five (5) players from its own team roster and only two (2) pick-up are allowed. Pick-up players must play outfield and bat last. If a team has less than five (5) players from its own roster, then that team forfeits the game.

f. Use of a player catcher is required, unless a team has less than 9 players. A coach shall be positioned at the backstop at all times. If the player catcher catches or stops the ball, the catcher may return the ball to the pitcher or coach pitcher. If the ball gets past the catcher (passed ball or wild pitch), the backstop coach shall retrieve the ball and return it to the coach pitcher. The catcher must wear full protective catcher's gear. The catcher must be in position behind the batter's box, in the proper regulation catching area. Catchers may not stand on or block home plate unless there is an active play at home.

Obstruction/interference calls are at the umpire's discretion. The dugout parent must ensure that the catcher for the next inning is in gear and ready to take the field when there are two outs or one run remaining to achieve a run rule (an exemption from this requirement will be made if the player is in the hole, on deck, batting, or on base).

g. If a girl refuses to bat at her official time, she will be called out.

h. Stealing is not allowed.

i. Bunting is not allowed.

j. Coaching Positions

- Before inning positioning coaches allowed. Positioning must be done in a timely manner.
- Offensive coach pitcher. The coach who pitches cannot and must not coach any players other than the player at bat. Once the batter makes contact with the ball, the base coaches take over. The coach pitcher cannot coach any player from the field of play but can resume coaching once completely in foul territory. It will be the umpire's judgment where the coach is when he/she begins coaching. Coaches who begin coaching from the field will be given a warning and may be removed from the game if the behavior continues.
- Offensive coach first base and third base.
- Defensive (1) infield coach outside dugout in foul ball territory and up to (2) outfield coaches who can coach from the field of play but must remain on the grass. Coaches cannot come in contact with a ball in play.
- Offensive or Defensive catcher coach. The coach catcher will field pitches from the coach pitcher and assist with the tee. The catcher coach can help to position the batter but this must be done in a timely manner. The coach can instruct the batter up to the point of contacting the ball and is in charge of removing the tee from the field of play.

LITTLE SLUGGERS (4U T-BALL)

All division play shall follow the above-mentioned league rules with the exceptions noted below.

1. PLAYING FIELD

a. The distance between the back point of home plate and the front of the pitching rubber shall be 40'.

b. Base path distance from home plate to first base is 55'.

2. EQUIPMENT AND UNIFORMS

a. All Tee Ball games will be played with a batting tee.

b. All Tee Ball games will be played with Tee Ball bats only.

c. All Tee Ball games will be played with an eleven (11) inch softcore softball (AD Starr or comparable brand).

d. Fielding masks are optional but strongly recommended for all infield positions.

3. PLAYING RULES

a. Sessions in this division shall consist of a 30-minute practice followed immediately by a 30- minute game. Managers may adjust practice and game lengths as mutually agreed upon, but the total time shall not exceed one hour.

b. Batting a team's entire lineup shall constitute a half inning regardless of the quantity of outs received.

c. Each team shall designate one (1) coach or parent to serve as the Umpire for each half inning that their team is playing defense. The designated Umpire is allowed to coach while assuming the Umpire duty. Prior to commencing the game, each team's Manager shall identify their team's designated Umpire for the game.

d. In this division, there shall be no:

- Stealing bases or leading off. Runners may not leave the base until the ball is batted. A runner who is not in contact with the base when the ball is hit is declared out resulting in an immediate dead ball;
- Infield fly rule;
- Bunting (players must take a full swing);
- Walks;
- Scorekeeping.

e. Play is initiated when the offensive batting coach places the ball on the batting tee.

- The batter must take a full swing.
- Practice swings or bunting will not be allowed.
- An offensive team coach will be allowed to position the batter, the ball, and the tee. Any alignments made by the batter while the coach is in the batter's box will not be counted against the batter. Also, if the batter knocks the ball off the tee while the coach is with the batter in the batter's box, it will not count as a strike.
- The base of the tee need only to reasonably touch part of the plate; it need not be fully contained within home plate's surface area.

f. If in the judgment of the umpire, a batter slings the bat unnecessarily, he shall be declared out, and the ball will be dead.

g. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" may not be called by players or coaches.

h. Once the batter hits a fair ball, and until the Umpire stops play, normal baseball rules apply.

- i.** The pitcher must remain on or behind the pitching rubber until the batter hits the ball. If the pitcher is not on or behind the pitching rubber and makes the first play on the batted ball within the infield, the ball is ruled dead, one base and the batter is awarded first base.
- j.** There shall be a maximum of eleven (11) defensive players on the field at any time during play.
- k.** No more than six (6) fielders (including the catcher) may be stationed within the baselines at the time the ball is hit.
- l.** In order to put a batter out at first, the ball must be fielded and thrown to first base and the base touched or the runner tagged. Only the first baseman will be allowed to tag the batter out before she reaches first base. All other positions must make a throw to first base to place the batter out.
- m.** All infielders (PITCHER, 1ST BASEMAN, 2ND BASEMAN, SHORTSTOP, 3RD BASEMAN AND CATCHER) whose first attempt with a fielded batted ball, is to throw to first base for an attempted out on the batter/runner will only allow all other base runners to move up one base. BASICALLY, THE BALL IS DEAD, BUT THE UMPIRE WILL NOT VERBALIZE THE CALL OF DEAD BALL UNTIL THE BALL IS BACK IN THE CIRCLE. THEN WILL PUT THE RUNNERS BACK TO THE CORRECT BASE THEY WERE GOING TO. All throws from a defensive player must be overhand throws, unless proximity warrants an underhand toss. This is at the discretion of the umpire. If an underhand throw or roll results in an out at first, the runner will remain out; however, the ball will not be dead and play will continue until the umpire calls the ball dead.
- n.** Any modification to the rules may be agreed to by both coaches prior to play. Modifications must support gameplay and further development of the players to prepare them for the next division.

4. GENERAL RULES

- a.** There shall be no more than three (3) offensive coaches on the field at any time.
- b.** There shall be no more than three (3) defensive coaches on the field at any time. One defensive coach is allowed in the coach box in front of the dugout, one defensive coach is allowed in the outfield, and one defensive coach shall serve as the designated Umpire.
- c.** The maximum number players on a team in this division shall be eleven (11).
- d.** Teams are not required to play with a catcher. The catcher must be positioned behind or against the backstop until the ball is in play.

5. PLAYER SELECTION

- a.** There will be no tryouts in this division.

b. Quantity of contract players shall not be limited however, maximum team size shall comply with division rules.

c. Players not designated as contract players will be assigned to teams via a Blind Draft facilitated by the Division Director.

d. The total quantity of registered players of each age (3 & 4) shall be evenly distributed among the teams.