

HYSA Junior League Softball

1. Sportsmanship is a must. Absolutely no belittling of other players' efforts. Any chatter on the field or in the dugouts must be encouragement of teammates only. Remember this is an intermediate level league and we are playing to have fun and teach the girls good sportsmanship and softball skills.
2. Girls Grades 5-6
3. Games are up to 6 innings and official after three complete innings. Games should start promptly. Time limit for games is one hour twenty minutes.
4. There are no make-ups for games not completed due to weather or time.
5. The home team is the 2nd team listed, should take the 3rd base dugout, supply a new game ball, and report game score to league president.
6. Scores and standings will be kept. A game can end in a tie and the 10-run rule will be in effect after 4 complete innings. A league play-off will be held at the end of the year and trophies awarded by place to all girls. League standings determine play-off seeding and the higher seed is the home team.
7. Teams play with up to 10 defensive players. Pitcher, catcher, 4 infielders, 4 outfielders, You must have at least 7 players to start. If less than 7, the game is officially a forfeit (you may borrow from other team to scrimmage). If down to less than 7 after the game starts – it's the head coach's discretion to continue.
8. A player cannot sit out two innings in a row defensively and must play in the field half the game.
9. There is no infield fly rule. A dropped 3rd strike is an out.
10. Pitchers pitch from the 40-foot rubber. Each pitcher can pitch up to three consecutive innings per game. A pitcher leaving the game cannot re-enter as a pitcher, with the exception of a pitcher being removed for injury. In this case, the player may return as a pitcher. A batter hit by a pitch takes first base.
11. Two walks per inning. If a batter draws 4 balls after the second walk, the coach will pitch underhand keeping the current strike count only. When a coach is pitching, strikes are called; the batter can strike out with a called or swinging 3rd strike. The batter cannot advance if hit by a pitch from their coach.
12. If a team bats through its order, its half inning ends.
13. All infielders cannot be closer than 5 feet in front of the baseline until the ball crosses the plate. Outfielders must be at or beyond the outfield grass until the ball crosses the plate. The entire roster bats – including girls not playing in the field. Any late arrivals will take the last spot.
14. Bunting is allowed.
- 15. Stealing of 2nd or 3rd is allowed (it does not have to be a ball past the catcher) and the runner can not advance past third on an overthrow. No stealing of home at any time. No steals on coaches' pitch.**
- 16. When a team is winning by 10 or more runs NO stealing of ANY kind will be permitted. If a runner attempts a steal of any kind after their team has a 10 run lead they will be called out.**
17. Runners cannot leave a base until the ball crosses the plate. A runner leaving base before the ball crosses the plate will be called out. Once the ball is in control of the pitcher within the pitcher's circle, all base runners must return to their base.
18. Any base runner choosing to slide must slide feet first. A runner is out if the runner runs into a player trying to make a tag or tries to knock the ball loose. In a rundown, the base runner must remain in the baseline while trying to avoid the tag or the base runner will be called out.
19. A runner may advance at her own risk until the ball is in the pitchers control within the pitching circle.
20. A runner may advance at her own risk on any overthrow except on steal attempts.
21. A runner hit by a batted ball in fair territory is out if not on base. The play is dead, no runner's advance other than from 1st to 2nd allowing the batter to go to first. Example #1: bases loaded and the ball hits the runner advancing from 2nd. The runner from second is out; runner at 1st goes to 2nd, batter to 1st, and runner at 3rd stays. Example #2: if the runner is on base and hit by the ball, the ball is live and runners can advance at their own risk.
22. A runner interfering with a fielder attempting to play a batted ball is out and play is dead as in the above rule.
23. A fielder not trying to catch a batted ball or a throw must get out of the way of a base runner. If a fielder interferes with the runner, the runner gets the base she was going to plus 1. With less than 2 outs a runner on her way to 3rd automatically scores if interfered with. If there are 2 outs, the runner scores if the batter makes it safely to 1st.
24. A courtesy runner may be used for the catcher when there are 2 outs. The courtesy runner must be the last player to have made an out. This is to reduce the time it takes between innings getting on the catching gear.
25. Only softball approved bats are allowed. The game ball will be a 12-inch softball.
- 26. Batters will wear helmets with face masks.**
27. Catchers will wear facemasks, chest protectors, and shin guards.
28. All other rules – please refer to the American Softball Association rules.
29. League standings determined by winning percentage (ties count as ½ win, ½ loss). Tie breaker is: 1. head-to-head, 2. runs allowed, 3. runs scored, 4. coin flip.