GIRLS FASTPITCH SOFTBALL

12 & Under, 10 & Under, 8 & Under

York/Clover Fastpitch Softball is a Diamond Youth Softball Sanctioned League
And abides by DYS Rules
Unless Superseded by Local League By-Laws

(Updated 2-21-25)

Rules

12 & Under (11-12)

Section 1. The Game-In General

A. All players must be registered with their participating recreation organization.
B. No player can turn thirteen (13) years of age before December 31st of the previous year.
C. The home team shall furnish one (1) new softball and the visiting team shall furnish one (1) approved playable softball.
D. The home team will occupy the first base dugout.
E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
F. Participating recreation organizations will be responsible for recording wins/losses for each team.
G. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
H. Batting line-ups must be exchanged by teams no later than ten (10) minutes before the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
I. **Teams must notify the opposing team's official scorer of any line-up changes.**
J. Umpires have the authority to clear each field five (5) minutes before the scheduled game time.
K. Teams must have a minimum of eight (8) players present to start a game.
- If a team plays with 8 players, then the team must take an out for the missing 9th batter in their line-up.
- No penalty will be enforced if a team can field a line-up of at least 9 players.
  Player Substitution:
  - Teams must have at least 7 of their own rostered players to use the **Player Substitution Rule**
  - Teams that arrive with 7 players are allowed to pick up a maximum of 2 Substitutes to play for that game.
  - Teams that arrive with 8 players are allowed to pick up a maximum of 1 Substitute to play for that game.
  - Teams with 9 players cannot pick up a Substitute and must play with 9.
  - Substitutes must be rostered on a team in the same age group to be eligible to play. Substitutes must be in their own team's jersey, play RIGHT FIELD (1 SUB), LEFT FIELD (2 SUB), and bat last in the line-up for the entire game. Coaches are required to notify their recreation staff, the opposing head coach and umpire that a Substitute will be used in the game.
  - Player Substitution may be used in both regular and postseason play, including championship games.

L. Coaches are to instruct their players to always hustle on and off the field.

Section 2. The Playing Field and Equipment

A. Baselines shall be sixty (60) feet.
B. Pitching distance shall be forty (40) feet.
C. There will be a sixteen (16) foot diameter circle pitching area. The center of the circle will be forty (40) feet from the back edge of home plate.
D. 12-inch softballs will be used for all gameplay. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.

E. **Approved Bat Rule -** Fastpitch softball bats must have a 2 ¼ inch barrel diameter and must not be over 34 inches in length and 31 ½ oz in weight. Bats must also be marked with the USA/ASA/NSA Certified stamp.

F. Any offensive player on the playing field must wear a helmet. Chin straps must be worn if snaps are provided on the helmet.

G. Helmets must have approved faceguards.

H. All catchers must wear full protective equipment during gameplay. (Including throat protectors, no matter what style mask is being used) Two (2) piece-style helmets are not allowed.

I. Infielder facemasks are recommended, but not required for defensive players.

J. Metal cleats are not allowed during local league play.

Section 3. Regulation.

A. The completion of six (6) innings or eighty (80) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining). At the beginning of each game, the scoreboard clocks will start with seventy-five (75) minutes listed. This includes postseason tournament and championship games.

B. Mercy Rule: There will be a 12-run mercy rule after 3 innings (2 ½ if the home team is ahead) or a 10-run mercy rule after 4 innings (3 ½ if the home team is ahead).

C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.

- **DURING POST-SEASON PLAY ONLY**: Games will continue, and the "International Tiebreaker rule" will apply. ***International Tiebreaker rule: each team starts the inning with the player who completed the last official at-bat as a base runner on second base and with no outs.**

D. Regular Season Games interrupted due to weather, or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth (4) inning, three and one-half (3 ½) innings if the home team is leading). Tournament games will be rescheduled and finished from the point of interruption, no matter when the interruption occurs.

E. All decisions made by the umpires are final.

Section 4. Inning.

A. There is a ten (10) run max per inning. More than ten (10) runs may be scored when an over-the-fence home run or ground-rule double forces a run to score. This applies to all innings. Unless the mercy rule or the time limit is reached.

B. If the time limit is reached before the sixth (6^{th}) inning and a team is down by eleven (11) runs or more the game will continue until the seventy-five (75) minute mark is reached. This will be a drop-dead rule; once the seventy-five (75) minute mark is reached the game will be called.

