

Junior Softball

Rules in this section apply to the junior division (3rd, 4th and 5th grades)

Rosters

- A team will be permitted to play with eight (8) players. If/when a ninth player shows up, they must be placed into the ninth spot in the batting order.
- All players present for the game must play a minimum of three (3) innings in the field during all regular season and playoff games
- Teams must bat a lineup consisting of all players who are present for the game.
- Field and batting substitutions can be made freely throughout the game.

Length of Play

- All games will consist of 5 innings of play, unless a run rule is implemented.
- There will be a 5-run limit per inning with the exception of the 5th inning in which a no run limit will be in place.
- When a team is ahead by 12 or more runs after 4 complete innings (3 ½ if home team is winning) the game is considered complete.
- Games are limited to a length of 2 hours with no new inning starting after 1 hour and 45 minutes.

Pitching

- Pitchers cannot pitch more than 4 innings (12 outs) in a game. Only a starting pitcher can re-enter if she has not reached her inning limit in a game. If a game goes to extra innings, it starts a new game and any and all pitchers may be used.
- Pitching distance will be 35 feet
- There will be a 8 warm up pitch count for a new pitcher and a 5 warmup pitch count in-between each inning following.
- Any pitcher who hits three (3) batters in any inning must be removed from the pitching position
- No balks will be called

Batting

- All players in attendance at a game must bat.
- Teams are permitted one bunt per inning. No slap bunts/slashing/fake bunts permitted. If more than one bunt per inning is attempted or any of the prohibited forms of bunting, the batter will be called out.
- The batter is not permitted to go to first base on a dropped third strike.
- There will be no infield fly rule.
- If a batter is hit by a pitch the play is called dead and the batter takes first base. If the home plate umpire rules that the batter made no attempt to get out of the way of the ball, the player will not be awarded first base. A ball will be called.

Base Running

- Stealing will be permitted, players are allowed to leave the base upon the release of the pitch. Players are only permitted to steal 3rd base and stealing is limited to 3 steals per inning only if the base is open. No stealing home and no double stealing.
- Advancing on a pass ball is counted as a steal.
- Leading is permitted upon the pitched ball being released by the pitcher.
- In the event that the base runner leaves the base before the pitched ball is released, a “no pitch” shall be called. The first infraction of a base runner leaving a base early will result in an umpire warning and the runner will be placed back to the original base. Any subsequent infractions will result in a base runner being called out.
- No headfirst sliding. Should a player slide headfirst the baserunner will be called out.
- Players need to slide to avoid contact in a close play. Players who do not slide may be called out.
- Courtesy runners are permitted for the pitcher or catcher at any time. Courtesy runners can also be used in the case of an injured player.
- No continuous steals or turnpike steals.

Equipment/Safety

- All games will be played on 35/60 field
- All players must wear uniform jerseys provided and softball pants in the color associated with the team which they are on.
- All players are required to wear a batting helmet while batting and on the bases. Helmets with full facemasks are required.
- All players are required to wear a protective facemask while playing in the field.
- Any player who is catching must wear a catcher’s helmet, chest protector and shin guards in order to catch in a game and in warm-ups.
- All players are required to wear cleats (no metal cleats).