

Old Dominion Girls Softball League

League Rules for Spring 2025*

*Please note, ODGSL members met on 1/9/2025 and voted on updated rules.

1. The following rules govern all play for the Old Dominion Girls Softball League. For all divisions, any rule not covered will follow the official Babe Ruth Softball Rule Book.
2. **Rosters**
 - a. Rosters must be turned into the League Commissioner prior to the opening of the regular season.
 - b. Associations must be able to provide proof of age for all players upon request.
 - c. No player can be added to a team roster after the team has played half of its regular season games.
 - d. All roster additions must be reported to the League Commissioner before the player is allowed to participate in a game. Failure to do this will result in forfeiture of all games in which that player has participated.
3. **Playing Rules –**
 - a. All divisions will use an all-inclusive batting order (all players present bat) and have free defensive substitutions. Except pitchers.
 - b. There will be no slaughter rule in any division. However, each team may only score a maximum of 5 runs per inning.
 - c. Flip-Flop Rule – In all divisions except 6U, if there is less than 10 minutes remaining in the time limit when a complete inning ends AND the Home team is behind by six (6) or more runs, then the Home team will remain at bat and the game will be over after another three (3) outs. The final score will be recorded at this time.
 - d. In the event of a tie-game at the end of regulation, and there is a game to follow, new innings will be played if at least 10 minutes playing time remains per rule #7. If there is no game following and regulation time has not expired, one extra inning will be played.
 - e. For all divisions, no player may sit out more than one consecutive defensive inning unless injured or sick.
 - f. A courtesy runner may be used at any time for the pitcher or catcher of record (i.e., the pitcher or catcher who pitched/caught the previous defensive inning, except in the top of the first inning). The courtesy runner will be the preceding batter in the line-up who is not on base.
 - g. 8U Machine, 10U and 12U teams may play with 10 players (4 outfielders). The outfielders must be positioned in the outfield grass or at least 12 feet behind the baselines – whichever is closer to home.
 - h. All teams must field a player as a catcher. The one exception to this rule is for 8U teams where there are only 8 defensive players available to play (minimum number required) – at which point they have the option of playing without a catcher. In this scenario, the defensive team MUST be sure that a coach is positioned near the backstop to collect balls not in play.
 - i. A “thrown bat” is a bat that is released during or following a swing in a manner that could be viewed as a hazard to other players/coaches/umpires on the field (judgement call to be made by the home plate umpire), whether or not the thrown bat results in an injury. The first time a thrown bat occurs in a game, the team will receive a team warning. Any subsequent thrown bat by that team during the game will result in the batter being called out with no baserunners being allowed to advance.
 - j. All 10U and 12U Coaches will keep track of pitching innings in their scorebooks. Each game, scorekeepers on both teams must validate eligible pitching innings prior to the game beginning.
 - k. Coaches are required to carry a complete printed roster with them at all games. The roster must include player names, date of birth and jersey numbers (if applicable). If an opposing coach or umpire requests to view the roster, it must be supplied or the opposing coach can declare the game will be played under protest. If the roster is not supplied upon request during a tournament game, the result of the game will be a forfeit.
 - l. An inning is considered to have ended and the next inning to have started when the 3rd out has occurred in the bottom half of the inning.

m. Intentional Walks are allowed in all age divisions except 8U.

