



# **2018 Baseball/Softball County League Rules**

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## 2018 4U Co-Ed Blastball Rules

1. How to Play:
  - a. BlastBall!® is played with a maximum of 6 players on the field. Positions will be numbered to help a smaller number, such a 2-3 players per team work, equally well.
  - b. The defensive players take an infield or outfield position. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. If the batter reaches the Base (the only base used) before a defensive player either catches the BlastBall in the air (an automatic out) or fields it and yells "BLAST", he/she scores a run.
  - c. If the ball is caught or fielded and "BLAST" is yelled before the runner gets to the BlastBase, then the runner is out.
  - d. You may end the (half) inning by batting once around the line-up.
  - e. The BlastBase is audible, emitting a loud "H O N K" that the kids love whenever the runner stomps on the base.
  - f. When fielded, the defensive player can throw the BlastBall back to the coach who is positioned near home plate (safely away from the Tee).
2. Equipment: Gloves/mitts are not required but are suggested as a way to get used to the traditional game of baseball. The fear factor of being hit is eliminated from the game with the size and softness of the ball. While batting helmets are not needed because the BlastBall is not being pitched or thrown to make the out, for optimum safety, helmets are recommended.
3. Season Progression
  - a. The 1st 3 weeks of the season will be practice-heavy, getting the kids used to hitting and running to the proper base.
  - b. Beginning in week 3 or 4, the rest of the bases will be added to include running around the complete set of bases, advancing one base after each hit.
  - c. A bucket painted in the team's color will be used for the defensive side to "field" balls and deposit into the bucket after each hit. We want to progress towards the game aspect of this, i.e. retrieving the balls and depositing them in the bucket before the offensive player HONKS the BlastBase.
4. Field Set-Up (will be done by Y Sports Staff):
  - a. Position your BlastTee/home plate so that hitting allows you a safe area of play. Like a regular ball diamond, from the Tee pace 40 feet to the right and position your BlastBase (note recommended base distance). This establishes your fair/foul line to the right.
  - b. To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your cone. This establishes your fair/foul line to the left.

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- c. Now pace off 15 feet directly in front of the Tee and lay out your Line Marker running between the (hypothetical) first and third base lines, this becomes the fair/foul line for play. If a ball is hit inside of that line, it is foul and should be re-teed another try. If it goes beyond the line, either in the air or on a roll, it is considered in play.
5. Game Tips:
  - a. Keep the game moving, with little or no standing around. As soon as the last batter has completed batting, hustle in and out. It is extra motivation for offensive players when changing innings, to have to touch the base on their way to their defensive positions in the field. Test leagues have found that kids love to “honk” the base.
  - b. 15-20 minutes initially could be spent on basic fundamental work – i.e. BASIC DRILLS.
  - c. Keep the fundamentals fun, basic, and simple.
6. Spectators are to remain on the sidelines at all times.
7. Use of abusive or inappropriate language is prohibited and will result in immediate dismissal out of field.
8. All spectator children are to be supervised by an adult (age 18 and up).

## 2018 6U Co-Ed Baseball (T-Ball) Rules

1. General Game Rules
  - a. The game must be fun for all! T-Ball is about teaching the kids to have fun playing the game, while teaching some skills here and there.
  - b. Score will not be kept, on paper or in the minds of the coaches or parents.
  - c. Home team occupies the third base dugout.
  - d. Visitors bat first.
  - e. If a player is called out, they should remain on the base and practice running bases.
  - f. A normal game will consist of 3 innings. (time limit - 1 ½ hours)
  - g. A game will not last over an hour and a half.
  - h. A game will be called in the event of darkness.
  - i. All games will be called if lightning is spotted anywhere. Games may be made up if possible.
  - j. All catchers must wear a mask.
  - k. Batting helmets are required on all batters, base runners and players occupying the On-Deck area.
  - l. Coaches must ensure that batters only take warm-up swings while in the "on-deck" circle, and that all other players are away from this area.
  
