

Ellie Rand
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2010 Moms Softball Rules

Mound, Bases and Ball:

32 feet from the mound to the plate and 60 feet between bases. The ball will be a RIF Level 10 Softball.

Games:

Each game will last 1:15 minutes or 5 innings of play.

Games do not start a new inning after 1:10 of play.

In the event of a tie game after 5 innings, we will play extra innings only if time allows.

If the game is tied when time expires, that game is a tie.

Home team occupies the first base dug out and keeps score.

The home team always has the last at bat.

Everyone who shows up to play will be placed in the batting order.

Nobody will be allowed to play without their team jersey or if they show up after the first pitch of the second inning.

7-player minimum to play rule.

Dugouts:

Only players and coaches (4 coaches max including scorekeeper) in the dug out. No kids.

Pitching/Hitting/Base Running:

Coach Underhand Pitch.

Each batter gets 5 pitches from their pitching coach. No 3-swing strikeouts. The batter can swing at all pitches until the ball is hit or the fifth pitch, whatever comes first. A batter's turn at bat will end after the fifth pitch, unless the fifth pitch results in a foul ball. If a foul ball is hit on the fifth pitch, the regular foul ball rules occur. No walks.

The pitching coach is not allowed to coach the batter from the mound or during a pitch. However, in between pitches, the pitching coach can advise the batter on batting stance.

Batting

Each team must submit its batting order with names and numbers to the other team prior to the start of play. The first deviation from the submitted line up will result in a warning. After that, it will be an out. Players that arrive late but before the first pitch of the second inning may be added to the line up but their team manager must alert the other team and commissioner to where they will fit in the batting order.

Every batter needs to wear a batting helmet.

No intentional bunting.

Throwing the bat will result in a warning followed by an out if the same person does it again within the game.

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Runners can leave the base only after the pitch has crossed home plate or the batter has hit the ball.

Over throws that leave the field of play may result in 1 extra base only for runners. A runner attempting to advance on an overthrow is always at risk. If the runner overruns or continues past the next base, she can be tagged out. If a runner safely secures a subsequent base or safely crosses home plate, she will be returned to the proper base by the umpire at the conclusion of the play.

No base stealing. No leads.

Any runner that runs out of the baseline to avoid a tag will be called out.

In the field/Stopping The Play:

10 people play in the field. Unlimited substitutions.

The defense will remain in the field until three outs are made.

When the ball is batted into play, the pitching coach must move away from the side of the field where the ball is hit and either forward or back so as not to interfere with the defensive players. Runners may be called out if the pitcher coach interfere with defensive play, either intentional or not. If the batted ball hits the pitching coach before being touched by a defensive player, the play will be ruled a “no pitch.”

No in field fly or dropped third strike rule.

If a runner is not forced to a base, the fielder must tag the runner with the ball before that runner safely touches the base. If the runner is forced, the fielder simply has to have the ball at the base and be touching the base before the runner gets there.

Stopping Play by Calling Time

Play can be stopped by an infielder by calling “time.” To do so, the infielder must be in possession of the ball and within the infield. However, if a base runner continues during or after the time call, the defender has the right to either hold the ball and wait for the umpire to acknowledge the time call OR try to make a play to get that runner out. If the infielder that has called time tries to make a play and the umpire has not acknowledged the time call, the call of time is not valid and open play resumes. However, once the umpire declares time the play is dead. After time is called and acknowledged by the umpire, a base runner less than halfway to the next base is returned to the last base touched. Umpire’s judgment call. Note: Time is valid only when the umpire has acknowledged the call by calling timeout. Defensive players calling time should hold the ball until the umpire acknowledges the time called.

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Interference

The runner is out, and the ball is dead, when the runner interferes, whether intentionally or not, with 1) a fielder attempting to field a batted ball, 2) a fielder attempting to catch a fly ball over foul territory or 3) with a fielder attempting to throw the ball. Interference is also called if a runner remains on her feet and crashes into the fielder who has the ball. However, if an errant throw draws the fielder into the runner's path, interference is not called on the runner.

If a fielder blocks the base path without the ball in her possession and is not in the process of receiving or making a throw, obstruction will be called and the runner will be awarded the base.

Mercy Rule

If the team at bat is leading the defensive team by more than 12 runs, the league coordinator will offer the losing team the chance to award the win to the leading team. If agreed, the losing team will become the batting team and play out the game until time expires. If denied, the game will proceed in the usual manner.
