

HYSA Minor League Softball Rules

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 3 and 4.
3. Games are up to 6 innings and official after three complete innings. Games are 120 min in length.
4. 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. The home team will also take the field at the start of the game.
5. Scores and standings will be kept. 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.
6. 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.
7. A player cannot sit out more than 2 consecutive innings defensively and must play in the field at least half the game.
8. There is no infield fly rule.
9. Pitchers pitch from the 35-foot line. Each pitcher can pitch up to three innings per game. A batter hit by a pitch takes first base.
10. One walk per inning. If a batter draws 4 balls after the first walk, the coach will pitch underhand keeping the current strike count. When a coach is pitching, balls are not called; strikes will be called on missed swings only. The batter can not advance if hit by a pitch.
11. 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 line until the ball crosses the plate. The team at bat continues until there are 3 outs or the entire team lineup bats once, whichever occurs first. Any late arrivals will take the last spot in the team lineup.
12. Runners may advance to second base ONLY on a ball that gets past the catcher.
13. Runners cannot leave a base until the ball is hit. First offense – team warning. Subsequent offense the runner will be called out (remember we are trying to teach the girls, not win at all costs).
14. A base runner choosing to slide must slide feet first. A runner is out if she 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.
15. A runner may advance at her own risk until the ball is in a fielders (any) control in the infield (fair). The dirt portion of the field is considered the infield. Once a fielder has control the runners must remain at the base they are on or stop at the base they are advancing to.
16. A runner may advance at her own risk on an overthrow. Only One base on any overthrow that lands in foul territory. Other overthrows follow the above rule.
17. 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.
18. A runner interfering with a fielder attempting to play a batted ball is out and play is dead as in the above rule.
19. 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.
20. 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.
21. No intentional walks.
22. Bunting will be allowed, only One bunt per team per inning.
23. Only softball-approved bats allowed. The game ball will be an 11-inch softball – slightly smaller than a regulation softball.
- 24. Batters will wear helmets with facemasks.**
25. Catchers will wear facemasks, chest protectors, and shin guards.
26. All other rules – American Softball Association rules (WIAA).
27. 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.