



2017 Fall Playing Rules

1. San Dieguito Youth Softball Playing Rules

- 1.1. SDYS Teams shall play game rules in compliance with USA Softball Official Rules of Play and the USA Softball of Southern California Rules and Regulations (“Yellow Book”).
- 1.2. Changes or exceptions to these Playing Rules require the recommendation of the SDYS Protest & Rules Committee and the approval of the SDYS Board.
- 1.3. SDYS sanctioned games shall not have fewer than 8 players per team. This is a USA Softball requirement, there are no exceptions. For games with other SDYS teams, share players to start with the game minimum. USA Softball Umpires are not allowed to umpire if either team has fewer than 8 players.
- 1.4. Minimum Number of Players / Short Handed Rule: A team may play all or part of a game with a minimum of 8 players. A team may start with 8 players but when the next player arrives, they must be inserted into the batting line-up in the 9th position. If another player arrives, she must be inserted in the 10th spot in the batting line-up and so on with each arriving player.
- 1.5. Minimum Playing Time:
 - 1.5.1. Offense: All players bat, regardless of time on the bench on defense.
 - 1.5.2. Defense: Rotation of Fielders shall ensure every player play an infield position for at least 1 inning per 4 innings, and 2 for 6 innings.
 - 1.5.3. Defense: No player will sit out more than one consecutive inning of defensive play. Before one player sits out a second defensive inning, all players must have sat out at least once.
- 1.6. Pitching Limits: 8U and 10U pitchers are limited to pitching two (2) consecutive innings per game. A pitcher can return to the game after a full, completed inning. A full, completed inning is 3 outs or after 4 runs have been scored.
- 1.7. If any batter (in the original line up) cannot take her turn batting for any reason, she is declared out for that turn only. If she is unable to continue subsequent batting turns, there is no additional penalty (i.e., she is only out for the first time). If the 9th player cannot take her turn at bat for any reason, then the team must play under the short-handed rule.
- 1.8. Violation of Playing Time or Pitching Limit rules are subject to disciplinary action by the Protest & Rules committee, up to and including disqualification for All-Star Coach Consideration. Exceptions to these rules are included in the following:

2. Interleague

- 2.1. For 8U, 10U and 12U Interleague games, Home League Rules govern the play of the game. Head Coaches and the Head Umpire should agree to any changes prior to the start of the game.

3. 14U Playing Rules

- 3.1. Playing rules will be governed by the 14U Interleague Administrator, subject to the approval of the SDYS UIC.

4. 12U Playing Rules

- 4.1. Pitching distance will be set at 40 feet.



4.2. Play a 7 inning game or after 1 hour and 30 minutes; "Drop Dead" (drop dead = game ends when current at-bat is complete). Final score will be from end of last complete inning, unless "Home Team" is winning. Games can end in a tie.

4.3. Four (4) runs max per inning per team.

5. 10U Playing Rules

5.1. Hit by Pitch: A batter hit by a pitch is required to take 1st base. (No option to remain at bat)

5.2. Maximum of nine (9) Players on the field when playing defense. Regular infield must be in place and the other three (3) remaining players in the outfield.

5.3. Pitching distance will be set at 35 feet.

5.4. Play a 7 inning game or after 1 hour and 30 minutes; "Drop Dead" (drop dead = game ends when current at-bat is complete). Final score will be from end of last complete inning, unless "Home Team" is winning. Games can end in a tie.

5.5. Four (4) runs max per inning per team.

6. 8U Playing Rules

6.1. Hit by Pitch: In the case of hit by pitch, the batter will have the option to either take first base or go to "coach pitch". We want to encourage the batter to hit using "coach pitch".

6.2. Play a 6 inning game or after 1 hour and 30 minutes; "Drop Dead" (drop dead = game ends when current at-bat is complete). Final score will be from end of last complete inning, unless "Home Team" is winning. Games can end in a tie.

6.3. Maximum of Ten (10) Players on the field when playing defense. Regular infield must be in place and the other three (3) or four (4) remaining players in the outfield.

6.4. Walks: There will be no walks at ball four (4) to any batter – we will go to "Coach Pitch".

6.5. Coach Pitch: If a pitcher issues 4 balls to a batter, a team Head Coach or Assistant Coach will enter the game. The batter will "assume the strike count" which means she will only be pitched the remaining number of strikes before she is called out. Every pitch by a coach is considered a strike regardless of the location of the pitch relative to the strike zone. If a batter fouls off a pitch with 2 strikes, then she will get additional pitches until she either hits the ball fair or strikes out.

