

**LMYA SOFTBALL LEAGUE**  
**USA Softball Rule Modifications – Local Rules**  
**14u, 12u, 10u, 8u & 7u Divisions**

**ALL DIVISIONS**

Sportsmanship        It is the coach's duty to make sure that cheering by players, coaches, and spectators is exclusively supportive of player performance.

**Rule 3—EQUIPMENT**

Facemasks - batting    For the batting team, all players on the field must wear a helmet with approved facemask, including batters, runners, on-deck batters, and player-base coaches.

Facemasks – pitching    Facemasks are mandatory for pitchers in all LMYA events when pitching is live (batter is up, game or practice). They are not required during warm up pitches. During games, the umpire is responsible for enforcing this rule.

Cleats                    Metal cleats or spikes are not allowed in LMYA at any age level.

**Rule 5—THE GAME (14u/12u, 10u):**

Complete Games:        Regular season games will be considered “complete and official” as long as at least two full innings have been played. If two full innings are not completed (rained out, called for darkness, etc.), the game will be scored a tie. Playoff games are considered complete if 4 innings or 60 minutes have been played. If a playoff game is rained out before 4 innings or 60 minutes are completed, the game must be played over.

Forfeit                    To avoid forfeit, a team must field at least 6 players on defense whenever the team takes the field. If a team does not have the minimum number required to play by the time their team is in the field, they shall forfeit the game.

*Note:* In the event of a forfeit, teams should play, or continue to play the game as an unofficial practice game so that the attending players do not miss the opportunity to gain game experience

Run Rule                 In a regular season game, if prior to 7 innings the run rule has been met, the game is complete. The Run Rule is a 15-run differential after 3 innings; a 12-run differential after 4 innings; or an 8 run differential after 5 innings. If the run rule is invoked after the 3<sup>rd</sup> inning, and the losing team has not had a chance to bat all players, the team continues to bat through the lineup until those remaining players have had an at bat or there are 3 outs.

## 12u/14u DIVISION - LOCAL RULES

### **RULE 2—THE PLAYING FIELD**

Pitching Distance      40 feet from the front of the pitchers' plate (rubber) to the back tip of home plate.

### **RULE 3—EQUIPMENT**

Softball:                All games shall be played with a 12-inch fastpitch softball.

### **RULE 4—PLAYERS & SUBSTITUTES**

Batting Order            All players shall bat in the order, whether or not they are playing defense.

Number of Players      The defense shall be comprised of 10 players, 4 of whom are outfielders.

*Note:* Before each pitch, outfielders must be positioned at least 10 feet behind the baselines between 1st and 2nd bases and 2nd and 3rd bases. Nothing in this rule prohibits an outfielder from covering a base, taking part in a rundown, or otherwise making a play in the infield.

Pitching limits         No pitcher can pitch more than 4 innings per game. Any pitch thrown in an inning constitutes an inning pitched. The pitching limit will be waived in the event that the game goes to extra innings. An extra inning is played if the game ends in a tie (playoffs only).

### **RULE 5—THE GAME**

Time Limit              Games will last 7 innings or 120 minutes, whichever occurs first, unless the run rule has been triggered. Unless there is a tie, no new inning may start after 105 minutes, based on the umpire's timekeeping device. A new inning starts immediately after the 3<sup>rd</sup> out is called by the umpire, not when the defensive team is ready.

### **RULE 8—BATTER & RUNNER**

Thrown Bat             Umpires shall exercise their judgment when batters throw the bat after hitting the ball. A warning is appropriate for a first offense and an out may be assessed in instances where the second offense is judged to be flagrant or dangerous.

Dead Ball              Whether or not a runner may advance on a dead ball shall be solely at the discretion of the umpire.

Sliding                 Sliding is permitted.

Stealing                Stealing will be from 1st to 3rd only. While attempting to steal a base, a runner may not advance past 3rd base. A runner may only score from 3rd as a result of a batted ball, or a walk with the bases loaded. A runner cannot score

from 3rd on a steal, passed ball, wild pitch, throwback to the pitcher or throw to any base during a steal.