2. Hitting
  - a. All players present at the game will bat each inning. A continuous batting order will be used. Switch the order around from game to game, so the same batters are not always batting last.
  - b. All players, if they choose, can receive up to 3 pitches by their coach (underhand or overhand is acceptable). If the ball is not batted fair in 3 pitches, the batter must use the tee.
  - c. An unplayable ball will be ruled when:
    - i. a foul ball is hit,
    - ii. a batter strikes the tee,
    - iii. a batter chops down on the ball or
    - iv. the batted ball does not advance into the field of play.
  - d. A hit ball must make forward progress in front of the plate to be in play.
  - e. The coach pitching makes the call immediately.
  - f. If a batter throws the bat after hitting the ball, the play will be called dead.
  - g. No runners can advance. Instruction is to be given as to the importance of not throwing the bat, then the batter hit again the correct way.
  - h. "Last Batter"
  
3. Playing Positions

- a. All team members present will assume a defensive position each inning, consisting of normal infield positions, including pitcher, and placing all others in outfield positions.
- b. The outfield should be placed in an "umbrella" arrangement.
- c. The catcher stands behind and to the right of a right-handed batter and behind and to the left of a left-handed batter.
- d. If a team is playing with less than 10 players, they must play short in the outfield. All infield positions, including pitcher and catcher, should be filled.
- e. The player in the 'pitcher position' will stand within 10 feet of the coach pitching, until the ball is hit. The player may then move at will to make the play.
- f. All players must play in the infield an inning each game. It is important to move players around to different positions to let them gain experience and develop at different positions.

#### 4. Running

- a. Runners may leave the base upon contact with the bat. If a runner leaves the base before the ball is hit, the player needs to be instructed of the rule.
- b. There will be no base stealing.
- c. If a batted ball hits a runner, the batter proceeds to run.
- d. A play can continue until a defensive player in the infield holds the ball.
- e. Making a throw to a base is encouraged and should be the standard by the end of the season.
- f. Runners are not to advance on overthrown balls.
- g. Runners over running 1st base should turn to the right. If not, coach accordingly.
- h. Runners can't be called out if a base is missed.
- i. Keep defensive players off of the bases.

## 2018 8U Baseball Rules

1. All players cannot turn 9 before January 1st.
2. Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead. If the game has not gone long enough to call the game, it will be picked up where play was delayed. If in the middle of fifth or sixth inning, score reverts back to previous completed inning unless the bottom of the inning and home team is ahead. If the score is tied at the end of the 6th inning, 2 extra innings will be played, and if it goes to the second extra inning the international tie breaker rule will be used. The last batter from the previous inning will start the new inning on second base. If the game is still tied after the 2 extra innings the game will be recorded as a tie.
3. Time limit: A new inning cannot be started after 1:45 minutes unless there is a tie and play will continue. All games will be called at 10:00 P.M. on school nights. Score reverts back to the last completed inning unless it is the bottom of the inning and home team is ahead.
4. A maximum of fifteen minutes will be allowed between games. Each team will be allowed a total of five minutes of infield practice before the game starts. All games that are first on the schedule for that day will start on time.
5. Home team is responsible for getting the diamond ready. Visitors are responsible for putting bases away, also if you are the home team and another town is visiting you are responsible for the field pick up as well. Coaches and players WILL rake in around the bases and pitching area after each game to maintain the field conditions.
6. If a player does not start the game, he will be required to start the next game attended to insure he gets three full innings of play.
7. Each player will play a minimum of three innings including tournaments. Coaches have the right to reduce playing time for failure to attend practices or other disciplinary reasons.
8. Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
9. Recommended pitching distance will be 35 feet; coaches will pitch overhand to their own players. 60-foot bases. A mound will be placed at 35 feet with an 8-foot circle around the mound for the pitcher to play in.

10. Each batter will receive seven pitches or three strikes. There will be no called strikes. A foul tip on the seventh pitch does not count as a pitch.
11. Each team will get three outs or seven runs per inning whichever comes first, except for the last inning where run limit does not apply.
12. A runner may only advance one base on an overthrow after an attempted out was made, if while advancing to that base an attempt is made to make an out and that ball is overthrown he may advance one base at his own risk.
13. Batting helmets must be worn at all times by batter and runners until they return to the dugout.
14. Head first sliding is strictly prohibited and constitutes an automatic out. All runners must slide if a play is being made on them at a base.
15. No stealing is permitted.
16. If a runner fails to tag a base and the umpire sees it, after time is called the runner will be called out, if questioned by player or coach.
17. 10 players will be used to play the field with 4 in the outfield.
18. No fielder can play more than ten feet in front of any base until after the ball has been pitched. Outfielders must be in the grass until ball has been pitched.
19. Fake tags are prohibited, and a runner will receive a free base.
20. An umpire can eject a player if he feels they intentionally tried to injure another player.
21. An umpire may call a player out for throwing the bat after one team warning.
22. A pegged batting order will be used. (All players of the team will bat consecutively.) Rule #15 still applies.
23. Free defensive substitution can be made between innings.
24. Umpires will not tolerate harassment from spectators, coaches or players. No profanity will be tolerated from spectators, coaches or players.
25. To stop play, ball must be thrown to the pitcher's circle, caught and controlled by the player playing that position. The coach must make every effort to remove him or herself from the

