

Saline County Official 2017 Rules and Inter-Park Play

1. USA "Official Rules of Softball" apply as playing rules. The following are exceptions and/or addendums.
2. Every team will bat Round Robin. Each player will play at least two (2) innings in the field.
3. Length of games is 60 minutes for live arm and 55 min. for machine pitch/coach pitch. Games shall be called when the run rule is in effect. 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
4. An offensive team may score a total of five (5) runs per inning in 6U, 8U, and 10U. Seven (7) runs per inning will be allowed for 12U and 14/16U.
5. Tie breakers are decided by the total strikeouts first (LIVE ARM ONLY). If the strikeouts are equal, then the winner will be decided by the team with the most defensive put-outs. Example: First tie breaker-the team with the least offensive strikeouts will be declared the winner or if that is equal, then the team with the most defensive putouts will be the winner.
6. Protests must be made during the game as per "USA Official Rules of Softball", (Rule 9 Protest). There will be a \$100.00 protest fee paid to the home plate umpire at the time the protest is lodged during the game. The two (2) commissioners representing each team's park and the plate umpire in that game will make a ruling. After a protest is made the protesting coach is responsible for contacting his/her commissioner within 5 days. A vote will settle the dispute. If the protest is upheld the money is returned.
7. To avoid a forfeit a team may pick up two (2) players from an age group below that team. You may not pick up players from more than one age group. Example: A 10U team may pick up from an 8U team only. Any player that is picked up cannot play in a pitching or catching position.
8. A ten (10) minute grace period will be allowed for the first game of each evening's schedule. All other games will be conducted as "game time is forfeit time".
9. NO METAL CLEATS ALLOWED
10. USA OFFICIAL RULES OF SOFTBALL WILL GOVERN ALL LIVE ARM GAMES.

Instructional Softball Rules

1. 55 minute DROP DEAD time limit per game or 5 innings per game, whichever comes first.
2. 45' bases.
3. An agreement between coaches at the beginning of the game to move closer to the batter is permissible ,as long as you have two feet in the circle at all times
4. There will be a 5 run limit per inning for the team on offence. The run limits for ending a game will be a 15 run lead after the third (3rd) inning or a 10 run lead after the forth (4th) inning
5. Ball—11" SOFT SOFTBALL (SOFTIE)
6. Four (4) pitches per at bat. For the fifth (5) pitch the offensive team has the option of another pitch or hitting the ball off the tee for one swing. If after the fifth (5th) pitch, the batter has not put the ball into play, she is out.
7. Batters must wear helmets with a face mask and chin strap.
8. Bats must be fast or slow pitch bat that is ASA or USSSA certified.
9. Each team will bat round robin.
10. Substitutions may be for a player at any time. (The batting order has to stay the same the entire game)
11. All players may play in the field if coaches of both teams agree at the start of the game. (Maximum of 12 players in the field). No more than 7 players including the catcher in the infield.
12. All players must stay equal to or behind the pitching coach.
13. Tie-breakers are decided by total putouts first, if that is equal, then strikeouts per team.
14. One base will be allowed "at the runners risk" on an over throw at the base. The runner can be put out when advancing.
15. UNINTENTIONAL interference by a pitching coach will result in a dead ball and a replay of the ball will occur. No advance by the base runner(s) will be allowed. The umpires will make the decision of whether the interference was intentional or unintentional.
16. INTENTIONAL interference of the pitching coach will be a dead ball. No advance by the base runner(s). After the second (2) intentional interference the pitching coach will be ejected from the game. The umpire will make the decision of whether the interference was intentional or unintentional.
17. Once the ball has been hit, the pitching coach is to move from the field of play. (Make sure the ball and runner have passed so you do not interfere with game play)
18. Coaches shall not touch player(s) at any time on either offence or defense while the ball is in play. Offensive player(s) will be out if touched by a coach. If a defensive player is touched by a coach, runner shall be called safe or given the extra base.
19. At the end of a regulation game (ending in a time limit or run rule) any player who has not had an at bat will be allowed to bat.