4. Forfeit/Pull-ups –

- a. If a team does not have enough players to start a game, and the umpire has already arrived, the forfeiting team will be responsible for the entire umpire fee for that game (if a fee is charged).
- b. Teams must start with a minimum of eight (8) players for 8U, 10U, 12U and a minimum of seven (7) seven for 16U.
- c. If a player is not present at the start of a game, the team has the option to leave them out of the batting lineup. If they choose to include them in the lineup and they are not present when their spot comes up to bat, an out is called. When a player shows up late to a game that is not in the lineup, they **MUST** be added to the bottom of the lineup. There are no restrictions in defensive positions for the late players (other than in the case of a pull-up that is not permitted to play as pitcher or catcher).
- d. There will be a 10-minute grace period for the first game **ONLY**. However, the game clock will start at the regularly scheduled time. Playing of the game will begin as soon as both teams have at least eight (8) players for 8U, 10U, 12U and seven (7) players for 16U, and will end as if the game started on time.
- e. When playing short-handed (rule 4b) or when an injury occurs and a player must leave the game, or a player leaves the game for any other reason, a team does not have to take an out when the missed player(s) turn in the batting order is reached. However, if the player leaving the game (for reasons other than ejection addressed in Rule 4f) causes the team to fall below the minimum number of players required to start a game, then a forfeit will have to be called.
- f. When a player is ejected, an out will be taken when their spot in the batting order is reached. If a team is reduced to a number of players below the minimum as the result of an ejection, then the team will forfeit the game. When there are two outs, the batter immediately before the ejected player's batting position cannot be walked, either intentionally or not, or hit by a pitch, in order to get to the automatic out.
- g. A maximum of three (3) players from within your own Local Association may be 'pulled up or pulled over from the next lower age division to prevent forfeiture of a game. A 16U team with 8 players may draw 1; a team with 7 players may draw 2, and a team with 6 or fewer players may draw 3. In all other divisions teams with 9 players may draw 1, teams with 8 players may draw 2, and teams with 7 or fewer players may draw 3. If a 16U team has 9 or more players or a team in any other division has 10 or more players present from their regular team, **NO** pull-ups can be used. The use of pull-ups/pull-overs is **OPTIONAL**. For 12U and 16U fast-pitch, only players from other fast-pitch teams are eligible to be pulled up or pulled over. For 10U fast-pitch, 8U Machine players may be pulled up.
- h. All pull-ups/pull-overs must wear the uniforms of their original team so as to distinguish them from the regular team member.
- i. During the regular season only, 8U teams may pull over from other 8U teams within their own league, a maximum of two players to avoid forfeiting a game. Again, the girls must wear their own uniforms so the players may be identified.
- j. All pull-ups/pull-overs must be placed at the bottom of the batting order. If a rostered player shows up where a pull-up or pull-over is being utilized, the rostered player shall take the position of the pull up or pull over in the lineup and the pull up or pull over shall no longer be in the game.
- k. When utilizing a pull-up/pull-over, they cannot play the position of pitcher or catcher.

5. Equipment –

- a. All Catchers in all fast-pitch divisions (including 8U machine) must wear a mask and helmet, hard shin guards and chest protectors. Catchers in 6U must wear a mask and helmet and a chest protector.
- b. In all divisions, all offensive players must wear a helmet with a face guard at all times. This includes batters, on-deck batters, runners and all youth base coaches.
- c. As required by Babe Ruth, all players in the pitcher, 1st base and 3rd base positions are required to wear fielding masks.
- d. For 16U and 12U games, the Home teams must furnish one new and one playable 12" COR .47 optic yellow softball. For 10U games, the Home team must furnish one new and one playable 11" COR .47 optic yellow softball. For 8U games, the Home team must furnish two new and three playable 11" COR

.47 optic yellow softballs.

e. No steel cleats are allowed at any age level.

6. Age-Related Rules –

The 'League Age' of a player is her age, in years, on December 31st of the previous year.

	6U	8U	10U	12U	16U
Pitching Distance	Any	35'	35'	40'	43'
Base Distance	55'	60'	60'	60'	60'
Time Limit *	60 Min	75 Min	90 Min	90 Min	90 Min
Run Limit **	N/A	5	5	5	5
Innings	6	6	6	6	7
Regulation Game	3.5 or 4	3.5 or 4	3.5 or 4	3.5 or 4	4.5 or 5
Infield Fly Rule	No	No	No	Yes	Yes

*** NO NEW INNING CAN START AFTER THE TIME INDICATED**

**** THIS IS THE RUN LIMIT PER EACH HALF INNING**

7. Division Commissioner Duties–

- a. Rescheduling any postponed game. Division Commissioners will have the final word with respect to when the game will be played. Every effort will be made to reschedule games on the Home team's field. Any team not showing shall forfeit. If both teams fail to attend, that game will be canceled.
- b. Coordination of Umpires for rescheduling games.
- c. Recording League standings, wins, and losses within the division.