If the score differential is 10 runs or greater, no stealing is allowed by the team in the lead.

The runner must either slide, try to avoid a tag, or avoid a collision with a defensive player at any base. Crashing into a defensive player or failing to slide or otherwise avoid contact is an out. The umpire's judgment prevails.

## 10u DIVISION - LOCAL RULES

### **RULE 2—THE PLAYING FIELD**

Pitching Distance      35 feet from the front of the pitchers' plate (rubber) to the back tip of home plate.

### **RULE 3—EQUIPMENT**

Softball:                All games shall be played with an 11-inch fastpitch softball.

### **RULE 4—PLAYERS & SUBSTITUTES**

Batting Order           All players shall bat in the order, whether or not they are playing defense.

Number of Players      The defense shall be comprised of 10 players, 4 of whom are outfielders.

*Note:* Before each pitch, outfielders must be positioned at least 10 feet behind the baselines between 1st and 2nd bases and 2nd and 3rd bases. Nothing in this rule prohibits an outfielder from covering a base, taking part in a rundown, or otherwise making a play in the infield.

Pitching limits         No pitcher can pitch more than 4 innings per game. Any pitch thrown in an inning constitutes an inning pitched. The pitching limit will be waived in the event that the game goes to extra innings. An extra inning is played if the game ends in a tie (playoffs only).

Walk Rule                After 4 balls have been called on a batter, an adult designated by the batter's coach will pitch no more than 4 times to the batter from the pitching rubber. If the batter fails to hit the ball into play on any of the 4 pitches, the batter is out. If the batter fouls the 4th pitch, they get one more pitch.

Defensive Players      Each player must play an infield position for at least one full inning by the end of the 3<sup>rd</sup> inning. All Players must play defense. No player shall sit out for more than one inning on defense. If the game goes enough innings, no player shall sit out for more than 1 inning on defense until all players have sat out for 1 inning.

Defensive Coach        One coach may be on the field (in the outfield, no closer than 15 feet from the baseline between 1<sup>st</sup> and 2<sup>nd</sup> or 2<sup>nd</sup> and 3<sup>rd</sup>)

### **RULE 5—THE GAME**

Time Limit              Games will last 7 innings or 120 minutes, whichever occurs first, unless the run rule has been triggered. Unless there is a tie, no new inning may start after 105 minutes, based on the umpire's timekeeping device. A new inning starts immediately after the 3<sup>rd</sup> out is called by the umpire, not when the defensive team is ready.

5 Run Max Rule      There will be a 5-run maximum allowable runs per  $\frac{1}{2}$  inning, under the following scenarios:

Team A is in the lead, going into their at-bat:

Team A may only score 5 runs. For example: if the  $\frac{1}{2}$  inning started at 8-1, it is terminated if the score gets to 13-1. The  $\frac{1}{2}$  inning ends after the 5<sup>th</sup> run is scored.

Team A is in the lead, going into a half-inning where team B is at bat:

Team B may tie it up, AND THEN ONLY GO AHEAD BY 5. For example: if the  $\frac{1}{2}$  inning started with team A leading 8-1, team B may tie it up at 8 and then the inning is terminated if the score gets to 13-8 team B leading.

### **RULE 8—BATTER & RUNNER**

Thrown Bat      Umpires shall exercise their judgment when batters throw the bat after hitting the ball. A warning is appropriate for a first offense and an out may be assessed in instances where the second offense is judged to be flagrant or dangerous.

Dead Ball      Whether or not a runner may advance on a dead ball shall be solely at the discretion of the umpire.

Sliding      At the 10u level sliding is not permitted.

Stealing      At the 10u level stealing is not permitted.

