

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2017 FALL 6 & 7 LEVEL SOFTBALL RULES

- The game time is 1:30 minutes. If the visiting team is batting and behind, finish the inning. If the home team is behind, finish the inning. If the home team is ahead and batting, the game concludes at that point. **A tie is a legitimate result.**

No new inning starts after 90 minutes. If a new inning starts before the time limit you play out the inning – **the game doesn't revert back to the previous inning** – the home team bats and finishes the game.

- Time starts when ground rules break. The next inning starts when the 3rd out of the previous inning is made.
- A maximum of 3 innings shall be pitched in a game, with only one reentry per pitcher per game. Only use drafted pitchers. If circumstances require a non-designated pitcher to pitch, approval will be needed from the Fall Ball Administrators ahead of time.
- No infield or outfield warm ups are allowed. The pitcher will get 5 warmups for their first inning per game played, only 3 warmups in additional innings.
- Only 1 offensive and 1 defensive conference shall be held per inning. After the initial conference with the pitcher, she must be taken out on the next visit to the mound.
- No player shall sit consecutive innings defensively.
- A running batting order is to be used. Innings will finish at a 5 run cap. Should additional runs score on the final play, the score for the inning will revert back to 5. The 5 run cap rule does not apply in the **sixth (6th) inning**, or any inning thereafter, where three (3) outs are required.
- Late arrivals are to be added to the bottom of the original batting order.
- 14 steals will be allowed (advancement on a pitched ball will be considered a steal - **Passed Balls & Wild Pitches are considered stolen bases**). Advancement must take place immediately on the pitch or within a few seconds

when the runner sees that it is a passed ball or wild pitch after getting her normal lead. **Again this is considered a stolen base!**

- The ball is live on all pick-off plays until the ball is returned to the pitcher in the circle. All other runners are allowed to advance as many bases as the runner being played upon advances. If the ball is caught by the fielder on the attempted pick-off play, the runner must return directly to the base without advancement. If she attempts to advance without returning to the base, she shall be declared out. No delayed steals are allowed. No other runners may advance if the ball is caught by the fielder.
- A collision rule shall be in effect. A fielder may not block any base unless she is in possession of the ball. A base runner must slide or give herself up to avoid a collision. If a baserunner does not slide and nothing more than incidental contact occurs, the runner shall not be declared out.
- All games are to be played. All rainouts are to be rescheduled and played. The league will cancel any games due to inclement weather. You will be notified no less than 1 and one half hours before your scheduled game time by the statistician if at all possible. **COACHES WILL NOT CANCEL OR RESCHEDULE GAMES.**
- Scores will be kept at all games. Standings will be kept. Playoffs will be held.
- PIAA Rules shall be used with our exceptions. One paid umpire per game will be furnished. The bases will be set at 60' and the Pitcher's Mound will be set at 40'.
- Regular spring rules apply except for the above changes for fall.

DO NOT RUN UP THE SCORE!

If you have a big lead, change pitchers (Starter can always re enter). Stop stealing, taking extra bases etc. This is the coach's responsibility.

Have the girls run on and off the field between innings. Have your catcher and pitcher ready to take the field. Use 5 warm up pitches first appearance, 3 every additional inning. Keep the game moving. Make your position assignments the night before the game or worst case before the inning is over, not after the inning.