

OKAW Baseball League

2022 SOFTBALL Rules - JR HIGH

Listed below are the exceptions and variations to the Rules of Softball

LEGAL PLAYERS INCOMING 6TH, 7TH, AND 8TH GRADE

RULES- IESA RULES AND BELOW RULES APPLY

Players of proper age whose residence, as determined by the residence of their parents or legal guardians, is within the approved league boundaries shall be considered "legal" players for League competition. If you play baseball in the "Okaw Baseball League", you can NOT play in another League. If so, you are considered an "illegal" player.

LEAGUE BOUNDARIES

The Approved League Boundaries for each town in "Okaw Baseball League" coincides with the towns School District boundaries. It is not where you go to school it is where you live. Exceptions must be brought before the "Okaw Baseball League" Board.

PLAYING FIELDS

Distance between bases:	Pitching Distances:	Recommended Fence Distances (if applicable)	
		Minimum	Maximum
60 feet	40 feet	175 feet	200 feet

GENERAL PLAYING RULES

1. Each Player in attendance MUST play at least two (2) innings.
 - A) 2 innings comprises of 7, ½ innings – (Twice "in the field", and Twice "in the batting order").
 - I) For Non-starters, this is continuous.
 - II) Starters can re-enter, and must play 2 innings, non-continuous. See General Playing Rule 5.
 - B) To insure compliance, All ELIGIBLE substitutes in attendance MUST enter the game in the Top of the 3rd inning or sooner, and play 2 continuous innings.

Penalty:
Failure to comply with Rules 1, 1A, 1AI, 1AII or 1B, will result in a forfeiture of the game at a score of 1-0.
- C) **ALL PLAYERS WILL BAT ON THE LINE UP CARD OR IN SCORE BOOK.**

EX- IF A TEAM HAS 15 PLAYERS ON THE LINE UP CARD OR IN THE SCORE BOOK ALL PLAYERS WILL BAT AND THE ORDER ON THE LINE UP CARD WILL BE THE BATTING ORDER FOR THE GAME.

D) NO-LIMIT ON SUBSTITUTIONS

2. *Before the Game, coaches and umpires will have a meeting to discuss the rules, the opportunity of a team batting line-up, and exceptions to the time limit.*
3. Time Limit: No inning shall start after 1 hour and 45 minutes from the START of the game.
4. Catchers will **NOT** be allowed to block home plate, even during a play at home plate.
5. Any player in the starting lineup who has been removed for a substitute may re-enter the game one time. (NOTE: This rule applies to STARTERS ONLY)
 - A) Players shall return to the line-up in their ORIGINAL place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitution shall be made that shall alter the original batting rotation of any of the starting or substitute players.
 - B) Once removed from the lineup a starting pitcher may return to the lineup and pitch one time, any relief pitcher shall NOT pitch again in the same game.
6. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or ejected from the game by the umpire, the player last removed from the lineup by the manager or coach, who is otherwise eligible to play, shall be used as a substitute.

A) When a team's last available substitute enters the game as part of a multiple substitution, the manager or coach shall advise the umpire and official scorekeeper which player is to be considered "the last player removed from the line-up."

B) In this instance only, the substitute player shall take the batting position of the player they replace, even though it may be a different batting position than the one he or she previously occupied. This rule applies to all players, including starters.

7. Courtesy runners may be used for the catcher and/or pitcher after one out. The runner must be an ELIGIBLE player as described in rules (5) and (6) above. Courtesy running DOES NOT COUNT AS AN INNING PLAYED. This is NOT a substitution, but a courtesy to get the catchers and pitchers ready for the next inning.
8. *No steel spikes allowed.*
9. Coaches and umpires are required to carry these rules with them to all games.
10. Pitcher must start with one foot on the pitching rubber.
11. Runners must slide if being played on at any base with the exception of first. If a runner does not slide, the umpire could call the runner out.
12. *No stealing allowed after a 15 run lead by any team at any point in the game. Any steals will result in the runner being called out with a point differential of 15 runs or more. If the point differential is under 15 runs, stealing will resume until a 15 run lead is once again achieved by either team.*

Specific PLAYING RULES

- (a) A team may consist of 9 players on the field.
- (b) Must have at least seven (7) players to start the game. There will not be any automatic outs for having less than nine (9) players.
- (c) Runners can steal home.

PITCHING RULES Any team member may pitch, subject to the restrictions of the pitching rules.
Maximum of five (5) innings per Game

- A. As soon as a pitcher delivers one (1) pitch to a batter, the pitcher shall be considered as having pitched one (1) inning.
- B. Any Starting pitcher withdrawn from the mound and lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall be permitted to pitch again in the same game one time. Relief pitchers, once removed, can NOT pitch again
- C. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgement of the umpire, incapacitates her from pitching.
- D. *10 pitches for warm up before the game; 5 pitches between innings. (Moved from General Playing Rules)*
- E. If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
- F. The foot in contact with the pitching rubber may **NOT** leave the ground until the pitch is released from the pitchers hand. This is also known as "Crow Hopping", and is considered an Illegal Pitch. This pitch will be called a "Ball", and the play is dead.

LENGTH OF GAME (1 hr and 45 mins)

Seven (7) innings If called for any reason, it is complete after five (5), or if the home team leads, 4 ½

10 Run Rule Game is called after five (5), or if the home team leads, 4 ½, if one team leads by 10 or more runs

If the game is tied after six innings, extra innings are played, maximum of nine innings, if time permits. See General Playing Rules, Rule 3.

If a game is called for any reason before it is a complete game, as described above, or when the game is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at a time scheduled by the teams involved.

In the event of a tie game, the game will not be reported for team rankings for seeding for end of year tournament seeding by either team, and "runs against" will not be reported or used in the determination of end of year tournament seeding.

BALL SIZE

12" softball

Tournament

All Regular season Rules apply with the following Exception:

Pitching: Maximum 5 innings per game. No weekly Maximum.

Time Limit: Semi-finals, 3rd / 4th and Championship games have NO time limit.

Umpires: Semi-finals, 3rd/4th and Championship games require a patched umpire behind the plate. Base umpire must be at least two years older than players in the tournament.

Home Team: Higher seed is Home team for all games.

Game Balls: Before every tournament game played, both the home and away teams are to provide one game ball.