6.6. Coaches are required to pitch from inside the pitching circle. It is encouraged that coaches provide a game-like pitch to foster the transition to fast pitch softball hitting.

6.7. During coach pitch, the defensive player assigned to the pitcher position must have at least 1 foot inside the pitching circle, but not in front of the pitcher until the pitch is released. Any batted balls striking the coach pitcher are "live".

6.8. Bunting is allowed during Player Pitch, but not during Coach Pitch.

6.9. Stealing: A base runner is allowed to steal only one base per batter and cannot advance on an overthrow. A base runner may not steal home. No stealing during Coach Pitch.

6.10. Overthrows: The batter-runner and any base runners may advance only one base on an overthrow after of a batted ball. If there is a second overthrow on the same play, the runners may advance an additional base.



- 6.11. "Cold" Home Plate is in effect, which means a base runner is allowed home only when forced home or ball is hit into play (no scoring on wild pitches/passed balls/pickoff attempts by catcher).
- 6.12. No "Courtesy Runner" for any player unless a player is injured. The courtesy runner shall be the last out from the previous inning.
- 6.13. Background-checked coaches/Adults from the defensive team are allowed on the outfield grass for instructional purposes.
- 6.14. Pitching distance will be set at 30 feet.
- 6.15. Four (4) runs max per inning per team.

7. T-Ball Playing Rules

- 7.1. T-ball "games" shall be a maximum of 1 hour and 30 minutes. Each game shall consist of both teams sharing the field for separate practice sessions, followed by a game between the two opposing teams.
- 7.2. There is no base stealing. Runners can only advance by a hit ball. Runners cannot advance on an overthrow from the catcher to the pitcher. Once the ball has been thrown into the infield, the play is dead. If a runner advances illegally to the next base she is sent back.
- 7.3. Bat through the entire line up, once per inning.
- 7.4. Everyone plays defense. All players should be rotated to ensure equal playing time at different positions.
- 7.5. Tee is used at the coach's discretion on a player by player basis throughout the season. During Tee Ball games, the batter will run if the ball is hit fair. If the batter doesn't hit any of the 4 coach pitches, the tee is to be put in place so that batter can hit.
- 7.6. Coach shall pitch from approximately 20 ft from home plate.
- 7.7. The league recommends approximately 45 minutes of practice followed by a 2 or 3 inning game of 45 minutes. If coaches agree, practice can be shorter and the game can be longer.



Special Rules for Fall Ball 2017 Tournament San Dieguito Youth Softball League

This is an Instructional League only. "All Star/Winter/Select" teams will not be allowed.
The tournament will follow USA Softball rules unless otherwise specified below.

8U

1. Four runs max per inning; no open innings.
2. Ball – 10-inch Worth RIF Level 1; Balls will be provided.
3. Rules re: Girl Pitch/Coach Pitch/Walks –
 - a. Batters will go to "coach pitch" if the bases are loaded and the pitcher throws four balls to the batter: Head Coach or Assistant Coach will enter the game to pitch to the batter. The batter will "assume the strike count" which means she will only be pitched the remaining number of strikes before she is called out. If a batter fouls off a pitch from the coach with 2 strikes, then she will get additional pitches until she either hits the ball fair or strikes out.
 - b. All pitches (from players and coaches) shall be thrown from the pitching rubber. When a coach is pitching, the defensive player assigned to the pitcher position must have at least 1 foot inside the pitching circle, but not in front of the pitcher until the pitch is released. If the pitcher does not want to stand in the circle (when coach is pitching) she must leave the field of play until play is over.
4. Other rules:
 - a. Hit batter takes 1st base (no option to stay at bat)
 - b. 10 players allowed on defense, 4 outfielders must start play stay in outfield grass (or approximately 10 feet behind the baseline) until ball is in play.
 - c. Defensive coaches may be in outfield during play
 - d. All players on the roster must bat on offense
 - e. Bunting is allowed during player pitch
 - f. One stolen base per pitch during player pitch, may not advance on an overthrow on a stolen base attempt. A base runner may not steal home.
 - g. Home plate is "cold" - a base runner is allowed home only when a ball is hit into play.
5. Home team/dugouts – In pool play, team listed first in schedule is home team and occupies first base dugout. In bracket play, higher seed is home team and occupies first base dugout. Exception: Teams playing back to back on the same field do not need to switch dugouts
6. Bring to games: Lineup cards, scorebook, insurance, medical release forms
7. No limits on innings pitched.
8. Game Time Limits:
 - a. Pool Play 1 hour, 20 minutes, drop dead (current batter will be allowed to finish the at bat if time expires after the batter has entered the batter's box and the umpire has signaled the pitcher to pitch). If the home team is at bat, and is ahead or the score is tied at the end of drop dead time, the game is over and the score stands. If the visiting team is at bat or the home team is at bat but trailing, the score will revert back to the last completed inning.
 - b. Bracket play: 1 hour, 30 minutes "no new inning" unless the score is tied. If the score is tied at the "no new inning" time, the game will continue using the International Tie Breaker (description below) until a victor emerges.