C. If the sixth (6^{th}) inning is reached, the max run rule will be lifted, and the inning will only be completed once three (3) outs are recorded.

Section 5. Batter/Line-up

A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense, and any offense thereafter. *Note – Slinging of the bat will be the sole judgment of the umpire*

B. **Dropped 3rd Strike.**
Uncaught/Dropped Third Strike Rule (**12U ONLY**) - If the catcher fails to catch and maintain the third strike the batter will have an opportunity to advance to first base if:

- There are less than 2 (two) outs and 1st base is not occupied.
- There are 2 (two) outs regardless of baserunners.

C. Teams will use a continuous batting order (bat their entire roster).

D. No show bunt, hit-away.

Section 6. Runner.

A. The runner cannot slide into first base. The runner will be called out for sliding into first base.

B. The runner cannot slide headfirst into any base. The runner will be called out for sliding headfirst into any base. Runners may only slide headfirst when returning to a base.

C. The runner can steal any base. The runner may not be off their base until the ball is released from the pitcher's hand.

D. The runner will be called out for running past a base without touching the base.
E. A courtesy runner may be used for the catcher only when there are two outs. The courtesy runner is the last batted-out.

Section 7. Look-Back Rule.

The Look-Back Rule will be in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.

- The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.
- Once the runner stops at a base for any reason, she will be declared out if she leaves the base.

Penalty

- The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

  EXCEPTION: The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

Section 8. Defense.

A. Each team will play ten (10) defensive positions, including a pitcher, catcher, four infielders, and four outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield. Free defensive substitution will be allowed.
B. Children must play a minimum of six (6) defensive outs.

Section 9. Pitcher.

A. There is no limit on the number of innings players are allowed to pitch. However, it is encouraged that coaches use more than one pitcher during games.

Sections 10. Coaches.

A. Only the head coach may represent or speak for the team.
B. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
C. Two (2) offensive coaches will be allowed on the field during gameplay, first base coaching position and third-base coaching position (base coaches may be either coaches or players).
D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Section 11. Ties Breakers – Standings

In the event two or more teams are tied after regular season play, the following steps will be taken to break the tie:

A. Head-to-head competition; the record between the two or more teams
B. Point spread between the two or more teams; an examination of the final scores between the two teams.
C. Fewest runs allowed; an examination of ALL final regular-season season scores.
D. Coin toss.

10 & Under (9-10)

Section 1. The Game-In General

A. All players must be registered with their participating recreation organization.
B. No player can turn eleven (11) years of age before December 31st of the previous year.
C. The home team shall furnish one (1) new softball and the visiting team shall furnish one (1) approved playable softball.
D. The home team will occupy the first base dugout.
E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)

F. Participating recreation organizations will be responsible for recording wins/losses for each team.

G. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.

H. Batting line-ups must be exchanged by teams no later than ten (10) minutes before the scheduled game time. Line-up cards will be provided to teams by their recreation organization.

I. **Teams must notify the opposing team's official scorer of any line-up changes.**

J. Umpires have the authority to clear each field five (5) minutes before the scheduled game time.

K. Teams must have a minimum of eight (8) players present to start a game.

- If a team plays with 8 players, then the team must take an out for the missing 9th batter in their line-up.
- No penalty will be enforced if a team can field a line-up of at least 9 players.

  Player Substitution:
  - Teams must have at least 7 of their own rostered players to use the **Player Substitution Rule**
  - Teams that arrive with 7 players are allowed to pick up a maximum of 2 Substitutes to play for that game.
  - Teams that arrive with 8 players are allowed to pick up a maximum of 1 Substitute to play for that game.
  - Teams with 9 players cannot pick up a Substitute and must play with 9.
  - Substitutes must be rostered on a team in the same age group to be eligible to play. Substitutes must be in their own team's jersey, play RIGHT FIELD (1 SUB), LEFT FIELD (2 SUB), and bat last in the line-up for the entire game. Coaches are required to notify their recreation staff, the opposing head coach and umpire that a Substitute will be used in the game.
  - Player Substitution may be used in both regular and postseason play, including championship games.

L. Coaches are to instruct their players to always hustle on and off the field.

Section 2. The Playing Field and Equipment

A. Baselines shall be sixty (60) feet.

B. Pitching distance shall be thirty-five (35) feet.

C. There will be a sixteen (16) foot diameter circle pitching area. The center of the circle will be thirty-five (35) feet from the back edge of the home plate.