## 8u DIVISION - LOCAL RULES

### **RULE 2—THE PLAYING FIELD**

Pitching	Coaches will pitch. Each batter will have up to 7 pitches. If the batter cannot get the ball into play within 7 pitches, the batter is out. If the batter fouls off the 7th pitch, they will get one final pitch. Coaches can move up a few steps in front of the pitching rubber.
Catcher	Players will catch. Catchers must wear a catcher's helmet, a chest protector, and shin guards.
Coaches on Field	Three instructional coaches are allowed on the field, including the coach who is pitching.

### **RULE 3—EQUIPMENT**

Softball:	All games shall be played with an 11-inch Incrediball.
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### **RULE 4—PLAYERS & SUBSTITUTES**

Batting Order	All players shall bat in the order, whether or not they are playing defense.
Number of Players	The defense shall be comprised of 10 players, 4 of whom are outfielders. on Defense

*Note:* Before each pitch, outfielders must be positioned at least 10 feet behind the baselines between 1st and 2nd bases and 2nd and 3rd bases. Nothing in this rule prohibits an outfielder from covering a base, taking part in a rundown, or otherwise making a play in the infield.

Defensive Players	Each player must play an infield position for at least one full inning by the end of the 3 <sup>rd</sup> inning. All Players must play defense. No player shall sit out for more than one inning on defense. If the game goes enough innings, no player shall sit out for <u>more than</u> 1 inning on defense until all players have sat out for 1 inning.
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### **RULE 5—THE GAME**

Time Limit	Games will last 7 innings or 90 minutes, whichever occurs first, unless the run rule has been triggered. No new inning may start after 75 minutes, based on the umpire's timekeeping device. A new inning starts immediately after the 3 <sup>rd</sup> out is called by the umpire, not when the defensive team is ready.
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**RULE 8—BATTER & RUNNER**

Thrown Bat	Umpires shall exercise their judgment when batters throw the bat after hitting the ball. A warning is appropriate for a first offense and an out may be assessed in instances where the second offense is judged to be flagrant or dangerous.
Dead Ball	Whether or not a runner may advance on a dead ball shall be solely at the discretion of the umpire.
Sliding	At the 8u level sliding is not permitted.
Stealing	At the 8u level stealing is not permitted.
Score	Score is not kept in 8u.

## 7u DIVISION – LOCAL RULES

### **RULE 2—THE PLAYING FIELD**

Pitching	Coaches will pitch. Each batter will have up to 7 pitches. If the batter cannot get the ball into play within 7 pitches, a batting tee may be used.
Catcher	The players will not catch. Any parent, coach, or sibling can catch as long as they are at least 16 years old.
Coaches on Field	Three instructional coaches are allowed on the field, including the coach who is pitching.

### **RULE 3—EQUIPMENT**

Softball:	All games shall be played with a 10-inch ball.
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### **RULE 4—PLAYERS & SUBSTITUTES**

Batting Order	All players shall bat in the order, whether or not they are playing defense.
Defensive Players	All players on the team shall play defense every inning. Only one player shall be positioned at each infield position, including “pitcher”. All other players, i.e., outfielders, will play in the outfield, at least 10 feet behind the baselines. There should be no more than 6 players in the infield ever. Any extra players must play at the edge of the outfield. The “pitcher” shall stand no closer to home plate than where the adult pitcher starts his/her delivery and shall be positioned immediately next to the adult pitcher. Pitcher’s defensive position shall be played at a minimum of 30 feet from home plate.

### **RULE 5—THE GAME**

Time Limit	Games will last 7 innings or 90 minutes, whichever occurs first, unless the run rule has been triggered. No new inning may start after 75 minutes, based on the umpire’s timekeeping device. A new inning starts immediately after the 3 <sup>rd</sup> out is called by the umpire, not when the defensive team is ready.
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### **RULE 8—BATTER & RUNNER**

Thrown Bat	Umpires shall exercise their judgment when batters throw the bat after hitting the ball. A warning is appropriate for a first offense and an out may be assessed in instances where the second offense is judged to be flagrant or dangerous.
Dead Ball	Whether or not a runner may advance on a dead ball shall be solely at the discretion of the umpire.
Stealing	At the 7u level there is no stealing.
Scoring	Score is not kept in 7u.