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- playing area after the ball has been hit. If the coach interferes with the ball after it has been hit, the batter is automatically awarded first base and all runners will advance one base.
26. If forward progress is stopped, player will return to the original base, unless the player is over halfway to the next base (past the halfway mark between the bases).
27. No coach is to umpire games, the park will make umpires available.
28. Run Rule: 15 after 4 innings and 12 after 5 innings. If run rule occurs, the score will be recorded for the books., but play will continue until the 1 hour and 45-minute mark has been met.
29. 30-foot lines in between the bases will be used. If the runner is past the line once the pitcher position has control of the ball the runner will be awarded the next base. If the runner has not reached the line, they will be directed back to the previous base in which they came from.
30. Bat size - no big barrel bats are permitted

## 2018 10U Baseball Rules

1. Farm League ages are 9 and 10 year olds. A Player can't be 11 years old before January 1st. All 11 year olds must move up to the Little League (No Exceptions).
2. Games will consist of six innings. A complete game shall be called after four innings. Only exception is after 3 1/2 innings and home team is ahead.
  - a. If the game has not gone long enough to be called, the game will be picked up where play was delayed.
  - b. Middle of the fifth or sixth inning score reverts back to the last completed inning unless it's the bottom of the inning and the home team is ahead.
  - c. If the score is tied after the 6th inning, 2 extra innings can be played. If the score remains tied after the first extra-inning, the second extra inning will be played using the international tiebreaker rule where the last batter from the previous inning will start on second base at the beginning of inning. During tournament play a winner must be recorded.
3. Infield Fly Rule Does NOT apply to this age group.
4. Time Limit: A new inning can't be started after one hour and forty-five minutes (1:45) unless there is a tie and play will continue. The last inning must be declared by the umpire.
5. Each player shall play a minimum of three (3) innings including tournaments. Coaches have the right to reduce playing time for failure to attend practices.
6. A maximum amount of fifteen minutes shall be allowed between games. Each team shall be allowed a total of five minutes of in-field practice before the game starts. All games that are first on the schedule for that day will start on time.
7. Balls and strikes will be called. A batter can't advance to first on a dropped third strike, passed ball or wild pitch.
8. Each team will get three (3) outs or seven (7) runs per inning whichever comes first, except for the last inning where the run rule doesn't apply.
9. Pitching distance shall be forty-eight (48) feet. Bases will be 60 feet.
10. No fielder can play more than ten (10) feet in front of any base until after the ball has been pitched.
11. Play with (6) infielders and (4) outfielders.

12. The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 20 ft. beyond the base paths. Outfielders will start in the grass
13. Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
14. An umpire can eject a player if he feels they intentionally tried to injure another player.
15. An umpire may call a player out for throwing the bat after one team warning.
16. Each team may use players from Pee Wee league when their rosters fall short of 9 payers.
17. Sub players will not play before an original player on the roster. Subs may play any position on the field. Teams need to have 6 original members to count as a game. The game may start with only 8 players in the field.
18. Fake tags are prohibited, and a runner will receive a free base.
19. Batting helmets must be worn at all times by batter and runners until they return to the dugout.
20. Sliding: Head first sliding is strictly prohibited and constitutes an automatic out. No sliding into first base. All runners must slide if a play is being made that a base. A player may dive headfirst back into a bag on a leadoff after the ball has crossed home plate.
21. Stealing: There is to be no leading off from bases. Runners are allowed to steal after the ball has passed home plate.
22. Stealing: During an attempt made on stealing runner the ball shall be considered live. At his own risk, the runner may advance one (1) base beyond that where an attempt to retire him was made.
23. If a player doesn't start the ball game, he will be required to start the next game attended insure he gets three full innings of play.
24. All rules not covered herein shall be governed by high school rulebook.
25. There will be no automatic walks. The pitcher must pitch to the batter.
26. The maximum number of innings a player may pitch is three (3) per game. Any delivery of a pitch will constitute an inning pitched.

