

2015 MYBSA Softball Rules and Regulations -- Junior League

This is a player pitch league focusing on player fundamental skill development and fun.

Pitching	Pitching Rubber	35--ft. from front edge of home plate
	Innings pitched	There is no limit to the number of innings pitched; however, coaches should strive to develop multiple pitchers on a team.
	Legal pitch	Both feet must be in contact with the pitching rubber at the beginning of every pitch. The pitcher may not step backward off the pitching rubber and must drag the toe of the pivot foot One warning will be issued for an illegal pitch (crow hop, not having both feet in contact with the pitching rubber, etc.). Subsequent violations will result in runners advancing.
	Pitching Motion	A windmill motion will be used with not more than one complete revolution and the pitcher's arm may not pass her hip more than three times during a pitch. Pitchers' step and arm motion must remain in the "power lane" – no side arm or extreme sidestepping.
	Warm up	Each pitcher has five pitches to throw between innings. A relief pitcher will have ten pitches to warm up for the inning in which she enters the game.
	Pitching Machine Use	While school is in session to be used for all innings. When school is out to be used the first three innings or to coaches discretion. Speed not to be set above 35 mph. No stealing bases while used.
	Miscellaneous	Any other pitching concerns/discrepancies will revert to the official ASA pitching rules.
Batting	Thrown bat	One warning will be issued to players who throw the bat that could cause injury to players, coaches, or umpires. Subsequent offense results in the batter being called out by the umpire.
	Batting helmet	Batters, on-deck batters, runners, and "bat boys/girls" are required to wear helmets with facemasks. Chinstraps are not required, but are encouraged.
	Bat guidelines	Refer to the MYBSA website for complete listing of acceptable bats. All bats must be marked "Official Softball"
	Walk	Walks will be issued after four balls. Intentional walks are not permitted.
	Completed bat	<ol style="list-style-type: none"> 1. Hits a fair ball and becomes a runner or is put out. 2. Receives 4 balls and is walked 3. Is hit by pitch 4. Strikes out 5. Hits a fly ball that is caught by the opposing team
	Batting order	All players present, regardless of field position, will bat in turn until three outs are recorded or until the maximum number of runs per inning score. Batters arriving late to the game will be placed, in order of arrival, at the bottom of the batting order. A batter does not have to be in the defensive field to bat.
	Infield Fly	The infield fly rule is not in effect for the Junior League.
	Bunting	Bunting is allowed. No slap bunting or hitting permitted. If a batter bunts the ball foul with two strikes, the batter will be called out.
	Plays at home	If there is a play at home, the batter must make effort to move from the batter's box to avoid interfering with the play. If the batter fails to make effort to move during a play at home, the runner

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		will be called out.
	Batter's box	A batter will be called out, and the ball declared dead, if the batter makes contact with home plate and the ball, or if the batter leaves the batter's box and then returns making contact with the ball.
Base Running	Base stealing Leading off	Base stealing is permitted in the Junior League. Base runners may steal from first to second and from second to third at the risk of being put out. Runners shall not advance from 3 rd to home unless the runner is batted home, forced home by a base on balls or a hit batter, is awarded by the umpire, or if the defensive team attempts a play on the runner legally occupying 3 rd base. Runners may not leave the base until the ball leaves the pitcher's hand. If a runner leaves early, the umpire will give an official warning. If the same runner leaves early again in the same game, the runner is declared out.
	Halting runners	Softball is considered "dead" when a defensive player halts the lead runner's progression and the ball is thrown back to the pitcher inside the pitching circle. All other runners not beyond the halfway mark must return to the previously touched base. Look back rule: a runner must, without hesitation; either proceed – at her own risk – to the next base or to the previously touched base. Once the pitcher looks the player back, and if the runner is still in jeopardy, then she will be called out.
	Overthrows	Overthrows may result in additional bases. Runners advance at their own risk and may be put out.
	Sliding	Runners should slide in the event of a close play. If a runner fails to slide and, in the opinion of the umpire, intentionally and maliciously hits a defensive player attempting a tag, the runner will be called out.
	Courtesy runner	A courtesy runner may be used for the catcher and pitcher only. Runner should be the last batted out recorded for the offensive team.
	Obstruction Interference	Called when defensive player stands in the baseline when not involved in a play. Runner awarded base to which she was heading. Fielder is permitted to use base paths to field a hit ball. Runner must avoid the fielder. Runner who interferes with the defender is ruled out.
	Fielding	Positions
Playing time		All efforts should be made to allow equitable playing time among all team members. No player will sit out more than two consecutive innings in any one game.
Catchers		Catcher must wear full equipment and position herself behind home plate and in front of the umpire.
Defensive players		Each team will field nine defensive players with three outfielders. All outfielders must be positioned on the outfield grass.
Less than nine players		A game may be started with 8 players, and others inserted upon arrival. Any players inserted after play commences are placed at the bottom of the batting order. In the event a team has only 8 active players, an out is recorded each time the ninth batting position is reached.
Dead ball		If a ball goes under a fence or becomes lodged anywhere, defensive players must raise their hands to notify the umpire. All runners will advance to the base to which they were running.
Game Play	Game length	Before local schools are dismissed, games will be 4 innings in length (3-1/2 if the home team is leading) with a maximum of five runs per inning, except for the final inning. Game length is 1 hour

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		<p>and 30 minutes. The umpire must declare the last full inning as such while the visiting team is at bat to allow the visiting team the no maximum run opportunity. A game at this time is considered complete after 3 full innings (2-1/2 if home team leads).</p> <p>After local schools are dismissed, games will be 5 innings in length (4-1/2 if the home team is ahead) with a maximum of five runs per inning, except for the final inning. Game length is 1 hour and 45 minutes. The umpire must declare the last full inning as such while the visiting team is at bat to allow the visiting team the no maximum run opportunity. A game at this time is considered complete after 4 full innings (3-1/2 if home team leads).</p> <p>Post Season Tourney: 5 inning games with a two-hour maximum time length.</p> <p>Extra innings: played only within the normal time limits of a game. One extra inning will begin with the last inning's last out occupying second base. If after one complete inning the score remains tied, the game will end in a tie.</p>
	Substitutions	Free defensive substitutions are allowed at any time during the game.
	Coach conduct	MYBSA Coaching Code of Conduct is strictly enforced. The MYBSA Board will address any violations. Refer to the MYBSA Code of Sanctions for more detail.
Miscellaneous	Rainouts	Rescheduled in order of occurrence. Make-up dates and times will be communicated through the MYBSA website and text systems. Make-up games will supersede previously scheduled practices.
	Weekly games	No more than a doubleheader in any given day and no more than 3 games in a week.
	Dugouts	Home team occupies third base dugout. Visiting team occupies first base dugouts. Home team must secure game balls and maintain official scorebook. Visiting team must maintain scoreboard during the game. All players must clean up in and around dugouts at the conclusion of each game.
	Uniforms	All players and coaches must wear the uniforms issued to them.
	Jewelry	Players may not wear jewelry of any kind on ears, hands, wrists or other adornments to prevent injury to themselves and other players. Exception to this rule is for medical bracelets, which then must be covered to prevent personal and other player injury.
	Temporary players	To prevent forfeits, a team short of players may secure a player from another team for that scheduled game. The selected player must be ranked equal to or lower than the missing player.
	Sportsmanship	All players must adhere to high standards. No razzing, heckling, taunting or distracting chanting against the opposing team, players, managers, coaches, or umpires is permitted. Penalties may include a warning, an out for the offending team, and/or ejection.