

Encino–Sherman Oaks Girls Softball Local Rules (rev. January 2020)



Players, teams and coaches are subject to the USA Softball Official Rules of Softball a following Local Rules, as adopted by ESO, have precedence over ASA rules.

Baserunners

6U: Baserunners will be called out if they leave the base prior to the release of the pitch.

Bunting

8U: Bunting is allowed only on kid pitch, not during coach pitch. No pull-backs (*i.e.* fake bunt and then swing away).

Call-Ups

8U: A manager can call up any player from the division immediately below as a fill-in player when the team cannot field the permitted number of defensive players. A player can play for more than one team during the season. A player that is called up must play outfield the entire game and must bat at the end of the lineup.

10U, 12U, 17U: A manager can call up any player from the division immediately below as a fill-in player when the team cannot field the permitted number of defensive players. A player can play for more than one team during the season. A player that is called up must play outfield the entire game, with the exception of called-up pitchers. A player that is called up must bat at the end of the lineup.

For inter-league games, a pitcher may be called up from a lower division. The home team's pitching restrictions will be followed. For games between ESO teams, a pitcher may be called up only if a team's P1 and P2 are both unavailable.

Catching Restrictions

8U: A catcher may catch for a maximum of six (6) outs per game.

10U: A catcher may catch for a maximum of twelve (12) outs per game.

Coach Pitch

6U: The coach pitcher must stand with one foot on the pitching rubber. Maximum of three (3) coach pitches per batter. There are no balls or strikes called. If the third pitch (and potentially any subsequent pitch) is a foul ball, the batter gets another pitch until the player puts the ball in play or swings and misses or does not swing. If the batter does not hit the third pitch, then the player should put the ball into play by hitting off a tee.

8U: Two (2) walks are allowed per half-inning. Thereafter, when the count reaches four (4) balls, the batter gets coach pitches.

The number of remaining strikes left on a batter determines the number of coach pitches allowed to a batter (*e.g.* if the count was 4-2, the coach is allowed one pitch). The coach must begin with one foot on the pitching plate and bring his/her pitching arm back at least as high as his/her shoulder before delivering ball in order to simulate the speed of a kid pitch. The coach pitcher cannot rock his/her arm and cannot lob the ball.

The batter must hit the ball fair within the remaining number of pitches available or strike out. A foul ball on the last pitch which is not caught is not an out. A coach pitch that hits a batter does not count.

The kid pitcher must stand on either side of the coach pitcher and must maintain one foot in the pitcher's circle prior to the coach pitch. If a batted ball strikes the coach pitcher, it will be declared a dead ball. The batter will be awarded first base.

Courtesy Runners

8U, 10U, 12U, 17U: A courtesy runner may, but is not required to, be used in the case of a base runner that is the designated catcher in the previous half-inning and where there are two (2) outs. Otherwise, a courtesy runner is only allowed in cases of injuries or illness. The courtesy runner shall be the player that was the last recorded out.

Dead Ball

6U: Play is dead once the ball is returned to the area in the vicinity of the pitcher's mound. A base runner that has advanced halfway or more to the next base is awarded the next base. Otherwise the runner must return to the previous base. A dead ball cannot become live again.

8U: Play stops and ball is declared dead when ball is judged to have crossed the imaginary arc from the pitcher's circle to the foul lines. The fielder must be attempting to throw the ball to the pitcher. A dead ball cannot become live again.

A base runner that has advanced halfway or more to the next base is awarded the next base. Otherwise the runner must return to the previous base. Coaches that prepare the field should mark halfway points between 1B-2B, 2B-3B and 3B-Home, to assist the umpire.

Defensive Fielding Positions

6U: There are five (5) infield positions (P, 1B, 2B, 3B, SS). All other players shall play in the outfield. No outfielder may receive a fly ball or ground ball and run to the base for a force out or to tag a runner. An outfielder must throw the ball to an infielder. The pitcher will be positioned within three (3) feet either side of the coach pitcher, no closer than the pitching plate, and must maintain one (1) foot in the pitcher's circle prior to the coach pitch. Infielders must be located no closer than forty (40) feet from the batter. Outfielders must have both feet on the grass when the pitch is released.

8U: Infielders must be located no closer than forty (40) feet from the batter. Outfielders must have both feet on the grass when the pitch is released and may not assume an infield position until the ball is hit.

10U, 12U, 17U: Outfielders must have both feet on the grass when the pitch is released and cannot assume an infield position until the ball is hit.

Dropped Third Strike Rule

8U: No.

Game Duration

6U: No new inning will begin after sixty (60) minutes. A new full inning starts if there is less than sixty (60) minutes on the clock at the end of the completion of a full inning.