8. Game Rescheduling –

- a. All games will be played as scheduled with the following exceptions:
 - i. Failure of an official umpire to show. In this case, the game may be played if both coaches agree to play with a non-sanctioned umpire. If the coaches so agree, and the game commences, the coaches are honor-bound to complete the game. Any game played with a non-sanctioned umpire is not subject to protest. Failure of an umpire to show shall be made known to the Division or League Commissioner.
 - ii. Rain or other natural condition that makes the field unsuitable for play.
- b. The League rain out policy is as follows:
 - i. For games that have started but were not completed due to rain, a game will be considered "complete" if at least 45 minutes has elapsed for 8U, and 50 minutes for 10U-16U. The official score will be recorded as the score of the game as of the end of the last full inning completed – or in the case of the visitor team being at bat and in the lead, the actual final score. If time elapsed does not meet the minimum requirements for the game to be deemed complete, both coaches should record actual game time elapsed, current game "situation" (i.e. Inning, outs, position of runners on base) and have umpire sign scorebooks in agreement of this information. Attempts will be made to schedule the completion of the game, but this is not guaranteed.
 - ii. Games that are postponed because of weather conditions will be rescheduled for the second Sunday after the date of the postponement, unless this is after the end-of-season tournament. Locations will remain the same and game times will be determined by agreement between both team managers. All teams will start the season with a 12- 14-game schedule. The league will attempt to keep all teams at a minimum of 10 games played prior to the end-of-season tournament to ensure there are no concerns with the 10-game minimum. NOTE: This ensures that all players are eligible for All-Stars even if their team does not play in the EOS Tournament.
 - iii. A consideration to reschedule on the Home team field will be primary. However, consolidation of teams may be necessary to facilitate umpires and may preclude use of the scheduled Home Team field.
- c. If a significant number of rainouts occur, it may not impact both teams in rained out games the same and make up games may be done in a manner to pair up two teams that were not matched up in a rainout in order to consolidate the number of makeup games required to meet the league minimums.

- d. The Division Commissioner's decision on make up place, time, and date will be final.
- e. All postponed games must be made up prior to the end-of-season Tournament. Should the games be unable to be played, the records of any affected teams shall remain unchanged in the final standings.

9. Scores –

- a. All completed game scores are to be reported to the Division Commissioner within 48 hours by **BOTH** coaches.
- b. Failure by one team to report the game result and score is acceptance of the result and score reported by the opposing team.

10. Player Injury –

- a. An injured player who cannot continue will be allowed to leave the game. No out will be taken when that player's turn in the batting rotation is reached.
- b. A runner injured on the base paths can be replaced with the most recent batter in the line-up who is not on base.
- c. A player injured while batting can be replaced with the most recent batter in the line-up who is not on base – the pitch count will resume at the point the batter is injured.
- d. The injured player will not be allowed to return for the remainder of the half inning in which she was injured plus the next full inning. EXCEPTION: If the player leaves the game due to an illness or being over-heated, she will not be allowed to return for the remainder of the game.

11. Uniforms – Teams are required to wear like uniforms of matching color that are individually numbered. The exception will be pull-ups/pull-overs who will wear their regular uniforms.

12. Seeding Rules – Seeding rules for the EOS tournament are included in the tournament supplemental rules.

13. Charged Conferences – Each team is permitted one charged conference per half-inning, without penalty.

14. Protests –

- a. Protests involving umpire judgment will not be heard and will automatically be dismissed.
- b. Protests made by a team that is ultimately victorious at the conclusion of the game will not be heard and will automatically be dismissed.
- c. Protests must be made known immediately (prior to the next pitch, if applicable) to the game umpire and opposing coach as to the nature of the protest. If the protest occurs at the conclusion of the game, the protesting coach must make every attempt to notify the opposing coach and one of the umpires prior to leaving the premises. The protest should be noted by each team and by the umpire including documentation of the game situation at that time (positions of runners on the field, number of outs, pitch count, etc.).
- d. The protesting coach must notify their league president of the protest within 24 hours of the conclusion of the game. Their league president will put the coach in contact with Bruce Frye, who will rule on all protests in a timely manner.
- e. If it is determined that there was an incorrect interpretation of a rule, whether a local rule or otherwise, the game shall be replayed from the point the incorrect ruling or play occurred without giving any consideration to what effect it may have had on the remainder of the game or the outcome of the game.
- f. All protest decisions will be final.
- g. Any game played using a non-sanctioned umpire is not subject to protest.

