## 1<sup>st</sup> & 2<sup>nd</sup> Softball Rules – 5 inning / 75 minute - 2023

- 1. All teams will bat 7 players per inning regardless of outs.
- 2. When the 7<sup>th</sup> batter comes to bat, the umpire should declare that there are 2 outs at this time. Offensive team will need to announce when their 7<sup>th</sup> batter is up. When the 7<sup>th</sup> batter hits the ball, the inning can be ended in the following ways:
  - 1. Throwing the ball to first base and getting the batter out.
  - 2. If runners are on base, they tag a runner or throw the ball to a base and get a force out.
  - 3. Touch home plate while in possession of the ball. Scoring of runs will be as it is in regular softball. (If the defensive team decides to take the ball home to end the inning, any runs that cross the plate before the ball arrives home will count).
- 3. Players will get 4 pitches to hit the ball. If they foul tip the 4<sup>th</sup> pitch, they will keep going until the ball is either hit in play or the batter strikes out.
- 4. The pitching rubber will be set at 40 feet.
- 5. The defensive pitcher must start with one foot on the pitching rubber.
- 6. The coach pitching will be allowed to pitch from up to 20 feet on a 2-foot chalk line marked halfway between the pitching rubber and the apex of home plate.
- 7. After the ball is hit, the coach pitching must exit to either side of the field, so as not to obstruct the defensive players. All coaching of base runners needs to be done by the 1<sup>st</sup> & 3<sup>rd</sup> base coaches.
- 8. Halfway points will be placed between all bases. Any base runner beyond that point will advance to the next base once the ball is controlled by the defensive pitcher inside the pitching circle. No runners can advance at that point.
- 9. Base runners can advance one base on all balls overthrown into foul territory. If the ball is overthrown in fair territory, runners can keep advancing until the ball is controlled by the defensive pitcher in the circle.
- 10. No stealing will be allowed in this age group.
- 11. Substitution All age groups have free substitution. A starter or sub can re-enter the game more than once, but they must stay in the same batting order. If a player is injured and not able to play, a player may be inserted in the lineup to play and bat in the injured player's position. If a player in injured and can't play and no substitutes are available, they can be dropped from the lineup without penalty.
- 12. All players on the roster must be included in the batting order.