8U, 10U, 12U, 17U: No new inning will begin after ninety (90) minutes, with a maximum of six (6) Innings. A new full inning starts if there is less than ninety (90) minutes on the clock at the end of the completion of a full inning.

Hesitation Rule

10U, 12U, 17U: Once the pitcher has control of the ball in the pitcher's circle and is no longer considered to be making a play, runners must immediately advance or retreat. A runner will be called out if they go back and forth. A pitcher faking a throw or running in the circle is considered to be making a play and play is still live. No stealing is allowed when the pitcher has control of the ball in the pitcher's circle.

Hit by Pitch

8U: Being hit by a kid pitch will result in an automatic walk, unless there have already been two (2) walks in the half-inning. After two walks, being hit by a kid pitch will result in three (3) coach pitches. If a pitcher hits three (3) batters during an inning, the pitcher will be removed for that inning. The pitcher may re-take the rubber in a later inning.

10U, 12U, 17U: If a pitcher hits three (3) batters during an inning, the pitcher will be removed for that inning. The pitcher may return to pitch in a later inning.

Infield Fly Rule

6U, 8U: No.

Last Batter

6U: Play the game as normal. Do not have the last batter and baserunners run around the bases, unless play is still live.

Loss of Minimum Play and Defensive Play

6U, 8U, 10U, 12U, 17U: Players that do not attend games or practices on a regular basis may lose minimum play rights at their manager's discretion, with approval from the Player Representative for their division.

Maximum Number of Defensive Players

8U, 10U: There is a maximum of ten (10) players on the field, with six (6) infielders and four (4) outfielders.

Maximum Runs per Inning

8U: A maximum of four (4) runs may be scored each half-inning.

10U: A maximum of four (4) runs may be scored each half-inning during the first four (4) innings. After the fourth inning, a maximum of six (6) runs may be scored each half-inning.

12U: A maximum of five (5) runs may be scored each half-inning during the first four (4) innings. After the fourth inning, there is no run limit.

Mercy Rule

8U, 10U, 17U: The game ends if a team is ahead by ten (10) or more runs after the 4th inning (3 1/2 innings if the home team is ahead).

12U: The game ends if a team is ahead by ten (10) or more runs after the 4th inning (3 1/2 innings if the home team is ahead) or eight (8) runs after the 5th inning (4 1/2 innings if the home team is ahead).

Metal Cleats

17U: Metal cleats are allowed.

Minimum Defensive Play

6U: Players must rotate positions on defense each inning and should alternate between infield and outfield positions. No player sits on the bench when their team is on defense, except due to injury.

8U: All players must play one (1) or more infield position innings per game. No player can sit two (2) consecutive innings. No player can sit more than two (2) innings in any game.

10U, 12U, 17U

No player can sit two (2) consecutive innings. No player can sit more than two (2) innings in any game.

Minimum Number of Players

8U, 10U, 12U, 17U

A minimum of seven (7) players must be in uniform with one (1) coach to start the game. There is a 10-minute grace period after scheduled start time, otherwise the team with an insufficient amount of players will forfeit with a 7-0 score. Borrowing a player from the opposing team to field the minimum number of defensive players should be used only to eliminate a forfeit situation and is at the discretion of the opposing team's manager.

Minimum Offensive Play

6U

All players shall bat in consecutive order (round robin). Each offensive player will bat during a half-inning.

8U, 10U, 12U, 17U

All players shall bat in consecutive order (round robin).

Number of Coaches

6U: There is a maximum of four (4) adult coaches (including the manager) allowed on field and/or dugout. Two (2) defensive coaches may be out of the dugout (in the outfield) when their team is on defense.

8U: There is a maximum of four (4) adult coaches (including the manager) allowed in the dugout. One (1) defensive coach may be out of the dugout (in the outfield) when their team is on defense.

10U, 12U, 17U: There is a maximum of four (4) adult coaches (including the manager) allowed in the dugout.

Obstruction

6U, 8U, 10U, 12U, 17U: Fielders who do not have control of the ball, or who are not attempting to field a batted ball, must avoid the runner. Any contact with a runner could be deemed obstruction, and additional bases might be award by the umpire.

On-Deck Batters

6U: No on-deck batters are allowed.

Outs

6U: Players called out must be removed from the base.

Overthrows

6U: Players do not advance on an overthrow.

8U: If the ball is overthrown at first base, the runner has the option to run to second base at her own peril and can be tagged out. After one overthrow, the runner can no longer advance (*i.e.* the runner cannot advance to second on an overthrow at first and then to third on an overthrow to second on the same play).

10U, 12U, 17U: If an overthrown ball remains in the playing field, runners may advance at their own risk. If an overthrown ball leaves the playing field: on the first overthrow, runners are awarded two (2) bases from the location at the time the overthrow is made; on all other overthrows, runners are awarded two (2) bases from the last base touched after the overthrow.