27. No pitcher can return to the mound after being removed as pitcher.
28. No curve balls are permitted. 1st offense is a warning from umpire; 2nd offense is removal from pitcher's mound.
29. A coach may make two trips to mound. On the third trip, the pitcher must be removed from the mound.
30. A pitcher must be replaced after hitting (2) batters in one inning or three (3) batters during a game.
31. Bunting is permitted. Once the batter squares to bunt he must bunt or pull back. Slap bunting will result in an automatic out.
32. No big barrel bats are permitted. 2 1/4 inch diameter is the maximum allowed.
33. Can steal home on passed ball.
34. Run Rule: 15 run after 4 innings and 12 runs after 5 innings.
35. Every player will be included in the batting line-up whether they're playing the field or not.
36. No metal cleats

## 2018 13U Baseball Rules

1. The draft order shall be done as follow: Every team shall receive a first round pick. No team shall pick more than two draft picks each round. If a team has more players returning than the other teams, that team will wait to draft until the other teams balance out the numbers of players per team. In years where teams are added or deleted all teams will be redrafted. The head coach's child(ren) will automatically be placed on sponsor's team but will be a draft pick. Coaches will draw from a hat to determine draft order.
2. Siblings eligible to play will automatically be on the same team.
3. Coaches son(s) will automatically go to his own team.
4. Little League ages are 10 to 13 years old. A player can't be 14 years old before January 1st. All 14 year olds must move up to Pony League. (No Exceptions)
5. All ball fees must be paid before a player is eligible to play a ball game. Fees may be waived with approval from the executive board.
6. Games will consist of 6 innings. A complete game shall be called after 4 innings. Only exception is after 3 ½ innings and home team is ahead.
  - a. If the game has not gone long enough to be called, the game will be picked up where the play was delayed.
  - b. Middle of the 5th or 6th inning score reverts back to the last completed inning unless bottom of an inning has been reached and the home team is ahead.
  - c. If the score is tied after the 6th inning, 2 extra innings can be played. If the score remains tied after the first extra inning, a second will be played using the international tiebreaker rule where the last batter from the previous inning will start on second base at the beginning of the inning.
7. Time Limit: A new inning cannot be played after 1 hour 45 minutes unless there is a tie and play will continue. All games will be called at 10:00 pm on school nights, score reverts back to the last completed inning unless it is the bottom of the inning and the home team is ahead.
8. Each player shall play a minimum of 3 innings including tournament play.
9. A maximum amount of 15 minutes will be allowed between games. Each team shall be allowed a total of 5 minutes in field practice before the game starts. All games that are first on the schedule for that day will start on time.
10. Balls and strikes will be called. A batter can advance to first on a dropped third strike.

11. Pitching distance shall be 54 feet. Bases shall be at 70 feet.
12. Play will be stopped if a player is obviously injured and the umpire will place the runners to their prospective bases. (Safety of the children comes first!)
13. An umpire can eject a player if he feels they intentionally tried to injure another player.
14. An umpire may call a player out for throwing the bat after one team warning.
15. Each team may use subs from the lower leagues when their roster is under 9 players. The team must start the game with 6 of their original player to be counted. The game may start with only 8 players on the field.
16. Sub players will not play before an original member of that team. Sub players may play in any position on the field.
17. Fake tags are prohibited, and runner will receive a free base.
18. Batting helmets must be worn at all times by a batter and runners until they return to the dugout. 1st offence will constitute a team warning, the second is ejection from the game.
19. Sliding: Head first sliding is strictly prohibited and constitutes an automatic out. All runners must slide if a play is being made at a base. A player may dive head first back into a bag on a leadoff.
20. Stealing: Leading off from bases is permitted. Runners are allowed to steal any base at any time.
21. Home team is responsible for getting ball diamond ready; visitors are responsible for putting bases away, unless the away team is from another town and then the home team is responsible for the field. Coaches and players WILL rake the round bases and pitching area after each game.
22. All rules not covered herein shall be governed by high school rulebook.
23. There will be no automatic walks. The pitcher must pitch to the batter.
24. The maximum number of innings a player may pitch is 4.
25. No pitcher can return to the mound after being removed as a pitcher.
26. Curve balls are permitted.