6 & Under Softball Rules

1. 55 minute time limit per game or 5 innings per game, whichever comes first. If time expires and home team is down (within run rule reach) you must finish the inning.
2. The pitching plate will be set at 25 feet from the home plate. Coach must pitch ON pitching rubber
3. There will be a 5 run limit per inning for the team on offence. The run limits for ending a game will be a 15 run lead after the third (3rd) inning or a 10 run lead after the fourth (4th) inning.
4. An 11" ASA hard ball will be used.
5. The batter will get three (3) swings or five (5) pitches. If 5th pitch is fouled, batter is still live until hit fair or third strike.
6. Catcher's equipment-A helmet with a face mask is required.
7. Batters must wear helmets with a face mask and a chin strap.
8. Bats must be fast of slow pitch bat that is ASA or USSSA certified.
9. Each team must bat round robin.
10. Free substitution is allowed throughout the game. These substitutions may be made anytime during the duration of the game. The original batting order must stay the same for the duration of the game.
11. All players may play in the field if both coaches agree at the start of the game. No more than 7 players including the catcher are allowed in the infield. All other players must be behind the base paths (outfield). For the game to be an official game each team has to field a minimum of 7 players, if both teams agree a practice game can be played. However the team with at least 7 players is the official winner of the game.
12. All infielders must stay even with or behind the pitching rubber.
13. Tie-breakers are decided by total putouts first, if that is equal, then strikeouts per team.
14. UNINTENTIONAL interference by a pitching coach will result in a dead ball and a replay of the ball will occur. No advance by the base runner(s) will be allowed. The umpires will make the decision of whether the interference was intentional or unintentional.
15. INTENTIONAL interference of the pitching coach will be a dead ball. No advance by the base runner(s). After the second (2) intentional interference the pitching coach will be ejected from the game. The umpire will make the decision of whether the interference was intentional or unintentional.
16. Once the ball has been hit, the pitching coach is to move from the field of play.
17. Coaches shall not touch player(s) at any time on either offence or defense while the ball is in play. Offensive player(s) will be out if touched by a coach. If a defensive player is touched by a coach, runner shall be called safe or given the extra base.

8U & 10U (Machine Pitch) Softball Rules

1. USA 8U and 10U fast pitch/pitching machine rules apply with the following exceptions/addendums.
2. Each team must bat round robin.
3. Each player must play at least two (2) innings in the field.
4. Each player will receive five (5) pitches or three (3) strikes. If 5th pitch is fouled, batter is still live until hit fair or third strike.
5. The umpire may call "No Pitch" if the pitch is clearly out of the strike zone and the batter did not swing. This determination is solely by the umpire.
6. The umpire may allow the pitching machine to be adjusted when the umpire determines the machine is not performing properly. The offensive teams coach may request the machine be adjusted, but the umpire makes the final decision.
7. An inning consists of six (6) outs or ten (10) runs scored.
8. There is a 55 minute time limit or six (6) innings. Run rule is 15 runs after the third (3rd) inning, 10 after the fourth (4th) inning and 8 after the fifth (5th) inning.
9. Stealing will be allowed after the ball leaves the machine. A player may not advance to home on a passed ball. The player can go no further than the base she is attempting to steal, regardless of what happens with the throw attempting to put her out.
10. Defensive teams will consist of ten (10) players, one (1) pitcher, and four (4) infielders. A team must have (8) players to start a game. If they only have eight (8), the team will have to take an out each time they would get to the "9th" batter.
11. No defensive player may be positioned in front of the pitching machine. Only one (1) defensive player may be positioned on either side of the pitching machine, after the pitch exits the machine, defense may advance toward home plate for defensive play.
12. A batted ball that strikes the pitching machine shall be ruled "dead ball" with the batter being awarded first base. All runners on base shall advance one base if pushed. The determination lies with the home plate umpire.
13. For safety purposes the coach feeding the pitching machine may stop play for the purpose of stopping a player from getting hurt by attempting to play a ball too close to the machine. The batter will return to the plate and resume the at bat with the previous pitch count. The coach may also stop play if a thrown ball hits the machine. The ball is ruled dead and runners will be advanced per the interference rule.
14. On a batted ball where the play is at first, an over thrown ball into foul territory is considered a live ball and the runners may advance at the risk of being thrown out. If the ball enters the dead ball area (dugout, lodged in the fence, off the field...etc.) the runners may advance only one (1) base.
15. A NO CONTACT rule is in effect at home plate. The runner must make an effort to avoid contact with the catcher even if a case of being tagged. If the runner runs in to the catcher while the catcher is catching the ball the runner will be ruled out. The runner may slide to avoid contact, feet first only. Head first sliding is prohibited at all bases and results in an out. If it is determined that the player slid head first, the runner will be called out by the umpire closest to the play.
16. The USA third (3rd) strike rule is NOT in effect. The batter is out on the third (3rd) strike regardless of the catcher dropping the ball.
17. Tie-breakers are decided by total putouts first, if that is equal, then strikeouts per team.
18. NO infield fly rule or look-back rule in effect.
19. Coach may call time for ONE batter per inning.

Base/Mound Distances

Instructional-6U

25ft Mound
45ft Bases

8U

35ft Mound
60ft Bases
35 MPH Machine

10U

35ft Mound
60ft Bases
40 MPH Machine

12U

40ft Mound
60ft Bases

14U

43ft Mound
60ft Bases

****All measurements to the mound and bases are measured from the apex of home plate.**

Saline County Softball Parks

ARCH STREET

4010 North Landmark Circle
Little Rock, AR 72206

BENTON

1800 Citizens Drive
Benton, AR 72015

BRYANT

6401 Boone Rd.
Bryant, AR 72022

EAST END

20194 Cole Lane
Hensley, AR 72065

HASKELL

540 Ash
Benton, AR 72015

SALEM

8406 Angela Dr.
Benton, AR 72019

SARDIS

11401 Community Lane
Bauxite, AR 72011