15. Lightning & Thunder Rule –

If, during a game, lightning is sighted by an umpire or coach, regardless of the estimated distance, the umpire will immediately clear the field for a period of 20 minutes. (Time to be recorded in the scorebooks.) If lightning is sighted again during the delay, a new 20-minute waiting period begins. This process continues until a total delay of 30 minutes has occurred or play is resumed. Once a total delay of 30 minutes has occurred, games are suspended to a later date unless considered a complete game. At complexes with multiple fields, play

will be stopped on all fields when lightning is sighted at any one field.

6U INSTRUCTIONAL DIVISION

Rules Supplement

1. A half inning is over when half of the lineup has batted. The last batter must run all bases until put out.
2. No score is kept.
3. Pitching and batting –
 - a. The offensive coach or his/her designee (pitcher-coach) shall deliver (by means of pitching or by use of a machine – same settings as 8U) no more than three pitches to each of his/her batters. Any pitch in the strike zone and not swung at, swung on and missed, or hit into foul territory shall be called a strike. If the ball is not put into play after two strikes or three pitches, the batter shall be given the opportunity to put the ball into play by hitting off a tee.
 - b. The ball must go at least 20 feet in order to be called a fair ball.
 - c. The batter shall have an unlimited number of opportunities to put the ball fairly into play.
 - d. No walks shall be granted.
 - e. Any hit ball that strikes the pitcher-coach shall be declared a dead ball and will be ruled as if it were foul.
 - f. Only one base on any overthrow.
 - g. No stealing.
 - h. Batter & any base runners may only advance a maximum of 2 bases on any batted ball.
4. Defense –
 - a. No defensive players shall be positioned closer than 30' to the batter before the ball is hit.
 - b. Only six defensive players (including the catcher) can be positioned inside the base paths/infield until the ball is hit.
 - c. Up to 3 defensive coaches may be stationed on the playing field in order to guide and direct the defense. The defensive coaches are not allowed to touch a player or the ball while it is in play. This constitutes interference and all runners will be ruled safe.