- c. Mercy rule is not in effect, teams will play the full allotted time regardless of score.
- d. International Tie Breaker rules will be used to break ties only in bracket play

10U

1. Four runs max per inning; no open innings.
2. Ball – 11-inch Worth RIF Level 10 or Dream Seam, Balls will be provided.
3. Rules – USA Softball, no mercy rule, free substitution, and all players on roster must bat on offense.
4. Home team/dugouts – In pool play, team listed first in schedule is home team and occupies first base dugout. In bracket play, higher seed is home team and occupies first base dugout. Exception: Teams playing back to back on the same field do not need to switch dugouts.
5. Bring to games: Lineup cards, scorebook, insurance, medical release forms.
6. No limits on innings pitched.
7. Game Time Limits:
 - a. Pool Play 1 hour, 20 minutes, drop dead (current batter will be allowed to finish the at bat if time expires after the batter has entered the batter's box and the umpire has signaled the pitcher to pitch). If the home team is at bat, and is ahead or the score is tied at the end of drop dead time, the game is over and the score stands. If the visiting team is at bat or the home team is at bat but trailing, the score will revert back to the last completed inning.
 - b. Bracket play: 1 hour, 30 minutes "no new inning" unless the score is tied. If the score is tied at the "no new inning" time, the game will continue using the International Tie Breaker (description below) until a victor emerges.
 - c. Mercy rule is not in effect, teams will play the full allotted time regardless of score.
 - d. International Tie Breaker rules will be used to break ties only in bracket play.

12U

1. Four runs per inning; no open innings.
2. Ball – 12-inch Worth Dream Seam, Balls will be provided.
3. Rules – ASA, no mercy rule, free substitution, all players on the roster must bat on offense.
4. Home team/dugouts – In pool play, team listed first in schedule is home team and occupies first base dugout. In bracket play, higher seed is home team and occupies first base dugout. Exception: Teams playing back to back on the same field do not need to switch dugouts.
5. Bring to games: Lineup cards, scorebook, insurance, medical release forms.
6. No limits on innings pitched.
7. Game Time Limits:
 - a. Pool Play 1 hour, 20 minutes, drop dead (current batter will be allowed to finish the at bat if time expires after the batter has entered the batter's box and the umpire has signaled the pitcher to pitch). If the home team is at bat, and is ahead or the score is tied at the end of drop dead time, the game is over and the score stands. If the visiting team is at bat or the home team is at bat but trailing, the score will revert back to the last completed inning.
 - b. Bracket play: 1 hour, 30 minutes "no new inning" unless the score is tied. If the score is tied at the "no new inning" time, the game will continue using the International Tie Breaker (description below) until a victor emerges.



- c. Mercy rule is not in effect, teams will play the full allotted time regardless of score.
- d. International Tie Breaker rules will be used to break ties only in bracket play

International Tie Breaker

When a softball game is tied with the game at the “no new inning cutoff”, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion. The runner is the last batter to make an out in the previous inning and the on deck batter starts the inning at bat. At least one full inning must be played, allowing each team an at-bat and the same chance to score runs. If the home team scores to take the lead in the bottom half of the inning the game will end immediately. If the score remains tied, the same process is used in each following inning until a victor emerges (one team scores more runs than the other at the end of a completed inning).