



Game Rules
10U, 12U, 14U Divisions

Section 14.01: General Information

1. The League's Executive Board has the responsibility for enforcement of League rules. They shall implement and enforce these rules, the League's Code of Conduct and Ethics and all other such direction approved by the Board.
2. Any questions, comments, complaints or other correspondence regarding rules, regulation and policies should be first directed to the Board Member on Duty then to the Executive Board. In making any discretionary decisions; the Board's primary duty shall be to act in the best interest of good sportsmanship and fair play.
3. The League's Rules shall not be altered or modified by agreement between Managers, Coaches, Umpires, or any other person without clear written consent from the Chairperson of the Rules Committee (Vice-President) and UIC.
4. Home Team
 - a. Shall occupy the third (3rd) base dugout
 - b. Shall play defense first (1st)
5. Visiting Team
 - a. Shall occupy the first (1st) base dugout
 - b. Shall play offense first (1st)
6. Only Board approved personnel shall be allowed on the playing field or in the dugout.
7. A maximum of four (4) adults will be allowed in each dugout during games.
8. A female chaperone is required to be either in the dugout or in the immediate area during games.
9. No cheers considered derogatory or directed at a single player, such as a pitcher or catcher, will be allowed in the league. We value the relationships amongst our players, and consider such "cheers" to be unsportsmanlike conduct.

Section 14.02: Field Prep

1. Home team shall be responsible for pre-game field preparation.
 - a. Drag or rake to make field safe and playable
 - b. Chalk base lines, batter's boxes, pitching circle, running lane, coach's boxes, warm up circle
 - c. Place bases
 - d. Place pitching mound at correct distance
 - e. Water if necessary
2. Visiting team shall be responsible for post-game field repair.
 - a. Drag or rake entire field
 - b. Repair any damage made by pitchers or batter using clay and/or other materials provided
 - c. Water if necessary
3. Following every game, both home and visiting teams shall clean their dugout AND spectator viewing area ensuring that all trash is in trash cans and any left items are turned in to the lost and found located at the snack bar.

Section 14.03: All Divisions

1. Batting line up shall consist of all players present.
2. The umpire may allow a "Courtesy Runner" for a temporarily injured player.
 - a. The "Courtesy Runner" shall be the player who made the last recorded out for their team.
3. No out shall be recorded for an injured player which is unable to bat.

- a. Once removed as a batter, a player may not re-enter the game
- 4. After one warning; a batter will be declared out for an unintentional throwing of the bat.
- 5. Players are not allowed to base coach.
- 6. Because this is a recreational league, PROTESTS will NOT be allowed.
- 7. Managers and/or Coaches
 - a. Shall meet with the game official prior to the beginning of the game.
 - b. Shall remain within the confines of the dugout area during a game except for, offensive base coaching and one (1) defensive coach giving signs for pitches.
 - c. Defensive Manager/Coach calling pitches
 - i. No more than two manager/coaches may be outside of the dugout at any time
 - ii. Must remain adjacent to the dugout gate
 - iii. Must remain seated at all times
 - iv. Individual and bucket shall be considered in play
 - d. Offensive Manager/Coach
 - i. One allowed on the first (1st) base side
 - ii. One allowed on the third (3rd) base side
 - iii. Must remain within the confines of the "Coach's Box" even if it is not visible
- 8. There shall be no infield warm-up on the infield dirt before the game. Teams may use foul territory and outfield.
- 9. Defense has one (1) minute or up to five (5) pitches in between inning.

Section 14.04: Game Time

- 1. There will be no new inning after 1:20
- 2. Drop Dead time will be 1:30
- 3. Games will be a maximum of seven (7) innings
- 4. Tied Game
 - a. Tie breaker Rule shall be in effect after 1:30 time limit or seven (7) innings.
 - b. Drop Dead time is still in effect.
 - i. a. Drop Dead means the game is over but the umpire will allow the batter to finish their current at bat.
 - 1. NOTE: If a batter has already entered the batter's box at the time the game has dropped dead, regardless of whether a pitch has been thrown, that batter shall start the at bat, which will be counted toward the final score
 - c. If innings are not completed, the score will revert to the last completed inning unless the home team is ahead in runs. Games may end in a tie.
- 5. All started innings shall be completed unless stopped by darkness, weather, time limit or run ahead rule.
- 6. Any game stopped for weather conditions or light failure that is relevant to the standings will be:
 - a. Replayed if less than one (1) inning was played
 - b. Continued if one (1) inning or more was completed
 - c. If at least four (4) full innings have been completed and the game is called by the umpire mid-inning, the score will revert back to the last full inning and the game will be considered complete.