27. A coach may make 2 trips out to the mound per game. On the third trip, a pitcher must be removed from the mound.
28. Big barrel bats are permitted. 2 ¾ inch diameter is maximum allowed. With no more than a drop 5 differential.
29. A pegged batting order required.
30. Run Rule: 12 runs after 4 innings and 10 runs after 5 innings.
31. If forward progress is stopped, player will return to that base unless a play is made at that time.
32. No metal cleats

## 2018 8U Softball Rules

1. All players cannot turn 9 before January 1st.
2. Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead. If the game has not gone long enough to call the game, it will be picked up where play was delayed. If in the middle of fifth or sixth inning, score reverts back to previous completed inning unless the bottom of the inning and home team is ahead. If the score is tied at the end of the 6<sup>th</sup> inning, 2 extra innings will be played, and if it goes to the second extra inning the international tie breaker rule will be used. The last batter from the previous inning will start the new inning on second base. If the game is still tied after the 2 extra innings the game will be recorded as a tie.
3. A new inning cannot be started after 1:45 minutes unless there is a tie and play will continue. All games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it is the bottom of the inning and home team is ahead.
4. Pitching distance will be 35 feet, unless agreed upon by coaches before the start of game. One foot must remain inside the circle. 60-foot bases. A mound will be placed at 35 feet with an 8-foot radius circle around the mound for the pitcher to play in.
5. An 11" ball yellow in color will be used.
6. 30-foot lines in between the bases will be used. If the runner is past the line once the pitcher position has control of the ball the runner will be awarded the next base. If the runner has not reached the line, they will be directed back to the previous base in which they came from.
7. A maximum of fifteen minutes will be allowed between games. Each team will be allowed a total of five minutes of infield practice before the game starts. All games that are first on the schedule for that day will start on time.
8. 10 players will be used to play the field with 4 in the outfield.
9. Each batter will receive seven pitches or three strikes. There will be no called strikes. A foul tip on the seventh pitch does not count as a pitch.
10. Each team will get three outs or seven runs per inning whichever comes first, except for the last inning where run limit does not apply.
11. Run Rule: 15 after 4 innings and 12 after 5 innings. If run rule occurs, the score will be recorded for the books, but play will continue until the 1 hour and 45-minute mark has been met.
12. A pegged batting order will be used. (All players of the team will bat consecutively.)
13. A player fielding in the defensive pitcher position must have at least 1 foot inside the circle until

the ball has been pitched.

14. Player in defensive pitcher position must wear field guard.
15. Full swings only, no bunting allowed.
16. infield fly rule does not apply.
17. Batting helmets with face mask and chin straps must be worn at all times by batter and runners until they return to the dugout.
18. A runner may advance (1) base only on an overthrow from a ball that is in play by an infield player. Advance at your own risk. No additional bases will be granted on any additional overthrows per play.
19. Head first sliding is strictly prohibited and constitutes an automatic out. All runners must slide if a play is being made on them at a base.
20. No stealing is permitted.
21. If a runner fails to tag a base and the umpire sees it, after time is called the runner will be called out, if questioned by player or coach.
22. No fielder can play more than ten feet in front of any base until after the ball has been pitched. Outfielders must be in the grass until ball has been pitched.
23. Defensive team may place 2 coaches in the outfield. These coaches are for instructional purposes and may not touch the ball or assist the fielder in any way.
24. Fake tags are prohibited, and a runner will receive a free base.
25. Umpires are required for games, and will be assigned by the park.
26. An umpire can eject a player if he feels they intentionally tried to injure another player.
27. An umpire may call a player out for throwing the bat after one team warning.
28. Free defensive substitution can be made between innings.
29. Umpires will not tolerate harassment from spectators, coaches or players. No profanity will be tolerated from spectators, coaches or players.
30. To stop play, ball must be thrown to the pitcher's circle, caught and controlled by the player playing that position. The coach must make every effort to remove him or herself from the playing area after the ball has been hit. If the coach interferes with the ball after it has been hit, the batter is automatically awarded first base and all runners will advance one base.

31. If forward progress is stopped, player will return to the original base, unless the player is over halfway to the next base.
32. Umpires are required, and will be scheduled by the park.

## 2018 10U Softball Rules

1. 10UD-League Softball shall follow OHSAA/NFHS official fast pitch softball rules with the league specific exceptions listed below.
2. Age Qualifications
  - a. 10u Softball ages are 9 and 10 year olds. A player can't be 11 years old before January 1st. All 11 year olds must move up to the 13u softball league (No Exceptions).
3. Playing Field
  - a. Pitching: 35ft. from the back corner of home plate to front edge of the pitching rubber.
  - b. Base Path: 60ft.
  - c. Umpire is required: Shall be OHSAA or ASA sanctioned umpire and not be a relative of a player. (Also applies to tournament)
  - d. Coaches must stay inside dugout, unless you are coaching a base, coming in to pitch or time is called (per OHSAA rule)
4. Equipment
  - a. Batting helmets with face guard are mandatory.
  - b. Will use an 11" softball. (Yellow in color).
  - c. Home team will provide (1) new and (1) good used ball for each home game.
  - d. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.
  - e. Defensive player in the pitcher position must wear field guard. This is highly recommended for all infield players to wear.
5. Player Substitutions
  - a. Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another Champaign County League lower division team.
  - b. Games may be played with 8 players, without penalty. Sub players will not play before an original player on the roster. Subs may play any position on the field. Teams need to have 6 original members to count as a game. The game may start with only 8 players in the field.
  - c. No borrowed player will be permitted to play if a full line up of roster players is present and able to play.
6. Games
  - a. Innings: 6; Official Game: 4
  - b. 7 runs per inning limit, except for the last inning.
  - c. Run Rule: 15 runs after 4 innings and 12 runs after 5 innings. A game will be called and considered official if a team is ahead by fifteen (15) or more runs after four (4) complete innings (3 ½ innings with the home team leading) etc.
  - d. Eight (8) foot radius pitching circle rule WILL apply.