Pitching Distance

6U, 8U: Thirty (30) feet.

10U: Thirty-Five (35) feet.

12U: Forty (40) feet.

17U: Forty-Three (43) feet.

Pitching Restrictions

8U: A pitcher may pitch up to six (6) outs, which do not have to be consecutive, during the first four innings. A double play will not violate the six-out rule. If the game goes five or more innings, pitchers may pitch a total of nine (9) outs (*i.e.* three (3) additional outs after the fourth inning).

10U: A pitcher may pitch up to nine (9) outs, which do not have to be consecutive. A double play will not violate the nine-out rule. A pitcher removed from the mound during an inning cannot return to pitch during that inning.

12U: A pitcher may pitch up to twelve (12) outs, **with a maximum of nine (9) consecutive outs.** A double play will not violate the twelve-out rule. A pitcher removed from the mound during an inning cannot return to pitch during that inning.

Player Early Departure, Injury or Illness

6U, 8U, 10U, 12U, 17U: No outs will be recorded because a player left during the game.

Player Late Arrival

6U, 8U, 10U, 12U, 17U: Late arriving players will be placed at the end of the batting order.

Playoff Rules

8U

Game Duration: Five (5) innings, no time limit. Extra innings for a tie breaker using International Tie-Breaker format.

Catching Restrictions: Maximum of nine (9) outs.

Pitching Restrictions: Maximum of nine (9) outs prior to extra innings. There are no pitching restrictions for extra innings.

Run Limits: Four (4) runs per inning for innings 1-4. The fifth inning will have no run limit.

Ties: Playoff games may not end in a tie. Games going past sunset will be suspended and completed on a later day.

10U

Game Duration: Six (6) innings, no time limit. Extra innings for a tie breaker using International Tie-Breaker format.

Catching Restrictions: Maximum of fifteen (15) outs.

Pitching Restrictions: Maximum of twelve (12) outs prior to extra innings. There are no pitching restrictions for extra innings.

Run Limits: Four (4) runs per inning for innings 1-4. Six (6) runs for the fifth inning. The sixth inning will have no run limit.

Ties: Playoff games may not end in a tie. Games going past sunset will be suspended and completed on a later day.

12U

Game Duration: Six (6) innings, no time limit. Extra innings for a tie breaker using International Tie-Breaker format.

Catching Restrictions: Unlimited

Pitching Restrictions: A pitcher may pitch up to twelve (12) outs, with a maximum of nine (9) consecutive outs (rule is same as regular season).

Ties: Playoff games may not end in a tie. Games going past sunset will be suspended and completed on a later day.

17U

Game Duration: Six (6) innings, no time limit. Extra innings for a tie breaker using International Tie-Breaker format.

Ties: Playoff games may not end in a tie. Games going past sunset will be suspended and completed on a later day.

Replacing Pitcher During At-Bat

8U only: The pitcher cannot be replaced until the batter completes her turn.

Score and Standings

6U: No score or standings will be kept.

Sliding

6U, 8U, 10U, 12U, 17U: If a runner does not make an effort to avoid contact with a defensive player or slide on a close play, the runner will be called out, at the discretion of the umpire.

Stealing

8U: A baserunner may not leave the base until the ball has left the pitcher's hand. Runners may advance one (1) base at own risk. No stealing home under any circumstances (cold home plate).

10U, 12U, 17U: Baserunner may not leave the base until the ball has left the pitcher's hand. Runners may advance at own risk.

Strike Zone

8U: The horizontal strike zone will be the inside of the plate to the inside of the opposite batter's box. The vertical strike zone will be the top of batter's armpit and the bottom of her knees, when the batter assumes her natural batting stance.

Ties

8U, 10U, 12U, 17U: During the regular season, if the game is tied at the end of the time limit, the game ends in a tie.

Time Between Innings

8U, 10U, 12U, 17U: Two (2) minutes between innings for pitchers to warm up.

Time Outs

6U, 8U, 10U, 12U, 17U: Only one (1) offensive and one (1) defensive time out per inning for each team is allowed.

Trips to the Mound

10U, 12U, 17U: Two (2) trips to the mound are allowed each half-inning. On the third trip to the mound, the pitcher must be removed.

Umpire Protests

8U, 10U, 12U, 17U: All decisions by the umpire are final. No protests or replays. After time is called and play is dead, the manager may ask an umpire about a ruling on the field. Assistant coaches are not allowed to address the umpire. Only one (1) warning will be given before ejections regarding poor sportsmanship are given to players, coaches and fans.

Umpires

6U: One of the coaches on the defensive team shall be the umpire when the defensive team is in the field.

Walks

8U: Two (2) walks are allowed per half-inning. Thereafter, when the count reaches four (4) balls, the batter gets coach pitches.