

Piqua / Covington / Miami East Softball Rules

Revised January 2024

Common Division Rules

- Players are not required to have a mask attached to their helmet.
- All Players must play 3 complete innings per game, with the exception of run-rules and cancelled or delayed games.
- Teams must field 8 players to start a tournament game. Teams may pull a maximum of 3 players from the division below to fulfill enough roster spots to complete a 9 player defensive roster. Teams must roster a pitcher or pitcher's helper and a catcher. Players who are pulled up may not pitch or catch and must bat last.
- Teams can pull players across during the season **only if necessary to fill a team**. Players who are pulled across may not pitch or catch and must bat last.
- Pinch runners /courtesy runners will not be used except in the case of an injury. In this situation, the player who made the last out will be the runner. The catcher can have a pinch runner if there are 2 outs and they are on base. The catchers pinch runner shall be the person who completed the last out.
- In the case of an injured player, the team must take an out for that player's next at bat. No other outs will be taken when his spot in the order comes up. The injured player must return to the batting lineup during his next at-bat or will be considered out for the game.
- Teams will bat their entire roster. A batter who bats out of order will be removed when the error is found and the correct batter will assume the count. If found after a successful at bat occurs prior to the next pitch, the batter (now runner) will be considered out and the batting order will resume at the point where the error was made. Any movement of baserunners will be returned.
- Warnings for both teams will occur if the following cases: (1) thrown bat, (2) helmet removal before entering the dugout (3) player leaving the base too early. If any of these infractions occur again for either team the ruling will be a dead ball out.
- Run Rule is 10 runs after 4 for all divisions.
- Three defensive timeouts are allowed for all games. An extra timeout is permitted in each extra inning. On a second trip to the mound in the same inning a Pitcher must be removed
- Softball bats will be official softball bats with USSSA stamp.
 - o If an illegal bat is used; punishment will be based on the OHSAA Rule Book
 - When an illegal bat or non-approved bat is found the batter and head coach are ejected from the game.
- **Per OHSAA handbook: Inclement Weather** – Anytime lightning or thunder can be seen or heard, teams must evacuate to available safe structures or shelters. It is mandatory to wait at least 30 minutes after the last flash of lighting or thunder is witnessed or heard to resume play

8U/MINI GIRLS

- 60' Base Paths. A double 1st base is required for safety.
- The coach will pitch from between 25' and 40'. The coach needs to be no closer than the 25' line (Both feet must start on or behind the line when you start pitching).
- All fields will show lines in front of 1st and 3rd base (Not on the foul line) that measure 40' from the home plate. Infielders must stay behind these lines until the ball is hit. All outfield will be marked with a line 20' behind each base. All outfielders must stay behind these lines until the ball is hit. There will be a line halfway between 1st and 2nd, halfway between 2nd and 3rd and halfway between 3rd and home plate. These lines will be used for determining whether the runners get the next base after time is called.
- There will be a 16' circle around the 40' pitcher line. The pitcher helper must start with at least 1 foot in the circle (No closer than the 40' mark) until the ball is hit.
- After the ball is hit – it is live until an infielder has control & requests time or the umpire feels that the runners are stopped and the ump can call time out. The player cannot call time out, only the umpire. Once the time is called – any runner past the halfway mark gets the next base unless the lead runner in front has not passed the mark – then all runners must go back.
- The batter is allowed 7 pitches to hit the ball. If the last pitch is fouled – the batter continues to bat until the ball is hit fair or he/she misses or does not swing. If the coach is hit by a batted ball – it is dead ball – no pitch.
- Only 1 defensive coach is allowed in the outfield for instructional purpose.
- Everybody please have your catchers ready to help the keep the games on time.
- Can play 11 players on defense
- All infielders are required to wear a facemask in the field. Outfielders usage of facemasks is optional.
- 5 runs per inning or 3 outs whatever comes first. 5th inning is open.
- All regular season games will be played with no innings starting after 1 ½ hours. You do not have to play an open inning. In Tournament – when a game hits 1 hour and 30 minutes – the next full inning will be the open inning (last inning).

10U/MINOR GIRLS

- 60' Base Paths. A double 1st base is required.
- 35' pitching distance.
- A game will consist of 5 innings.
- 5 runs per inning or 3 outs whatever comes first. 5th inning is open.
- All regular season games will be played with no innings starting after 1 ½ hours. You do not have to play an open inning. In Tournament – when a game hits 1 hour and 30 minutes – the next full inning will be the open inning (last inning).
- Can play with 10 defensive players. 4 outfielders and 6 infielders
- Stealing rule is as follows: All runners can steal the next base only after the pitch has passed the plate. Base runners stealing home may only steal home if a pitch that gets past the catcher or if the catcher throws to third base making a play on the runner. Once the catcher throws the ball back to the pitcher, play is dead and runners cannot advance. If the catcher throws the ball back to any base making a play on the runner, the ball is live and the runner may advance to home at own risk. Runner caught in rundown may also go home or back to third at their own risk. Definition of a ball passed the runner- A pitched ball that goes beyond behind the catcher's position. Umpire has final decision of passed ball.
- Over Throws - Only one base is permitted on an overthrow. If the defense tries to make a play on the runner in an overthrow situation and they make an additional overthrow, the runner can advance again. This is designed to have the infield keep possession of ball and not make unintelligent consecutive throws.
- Pitching rule is as follows: Pitchers can pitch from the “K” position or the wind-up. A pitcher can pitch 3 innings per game. 1 pitch constitutes an inning. A pitcher can only pitch 5 innings in a double header. A pitcher may leave the game and re-enter at a later inning, however if a pitcher is pulled in the middle of an inning that pitcher is done for the game. A reentry is permissible only if the previous inning pitched was a completed inning. Example: A pitcher who pitched the first two innings can come back and pitch in the 5th inning if the earlier innings were complete.
- No infield fly rule or dropped 3rd strike will be enforced.
- All infielders are required to wear a facemask in the field. Outfielders usage of facemasks is optional.

12U/MAJOR GIRLS

- 60' Base Paths. A double 1st base is required.
- 40' pitching distance.
- A game will consist of 5 innings.
- 5 runs per inning or 3 outs whatever comes first. 5th inning is open.
- All regular season games will be played with no innings starting after 1 ½ hours. You do not have to play an open inning. In Tournament – when a game hits 1 hour and 30 minutes – the next full inning will be the open inning (last inning).
- Can play with 10 defensive players. 4 outfielders and 6 infielders
- Stealing rule is as follows: **All runners can steal the next base only after the pitch has left the pitcher's hand. Stealing of home is permitted after the ball leaves the pitchers hand, it does not need to be a passed ball to steal home.**
- **Over Throws - Only one base is permitted on an overthrow. If the defense tries to make a play on the runner in an overthrow situation and they make an additional overthrow, the runner can advance again. This is designed to have the infield keep possession of ball and not make unintelligent consecutive throws.**
- Pitching rule is as follows: Pitchers can pitch from the “K” position or the wind-up. A pitcher can pitch 3 innings per game. 1 pitch constitutes an inning. A pitcher can only pitch 5 innings in a double header. **A pitcher may leave the game and re-enter at a later inning, however if a pitcher is pulled in the middle of an inning that pitcher is done for the game. A reentry is permissible only if the previous inning pitched was a completed inning. Example: A pitcher who pitched the first two innings can come back and pitch in the 5th inning if the earlier innings were complete.**
- No infield fly rule.
- **Drop ball third strike will be enforced.**
- All infielders are required to wear a facemask in the field. Outfielders usage of facemasks is optional