7. Time Limit: A new inning can't be started after one hour and forty-five minutes (1:45) unless there is a tie and play will continue. Umpire shall declare last inning prior to its start and notify both coaches. All games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it's the bottom of the inning and the home team is ahead. Time limit is to be enforced only exception being tie game with extra innings.
8. Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead. If the game has not gone long enough to call the game, it will be picked up where play was delayed. If in the middle of fifth or sixth inning, score reverts back to previous completed inning unless the bottom of the inning and home team is ahead. If the score is tied at the end of the 6<sup>th</sup> inning, 2 extra innings will be played, and if it goes to the second extra inning the international tiebreaker rule will be used. The last batter from the previous inning will start the new inning on second base. If the game is still tied after the 2-extra innings the game will be recorded as a tie
9. A fifteen (15) minute grace period, after the scheduled starting time, will be granted prior to a forfeit being declared.
10. Play with (6) infielders and (4) outfielders.
11. The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 20 ft. beyond the base paths.
12. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher reentering will be allowed (3) warm up pitches.
13. If the pitcher hits 2 girls in a row or 3 girls in an inning, she must be removed for that inning only and may return but if she hits a 4th in a game she must be removed from the pitching position for the remainder of the game.
14. Pitchers may pitch a maximum of 3 innings per game (free substitution). Any pitches thrown will constitute an inning. One (1) more inning per pitcher will be allowed in extra innings. Extra innings start after the declared last inning. One (1) pitch is considered one (1) inning. Failure to comply will result in forfeit, if brought to the attention of umpire/ opposing coach during game. No forfeits will be awarded days following games.
15. Player in pitcher position must wear fielding face mask.
16. A coach may make two trips to mound. On the third trip, the pitcher must be removed from the mound.
17. No intentional walks will be allowed. All batters must be pitched to. The intent of this rule is to prevent automatic placement of batter on first base.
18. No infield warm-up is permitted after the first inning by coaches.
19. No coaching from the pitcher's' mound, while the ball is in play.

20. After 3 walks per inning. When the player throws the fourth ball to a batter, the coach comes in to pitch. The coach is then given up to 3 pitches to finish the count, regardless of the count. That means if the count is full, and the coach throws a pitch called by the umpire as not a strike, and the batter doesn't swing that the coach still has up to 2 more pitches. If the 2nd pitch is also not a strike, and the batter does not swing, then the coach has one more pitch. On that last pitch, the at bat is over regardless of the outcome unless the batter fouls that pitch off.
21. If in this situation with a full count from the player pitcher, the umpire calls a strike on the 1st or 2nd pitch, or the batter swings and misses on the 1st or 2nd pitch, then the at bat is over and an out is recorded.
22. If there are no strikes on the batter, the coach still gets 3 pitches. It does not matter in this situation if they are balls or strikes; the coach pitcher is limited to 3 pitches.
23. Drop 3rd strike does not apply while coach is pitching.
24. The coach must throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league. Each illegal pitch will count as one of the 3 pitches for each batter. When the coach comes in to pitch, the player pitcher must have both feet inside the 8ft pitching circle.
25. If the offensive coach is hit by, or inadvertently catches a batted ball, that ball will be called a foul ball.
26. Bunting is permitted, except off of the coach pitching. No slap bunts. (No squaring to bunt, then pulling back and taking a full swing. The intent of this rule is to avoid injury to a defensive player taught to charge when the batter squares to bunt).
27. The infield fly rule does not apply.
28. Must bat all available players, open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also reenter in a later inning. Anyone arriving late will be inserted at the bottom of the batting order. No penalty.
29. A runner may advance (1) base only on an overthrow from a ball that is in play by an infield player. Advance at your own risk. No additional bases will be granted on any additional overthrows per play.
30. The batter can run on a dropped 3rd strike, if first base is unoccupied. On a third strike the ball is live and the runners on 2nd may advance one base at their own risk. If bases are loaded on a drop 3rd strike batter is automatically out. No player is permitted to steal home.
31. Base runner shall not leave her base until the ball has been released by the pitcher. Any runner leaving their base early will be called out.
  - a. Base runner may steal, but only one base per pitch.