D. 11-inch softballs will be used for all gameplay. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.

E. **Approved Bat Rule -** Fastpitch softball bats must have a 2 ¼ inch barrel diameter and must not be over 34 inches in length and 31 ½ oz in weight. Bats must also be marked with the USA/ASA/NSA Certified stamp.

F. Any offensive player on the playing field must wear a helmet. Chin straps must be worn if snaps are provided on the helmet.

G. Helmets must have approved faceguards.

H. All catchers must wear full protective equipment during gameplay. (Including throat protectors, no matter what style mask is being used) Two (2) piece-style helmets are not allowed.

I. Infielder facemasks are recommended, but not required for defensive players.

J. Metal cleats are not allowed during local league play.

Section 3. Regulation.

A. The completion of six (6) innings or eighty (80) minutes constitutes a complete game. (No new inning can begin with five (5) minutes or less remaining). At the beginning of each game, the scoreboard clocks will start with seventy-five (75) minutes listed. This includes postseason tournament and championship games.

B. Mercy Rule: There will be a 12-run mercy rule after 3 innings (2 ½ if the home team is ahead) or a 10-run mercy rule after 4 innings (3 ½ if the home team is ahead).

C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.

- **DURING POST-SEASON PLAY ONLY**: Games will continue, and the "International Tiebreaker rule" will apply. ***International Tiebreaker rule: each team starts the inning with the player who completed the last official at-bat as a base runner on second base and with no outs.**

D. Regular Season Games interrupted due to weather, or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth

(4) inning, three and one-half (3 ½) innings if the home team is leading). Tournament games will be rescheduled and finished from the point of interruption, no matter when the interruption occurs.

E. All decisions made by the umpires are final.

Section 4. Inning

A. There is a seven (7) run max per inning. More than seven (7) runs may be scored when an over-the-fence home run or ground-rule double forces runs to score. This applies to all innings. Unless the mercy rule or the time limit is reached.

B. If the time limit is reached before the sixth (6^{th}) inning and a team is down by eight (8) runs or more the game will continue until the seventy-five (75) minute mark is reached. This will be a drop-dead rule; once the seventy-five (75) minute mark is reached the game will be called.

C. If the sixth (6^{th}) inning is reached, the max run rule will be lifted, and the inning will only be completed once three (3) outs are recorded.

Section 5. Batter/Line-up

A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense, and any offense thereafter. *Note – Slinging of the bat will be the sole judgment of the umpire.

B. Dropped 3^{rd} Strike – Will not be played in the 10U division. If the 3^{rd} strike is not caught by the catcher, the batter is simply a recorded out.

C. Teams will use a continuous batting order (Bat Entire Roster).

D. No show bunt, hit-away.

Section 6. Runner

A. The runner cannot slide into first base. The runner will be called out for sliding into first base.

B. The runner cannot slide headfirst into any base. The runner will be called out for sliding headfirst into any base. Runners may only slide headfirst when returning to a base.

C. **The runner can steal any base. The runner may not be off their base until the ball has reached home plate.**

D. The runner will be called out for running past a base without touching the base.

E. A courtesy runner may be used for the catcher only when there are two outs. The courtesy runner is the last batted-out

Section 7. Look-Back Rule.

The Look-Back Rule will be in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.

- The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.
- Once the runner stops at a base for any reason, she will be declared out if she leaves the base.

Penalty

- The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

  EXCEPTION: The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

Section 8. Defense

A. Each team will play ten (10) defensive positions, including a pitcher, catcher, four infielders, and four outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield.

B. Children must play a minimum of six (6) defensive outs.

Section 9. Pitcher.

A. There is no limit on the number of innings players are allowed to pitch. However, it is encouraged that coaches use more than one pitcher during games.

Sections 10. Coaches.

A. Only the head coach may represent or speak for the team.
B. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
C. Two (2) offensive coaches will be allowed on the field during gameplay, first base coaching position and third-base coaching position (base coaches may be either coaches or players).
D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Section 11. Ties Breakers – Standings

In the event two or more teams are tied after regular season play, the following steps will be taken to break the tie:

A. Head-to-head competition; the record between the two or more teams
B. Point spread between the two or more teams; an examination of the final scores between the two teams.
C. Fewest runs allowed; an examination of ALL final regular-season season scores.
D. Coin toss.