8U MACHINE PITCH

Rules Supplement

1. The defense will consist of ten (10) players, to include four (4) outfielders as in the 10U and 12U divisions. The defensive pitcher will be placed to the right or left of the pitching machine with both feet inside the 8-foot circle around the pitching rubber.
2. The pitching machine will be placed at a distance of 35 ft from home plate and set at a speed of approximately 32 mph, as measured on a speed/radar gun as the ball crosses home plate. The machine should only be adjusted after a complete inning. The adjustment should be made with the batter to move up or move back in the batter's box to hit the ball. If the ball comes in at an extreme, on the ground or really high, then the machine may be adjusted at that point.
3. An offensive coach will feed the balls into the pitching machine and the umpire will be stationed behind home plate. The coach feeding the machine will not be allowed to make any adjustment to the machine during the ½ inning unless directed to do so by an umpire. Under NO circumstances is the pitching coach allowed to communicate verbally with the offensive players on the field. The coach may not leave the circle or a conference will be charged. First violation = warning; repeat offender will not be allowed to feed the pitching machine for the remainder of the game. Note: The coach feeding the machine shall not make any motion to the batter on how to adjust them in the batter's box. This shall be the responsibility of the base coaches. A time out may NOT be called to adjust a batter in the batter's box. The only exception is for the safety of the batter. The "pitcher" may then motion only to back off the plate.
4. Since a player is not actually pitching at this age level there are no "pitching" limitations for anyone playing this defensive position.
5. If a batted ball hits the pitching machine or field umpire before coming into contact with any defensive player, the ball will be declared dead and the batter will be awarded 1st base. Only if forced, will any base runner advance and if they are forced they advance one base only. If a batted ball hits the offensive coach feeding the balls into the pitching machine, the same rule applies. Upon protest by a defensive coach, if the umpire believes that the offensive coach did not make a reasonable attempt to avoid contact with the ball, an out on the batter will be called. THIS IS AN UMPIRE'S JUDGMENT CALL.
6. If a thrown ball hits the pitching machine or field umpire, the ball will remain live unless the ball remains near the pitching machine and retrieving it would be a safety concern in the umpire's opinion. If that is the case, the umpire will call time and award bases as outlined in Rule 9 below.
7. There are no balls and strikes called in this division. Each batter will be given a maximum of five (5) pitches to try to hit the ball into play. If the ball has not been hit into play after 5 pitches then the batter is out.
EXCEPTIONS:
 - a) If the batter fouls off the fifth pitch, she will continue to receive pitches until she hits one fair or misses the pitch. A foul tip on the 5th pitch will result in an out. By definition, a foul tip happens when the batter swings at a pitch and contacts the ball and the ball goes directly to the catcher's hand or glove and is caught by the catcher. An attempted bunt on the 5th pitch that goes foul will also result in an out on the batter.
 - b) If a ball is deemed unhittable BY THE UMPIRE (batter couldn't make contact with the ball because it was too high or bounced in front of the plate), then the pitch does not count as one of the 5 allowed.
8. Time will be called when the defense stops the lead runner or the runners have abandoned their attempt to advance and the ball is in possession of a defensive player in the infield. Any runner who has not advanced more than the halfway point (30 ft) when time is called will return to the previous base. Getting the ball back to the pitcher in the circle DOES NOT stop play. THIS IS AN UMPIRE'S JUDGMENT CALL.
9. The rulebook will govern overthrows that go into a dead ball area (two (2) bases at the time of the throw). A

batter may not advance any further than 3rd base on overthrows that remain in "live" territory. A runner already occupying the base may have the opportunity to score if the ball is overthrown and remains in "live" territory. Both the batter and the base runner(s) are subject to being put out or tagged out by the defensive team. An overthrow constitutes a throw being made on an actual play. Not a ball being thrown back to the pitcher. At that time, time should be called by the umpire.

- 10.** There will be no fake bunting or slap hitting allowed in rookie. The batter is NOT allowed to show bunt, then draw back and take a full cut at the ball. Any batter that does this will be called out.
- 11.** No defensive player may be positioned closer than 35 feet from home plate at the time of the pitch. The pitcher is required to have both feet within the pitcher's circle and be either beside or behind the pitching machine at the time of the pitch.
- 12.** To assist with the flow of the game (and with agreement from both managers and the umpire), a defensive coach will be positioned at the backstop to assist the catcher in returning the pitched ball. Under NO circumstances is the coach allowed to communicate either verbally or non-verbally with the defensive players on the field.
- 13.** For any rules or information not covered above please refer to the 8U Babe Ruth Southeast Regional Tournament Rules as posted online (the rulebook itself is incorrect).

10U

Rules Supplement

1. Stealing of all bases will be allowed. The base runner must remain in contact with base until the pitch has been released.
2. Batters may not go to first on a dropped-third-strike.
3. 10U pitchers will be allowed to pitch only 10 innings in a rolling 7-day period, with a limit of 9 innings in any one day. One pitch thrown will constitute an inning pitched. During tournament play, the inning count resets at the start of the first game and there will be a 9 inning limit per 2 consecutive games.
4. There is no Infield fly rule for 10U.

12U & 16U

Rules Supplement

1. 12U Pitchers will be allowed to pitch only 10 innings in a rolling 7-day period, with a limit of 9 innings in any one day. One pitch thrown will constitute an inning pitched. During tournament play, the inning count resets at the start of the first game and there will be a 9 inning limit per 2 consecutive games.
2. 16U Pitching is unlimited