- b. Base runner CANNOT steal home.
  - c. Runs are awarded by a batted ball or walks only.
32. A player may steal 2nd and 3rd base only. A player may only steal (1) base at a time per pitched ball. No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base.
33. When overrunning first (1<sup>st</sup>) base, the batter-runner can be played on and put out ONLY if she has attempted to advance toward second (2<sup>nd</sup>) base.
34. If two (2) base runners are occupying the same base, the advancing runner is out when the base or either runner is tagged.
35. All players are to slide or avoid when a play is being made at any base other than first (1<sup>st</sup>). Failure to do so will result in the player being called out if contact is made, in the judgment of the umpire. Jumping over a fielder to avoid a tag will result in the runner being called out even if there is no contact.
- a. The play becomes a dead ball play and further advancement of runners will not be allowed.
  - b. In severe cases, the offending player will also be ejected from the game. The severity is in the judgment of the umpire.
  - c. When there is no play, at any base, the catcher or fielder shall leave the base path open. The slide rule is not in effect in this instance.
  - d. No head first slides except on dive backs.
36. If a player gets hurt on a batted ball, play stops and runner is awarded the next base.
37. Chanting and singing will be permitted on the field and in the dugout. Team cannot direct singing or chanting towards the opposing team. Stomping on benches or banging on fences will not be permitted.
38. No manager or coach shall direct any remark to or call any opposing player by name for the purpose of distracting that player while the game is in progress.
39. Hanging onto or climbing the backstops or fences is strictly prohibited.
40. Any manager, coach, umpire or team member creating a disturbance, using profane or insulting language, or displaying any other form of unsportsmanlike conduct during the warm-up, game, or immediately following a game, may be suspended from any further participation, in any capacity, for the year involved. This includes parents. Any suspension is subject to review by respective associations' board.
41. A team will be given one (1) warning for a player throwing a helmet, every additional incidence will result in an out, regardless of which player is guilty.
42. A player will be given one (1) warning for throwing the bat, every additional incidence will result in an out

43. Official rosters must contain:
  - a. Team name, area, age division
  - b. Coaches name, phone number
  - c. Players name, DOB
  - d. Players may only be on (1) Champaign County League Roster.
  - e. Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the league president. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.
  - f. Final rosters must contain a minimum of (8) players and a maximum of (20).
  - g. No boys are permitted to play in the Champaign County League games or tournaments.
44. An umpire can eject a player if he feels they intentionally tried to injure another player.
45. An umpire may call a player out for throwing the bat after one team warning.
46. Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
47. All protests are to refer to OHSAA and Champaign County League and are to be resolved immediately. Home plate umpire's decision is final.
48. When games are postponed for any reason, they will be rescheduled within five (5) days by the scheduling coordinator.
49. Games once started but suspended because of darkness or rain, will be considered official upon the completion of four (4) innings (3 ½ innings with the home team leading). Any inning after the fourth (4) that has not been completed, teams will revert back to last completed inning for final score.
50. Games once started but suspended because of darkness or rain, prior to being an official game will be completed at a later date. Play will resume from the same point that play was suspended. The same line-ups will take the field as were in use at the time of suspension. The home team scorebook will be official in case of disputes.
51. A substitute who is not listed on the original line-up card is ineligible, even when the game is suspended and finished at a later date.
52. An on-duty board member of the host association will be the sole judge of whether a game will be postponed.