Section 14.05: Players and Substitutes

- 1. Playing Time
 - a. Each player shall play a MINIMUM of two (2) defensive innings per game. unless a games lasts less than four (4) complete innings, in which case each player shall play at least one (1) defensive inning.
 - b. No player may sit a second (2nd) inning until all other players on their team have sat one (1) inning.
 - c. All players must play at least one (1) inning of infield per four (4) complete innings.
 - (1) PENALTY: Game shall be recorded as a loss, in which, all players failed to meet all requirements of (sec 14.05 1a-c) above. If both teams do not meet above requirements, both teams shall record a loss.

2. Substitutions:

- a. Players arriving after the start of the game must be reported to the umpire and opposing coach, and shall be placed at the bottom of the batting order
- b. Free defensive substitutions shall be permitted for all defensive players, including pitchers, provided that the minimum playing time rule and pitching limitations are followed.
- c. NO "Courtesy Runners" will be allowed for any player unless a player is temporarily injured (sec 14.03 2.a)
- d. Defensive players must play the entire inning at the position they start the inning - barring an injury replacement.
 - i. Exception: If a pitcher is changed mid-inning, accompanying defensive changes will be allowed.

3. Loaned Players

- a. Should a team be unable to field nine (9) players a request may be made to receive a loaned player(s) from another team in their division. This player must be approved by the Division Director, Player Agent, and opposing team coach. Managers/Coaches may not request specific players.

4. Rules and Procedures

- a. Loaned player(s) may not be used to improve, strengthen, or create a new team.
- b. A loaned player may never be used if enough players are available from the team.
- c. A loaned player may not be used to make a team of ten (10) players.
- d. All loaned players MUST be contacted through the Division Director and approved by the Player Agent.
 - i. A list of eligible loaned players will be established by the Player Agent and shared with each Division Director.
 - ii. The list shall be used in a set order
- e. Pitching/Catching position
 - i. May be loaned ONLY after Managers/Coaches have exhausted their roster; in which no player has played or is willing to play the pitcher/catcher position.
 - ii. All other loaned player rules will be followed.
- f. Loaned players must bat last.
- g. Loaned players must play the outfield as follows:
 - i. Center field
 - ii. Left field
 - iii. Right field
 - iv. 4thOutfielder
- h. Once the loaned player has been assigned, she must bat and play for the entire game.
- i. There is no "walk on" loaned players or recruiting players.
- j. Loaned players may only be taken from
 - i. the 5th round or later in the current division
 - ii. the older group of the next lower division

5. Use of Loaned Players

- a. If a team has less than eight (8) players to start or continue a game and loaned players are unavailable; the other team shall forfeit the game.
- b. The game may be started on time using up to three (3) loaned players.
- c. A team may start with nine (9) players and finish with eight (8) players.
 - ii. During non-tournament play, the batting position of any player that leaves prior to the end of the game will not be counted as an out each time their batting position comes up.

Section 14.06: 10U,12U,14U Division Specific Rules

1. USA Softball of Southern California Rules are in effect, unless otherwise noted.

2. Scoring

- a. There shall be a maximum of four (4) runs allowed per team per inning.
- b. The "Run Ahead Rule" shall be in effect, in which, the umpire shall declare the game ended if:

- i. The home team is ahead fifteen (15) runs after three (3) innings
- ii. The home team is ahead twelve (12) runs after four (4) innings
- iii. The home team is ahead eight (8) runs after five (5) innings

3. Stealing Bases

- a. All bases including home plate may be stolen, including multiple bases per pitch.
- b. Home plate is open.
- c. Players may not lead off or attempt to steal a base until the ball leaves the pitcher's hand.
- d. If the runner leaves early, they will be declared "out" by the umpire.
- e. Dropped Third Strikes - batters may only advance as far as 2nd base in the event of overthrows (to first base)

4. Outfielders

- a. 10U Only – Each head coach can decide to play either 3 or 4 outfielders during season and during tournaments. Outfielders must have both feet on the grass prior to each pitch. Playing time rules remain the same.

