

## Interlock Softball Rules

### 6U

- League play will be one hour or 4 innings, whichever comes first.
- An eleven inch (11") Soft Touch or Similar ball that is approved by the leagues will be used.
- Limit 5 runs per inning or 3 outs.
- The batting team's designated adult pitcher throws 5 pitches to the batter. After 5 pitches, the players must hit the ball from a tee. Five pitches is the maximum regardless if the pitches are ball or strikes. Batters continue their at-bat using a tee at home plate until they hit the ball fair or until 10 swings have been attempted.
- No lead offs and no stealing.
- Force out at home must be thrown.
- Pitchers are encouraged to begin their pitch in the pitching circle; however, pitchers can stand closer to the batter if necessary.
- Each player must play half of the game in the infield.
- Base runners advance on hits only. No advancing on overthrows.
- All players play in the field defensively. Infielders are limited to one per standard position. Extra players will play in the outfield.

### 8U

- League play will be one hour and fifteen minutes or 6 innings, whichever comes first.
- An eleven-inch (11") ball will be used.
- Pitching distance is 35 feet.
- Limit 5 runs per inning.
- Ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned on the outfield grass and cannot come into the infield until the ball is put into play by the batter.
- Coach pitch only. Coaches must pitch from the pitching rubber if it is set at 35 feet. If set at 40 feet, the coach must finish the pitch with at least one foot inside or on the circle.
- The batter will receive up to 5 pitches to try to put the ball into play. The batter is out after 3 strikes (physical swings of bat) or after 5 pitches and the ball has not been put into play. Ball count is not kept. Batter can foul the last pitch indefinitely.
- Drop 3<sup>rd</sup> strike rule will not be in effect.
- Infield fly rule is not in effect.
- Slapping, slashing and bunting are not permitted.
- Runners must remain in contact with the base until the ball is hit. A warning will be issued to the team for taking a lead off of bases. Subsequent infractions will result in the runner being called out.
- Runners may only advance when the ball is put into play by the batter. Stealing bases is not allowed for any reason.
- One base allowed per overthrow.
- Play stops when the pitcher has control of the of the ball in the circle.
- The coach pitching cannot coach from the pitcher's circle and must make every attempt to get off the field if the ball is put into play.
- If a batted ball should hit the coach who is pitching, the ball is declared a "dead ball" and the pitch will be replayed. All runners must return to the base where they began.

## Interlock Softball Rules

### 10U

- League play will be one hour and fifteen minutes or 6 innings, whichever comes first.
- An eleven-inch (11") ball will be used.
- Pitching distance is 35 feet.
- Limit 5 runs per inning.
- Teams may have 10 defensive players and four must be outfielders.
- Pitcher may pitch no more than two consecutive innings.
- No dropped 3<sup>rd</sup> strike.
- Infield fly rule will not be in effect.
- No bunting or slash hitting allowed.
- Each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or acquires 4 balls. After acquiring four balls, the coach-pitcher for the batting team enters and assumes the strike count. When the coach-pitcher is pitching, there are no called strikes. The coach-pitcher can throw two pitches if the batter has one or zero strikes. If the batter has two strikes, the coach pitcher is allowed one pitch. The batter is out if no contact is made on the ball on the last pitch that is a strike. If the pitch is deemed out of the strike zone by the umpire and the batter does not swing, the batter will be given only 1 additional pitch at the umpire's discretion. A final pitch that is fouled off does not count toward the pitch count and an additional pitch(es) may be thrown. EXCEPTION: If the catcher catches a foul tip of the final coach-pitcher pitch, the batter is out.
- Runners cannot advance until the ball crosses the plate.
- Runners cannot steal home.
- Runners stealing may only steal one base, and cannot continue past that base even if an overthrow occurs at that base.
- Runners can attempt to take the next base on each overthrow attempt, except an overthrow on a stolen base attempt. For example, a runner overthrown at second base can attempt to reach third base. If third base is then overthrown, the runner can attempt to score a run.
- The ball is live until the pitcher has control of the ball in the pitcher's circle. At this point, runners between bases can attempt to take the next base or must return to the previous base. If an attempt is made to throw a runner out, the runner may continue until the ball is returned to the circle.
- Coaches must pitch from the pitching rubber if it is set at 35'. If set at 40', the coach must finish the pitch with at least one foot inside or on the circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.

### 12U

- League play will be one hour and fifteen minutes or 7 innings, whichever comes first.
- A twelve-inch (12") ball will be used.
- Pitching Distance is 40 feet.
- Limit 5 runs per half inning.
- USA (ASA) Rules Apply.

### 14U & Above

- League play will be one hour and fifteen minutes or 7 innings, whichever comes first.

## Interlock Softball Rules

- A twelve-inch (12") ball will be used.
- Pitching Distance is 43 feet.
- Limit 5 runs per half inning.
- USA (ASA) Rules Apply.

### **Substitution & General Rules for All Age Divisions**

1. Substitute players can be pulled from teams laterally or below only.
2. A substitute player from a lateral-division team is only allowed when a 9<sup>th</sup> player is needed to fill the roster of a lateral team. The substitute player from the lateral division team may only play outfield and must bat last.
3. Substitute players from a lower age division can be used to fill any vacant, permanent place on a roster, but is only allowed to bring the line-up to 9. Lower age division players may only be used when a permanent roster player is absent. The lower age division player must bat last and can play anywhere except pitcher & catcher.
4. Age-eligibility of players participating in older age divisions does not make them eligible to substitute in a younger age division than the division in which they are playing.
5. Any substitute player will play in her own team uniform.
6. All substitute players must be identified to the opposing coach and umpire before the start of the game. The opposing coach must raise an objection before the start of the game. Once play starts, no objections will be heard.
7. Substitute players must be a current registered participant of team's own league. If no current registered participant is available from team's own league an exception can be made, but must be approved by the Board of every participating league.
8. In case of weather or other early stoppage of play. Games deemed completed will not be rescheduled and the score will be reported as defined below. A game will be deemed complete after completing 3 innings, or 2.5 innings if the home team is ahead or if 45 minutes has been played. If the home team has the lead at the time of stoppage, the score will be recorded as is even if the inning did not complete. Otherwise the score will be recorded as the score from the last completed inning. If the game is less than 3 innings and less than 45 minutes, it will be made up and will pick up where it was left off. Example: at the end of the 2<sup>nd</sup> inning, score is 4-6, home team is up. The game is then called in the middle of the top of the 3<sup>rd</sup> inning (visitors at bat), they are now up 7-6. The score goes back to the end of the completed 2<sup>nd</sup> inning 4-6.
9. End of Seasons Tournaments: See rule 3 regarding pick up players. No lateral pick up players for tournament play. For tie breakers, ITB rules will be in effect.
10. A player will not be eligible to participate in games if that player is currently rostered on a select/tournament team or a team that is not associated with a city or park district recreation league. Players may play as a non-active substitute in up to 2 select tournaments per season.
11. All age divisions must bat entire roster.
12. 8U & below may play the game with no automatic out penalty if a team starts with less than 7 on the roster. 10U & above will go by USA rules. (A team must have 8 players to start a game. A team with 8 players takes an automatic out each time the 9<sup>th</sup> player should bat. 7 players or less will result in an automatic forfeit of the game and a score of 7-0 will be recorded.)