## 2018 13U Softball Rules

1. 13UD-League Softball shall follow OHSAA/NFHS official fast pitch softball rules with the league specific exceptions listed below.
2. Age Qualifications: Ages are 10 to 13 years old, a player can't be 14 years old before January 1st. All 14 year olds must move up to 16U League. (No Exceptions).
3. Playing Field
  - a. Pitching: 40ft. from the back corner of home plate to front edge of the pitching rubber.
  - b. Base Path: 60ft.
  - c. Umpire is required: Shall be OHSAA or ASA sanctioned umpire and not be a relative of a player. (Also applies to tournament)
4. Equipment
  - a. Batting helmets with face guard and chin strap are mandatory.
  - b. Will use an 12" softball. (Yellow in color).
  - c. Home team will provide (1) new and (1) good used ball for each home game.
  - d. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.
  - e. Defensive players in the infield position must wear field guard.
5. Player Substitutions
  - a. Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another Champaign County League lower division team.
  - b. Games may be played with 8 players, without penalty. Sub players will not play before an original player on the roster. Subs may play any position on the field. Teams need to have 6 original members to count as a game. The game may start with only 8 players in the field.
  - c. No borrowed player will be permitted to play if a full line up of roster players is present and able to play.
6. Games
  - a. Innings: 6; Official Game: 4
  - b. Run Rule: 15 run after 4 innings and 12 runs after 5 innings. A game will be called and considered official if a team is ahead by fifteen(15) or more runs after four (4) complete innings (3 ½ innings with the home team leading) etc.
7. Time Limit: A new inning can't be started after one hour and forty-five minutes (1:45) unless there is a tie and play will continue. Umpire shall declare last inning prior to its start and notify both coaches. All games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it's the bottom of the inning and the home team is ahead. Time limit is to be enforced only exception being tie game with extra innings.

8. Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead. If the game has not gone long enough to call the game, it will be picked up where play was delayed. If in the middle of fifth or sixth inning, score reverts back to previous completed inning unless the bottom of the inning and home team is ahead. If the score is tied at the end of the 6th inning, 2 extra innings will be played, and if it goes to the second extra inning the international tie breaker rule will be used. The last batter from the previous inning will start the new inning on second base. If the game is still tied after the 2 extra innings the game will be recorded as a tie.
9. A fifteen (15) minute grace period, after the scheduled starting time, will be granted prior to a forfeit being declared.
10. Play with (6) infielders and (3) outfielders.
11. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher reentering will be allowed (3) warm up pitches.
12. If the pitcher hits 2 girls in a row or 3 girls in an inning, she must be removed for that inning only and may return but if she hits a 4th in a game she must be removed from the pitching position for the remainder of the game.
13. Pitchers may pitch a maximum of 4 innings per game (free substitution). Any pitches thrown will constitute an inning. One (1) more inning per pitcher will be allowed in extra innings. Extra innings start after the declared last inning. One (1) pitch is considered one (1) inning. Failure to comply will result in forfeit, if brought to the attention of umpire/ opposing coach during game. No forfeits will be awarded days following games.
14. A coach may make two trips to mound. On the third trip, the pitcher must be removed from the mound.
15. No intentional walks will be allowed. All batters must be pitched to. The intent of this rule is to prevent automatic placement of batter on first base.
16. No infield warm-up is permitted after the first inning by coaches.
17. Chanting and singing will be permitted on the field and in the dugout. Team cannot direct singing or chanting towards the opposing team. Stomping on benches or banging on fences will not be permitted.
18. No manager or coach shall direct any remark to or call any opposing player by name for the purpose of distracting that player while the game is in progress.
19. Hanging onto or climbing the backstops or fences is strictly prohibited.
20. Any manager, coach, umpire or team member creating a disturbance, using profane or insulting language, or displaying any other form of unsportsmanlike conduct during the warm-up, game, or immediately following a game, may be suspended from any further participation, in any capacity, for the year involved. This includes parents. Any suspension is subject to review by

respective associations' board.

21. A team will be given one (1) warning for a player throwing a helmet, every additional incidence will result in an out, regardless of which player is guilty.
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23. Official rosters must contain:
  - a. Team name, area, age division
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  - c. A substitute who is not listed on the original line-up card is ineligible, even when the game is suspended and finished at a later date.
  - d. An on duty board member of the host association will be the sole judge of whether a game will be postponed.

## Scoring and Reporting

The home team will be the official scorekeeper. Both teams are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home score is not correct, they will make a decision to adjust it or not and will continue on with the game.

Protest: The home plate umpire must be notified that a game is being protested prior to the start of the next half inning. Protest must be submitted in writing to your home association board within 48 hours of the end of the game. A \$25.00 protest fee must accompany all written protests. The fee will be refunded only if the protest is upheld. The decision of the involved board will be final.

Coaches are responsible to call in the game score and highlights within 24 hours to:

**Urbana Daily Citizen  
Steve Stout  
937-652-1331  
Please leave a message**

*This is very important, not only for the kids to see their name in the paper, but also to the sponsors, who donate their money to the program. Submit 2-3 names each game for each team as outstanding players and ensure all the player's name are submitted by years end. Report names of sponsors in full.*