Section 14.07: Pitching and Catching

1. USA Softball of Southern California Rules are in effect unless otherwise noted.
2. Allotted innings for PITCHERS during the recreational season will be counted based on the following:
 - a. A pitcher shall not pitch more than four (4) innings in a single game.
 - b. A pitcher may not pitch three (3) consecutive innings in a single game.
 - c. A pitcher may not pitch a third (3rd) inning until another pitcher(s) has pitched at least two (2) total innings.
 - d. Innings pitched shall be recorded by whole innings; if a pitcher pitches one (1) pitch during an inning it is counted as a full inning. For example, if a pitcher enters the game for the last out of the game, that appearance shall be counted as one full inning.
3. Penalty for pitchers exceeding allotted innings
 - a. A penalty will be enforced regardless of whether the infraction was intentional or unintentional.
 - b. Loss of the game they exceeded the pitching limits.
 - c. If in the Board's opinion, the infraction was intentional, the Manager may be suspended for one (1) game.
4. Postponed/ canceled/ incomplete games that are rescheduled shall be continued using the pitching schedule recorded from the previous game.
5. Allotted innings for CATCHERS during the recreational season will be counted based on the following:
 - a. A catcher shall not catch more than five (5) innings in a seven (7) inning game.
 - b. Innings caught may be consecutive

Section 14.08: Tournament Rules

NOTE: Any coaches or teams that play under alternative or modified tournament rules without clear written consent from the Vice-President and UIC, shall be subject to protest, forfeiture of game(s) in which alternative or modified rules were used. Coaches may also be subject to game suspension(s) upon board review.

All regular season divisional rules will be in effect during tournament play with the exception of the following:

10U Mid-Season Tournament Rules Summary:

Dugout:

The team listed first or at the top of the bracket will occupy the third base side unless it is already occupied by the team from the previous game.

Field Prep:

Team occupying third base side is responsible for field prep.

Home Team

Pool Play: Home team will be determined by coin flip.

Elimination Play: the higher seed will have the choice of being Home or Visitor. If both teams are equally seeded, the winner of a coin flip will choose Home or Visitor.

Max Runs:

Maximum 4 runs per inning for first 3 innings, unlimited runs in the 4th inning and after.

Pitching:

In any one game, a pitcher may throw a maximum of 4 innings, of which no more than 3 consecutive innings. One pitch to a batter in an inning constitutes an inning.

*These limits would reset in the event the game goes into extra innings.

Playing Requirements:

No player is to sit out twice before everyone has sat once. These requirements would reset in the event the game goes to extra innings.

For teams with 10 players or less, every player must play at least one complete inning in the infield by the 3rd inning.

For teams with 11 or more players, every player must play at least one complete inning in the infield by the 4th inning.

*A complete inning is 3 consecutive outs or maximum runs allowed. Don't get creative.

Length of Games

Umpires will use their authority to keep the game moving and prevent tactics solely intended, in their judgement, to delay the game. Coaches, let the players determine the outcome of the game.

Pool Play: 1:30 no new inning, with 1:40 drop, finish the active batter.

Games may end in tie. Play will be stopped at 1:40 Drop but finish the active batter and outcome. If, at this time, the home team is batting, and has gained a tie or lead in the bottom of the incomplete inning, the game is ended. The score at the time when play was stopped after finishing the active batter, will be the final score. Otherwise, the final score will revert back to the last completed inning.

*An active batter is one who has assumed the batters box, regardless of count, prior to time expiring.

Elimination Play: 1:30 no new inning. (No drop dead).

If the game is tied after the last completed inning when time expired or after 6 innings, whichever comes first, the game will continue in extra innings under USA "tiebreaker" rules. Offensive team begins its turn at bat with the player who is scheduled to bat last in that inning being placed on 2nd base. After that team is out, the other team begins their "at bat" the same way.

Pitching Limits and Playing Requirements reset in extra innings.

Championship game:

The game will be 6 innings, with no time restrictions. If the game is tied at the end of 6 innings, the game will continue under USA "tiebreaker" rules.

Seeding:

Based on Wins/Loss Record.

Ties will be broken by:

1. Head-to-head
2. Runs Allowed
3. Runs Scored
4. Coin toss

Other:

USA Softball Mercy rule is in effect:

- 15-run lead after 3 innings (not possible with our run limits)
- 12-run lead after 4 innings
- 8-run lead after 5 innings

Courtesy runner:

Only permitted for an injured player. If used, the injured player may not re-enter the game. Courtesy runners will be the player furthest from the active batter in the line that is not actively on a base.