8 & Under (7-8)

Section 1. The Game-In General.

A. All players must be registered with their participating recreation organization.
B. No player can turn nine (9) years of age before December 31st of the previous year.
C. The home team shall furnish one (1) new softball and the visiting team shall furnish one (1) approved playable softball.
D. The home team will occupy the first base dugout.
E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
F. Participating recreation organizations will be responsible for recording wins/losses for each team.
G. One (1) umpire shall be present at all games including regular and post-season games.
H. Batting line-ups must be exchanged by teams no later than ten (10) minutes before the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
I. **Teams must notify the opposing team's official scorer of any line-up changes.**
J. Umpires have the authority to clear each field five (5) minutes before the scheduled game time.
K. Teams must have a minimum of eight (8) players present to start a game.
   - If a team plays with 8 players, then the team must take an out for the missing 9th batter in their line-up.
   - No penalty will be enforced if a team can field a line-up of at least 9 players.

     Player Substitution:
     - Teams must have at least 7 of their own rostered players to use the **Player Substitution Rule**
     - Teams that arrive with 7 players are allowed to pick up a maximum of 2 Substitutes to play for that game.
     - Teams that arrive with 8 players are allowed to pick up a maximum of 1 Substitute to play for that game.
     - Teams with 9 players cannot pick up a Substitute and must play with 9.
     - Substitutes must be rostered on a team in the same age group to be eligible to play. Substitutes must be in their own team's jersey, play RIGHT FIELD (1 SUB), LEFT FIELD (2 SUB), and bat last in the line-up for the entire game. Coaches are required to notify their recreation staff, the opposing head coach and umpire that a Substitute will be used in the game.
     - Player Substitution may be used in both regular and postseason play, including championship games.
L. Coaches are to instruct their players to always hustle on and off the field.

Section 2. The Playing Field and Equipment.

A. Baselines shall be sixty (60) feet.
B. A coach of the batting team will pitch to his/her team.
C. There will be a sixteen (16) foot diameter circle pitching area. The center of the circle will be thirty-five (35) feet. from the back edge of home plate.
D. 11-inch softballs will be used for all gameplay. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.
E. **Approved Bat Rule** - Fastpitch softball bats must have a 2 ¼ inch barrel diameter and must not be over 34 inches in length and 31 ½ oz in weight. Bats must also be marked with the USA/ASA/NSA Certified stamp.
F. Any offensive player on the playing field must wear a helmet. Chin straps must be worn if snaps are provided on the helmet.
G. Helmets must have approved faceguards.
H. All catchers must wear full protective equipment during gameplay. (Including throat protectors, no matter what style mask is being used) Two (2) piece-style helmets are not allowed.
I. Infielder facemasks are recommended, but not required for defensive players.
J. Metal cleats are not allowed during local league play.

Section 3. Regulation.

A. The completion of six (6) innings or seventy-five (75) minutes constitutes a regulation game (no new inning can begin with five (5) minutes or less). At the beginning of each game, the scoreboard clocks will start with seventy (70) minutes listed. This includes postseason tournament and championship games.
B. Mercy Rule: There will be a 12-run mercy rule after 3 innings (2 ½ if the home team is ahead) or a 10-run mercy rule after 4 innings (3 ½ if the home team is ahead).
C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.
    - **DURING POST-SEASON PLAY ONLY**: Games will continue, and the "International Tie-Breaker Rule" will apply. ***International Tiebreaker rule: each team starts the inning with the player who completed the last official at-bat as a base runner on second base and with no outs.**
E. Regular Season Games interrupted due to weather, or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth (4) inning, three and one-half (3 ½) innings if the home team is leading). Tournament games will be rescheduled and finished from the point of interruption, no matter when the interruption occurs.
F. All decisions made by the umpires are final.

Section 4. Live Ball and Timeout.

A. The ball becomes live once the batter puts the ball into the field of play by hitting the ball with the bat. Runners may not advance or leave their occupied base until the ball is hit by the batter.
B. Timeout must be granted by the umpire for the ball to be considered dead.
C. Timeout may be called by the umpire when:
    a. The player pitcher has possession of the ball inside the pitcher's circle.
    Or
    b. The umpire at his/her discretion may call time after each play comes to its natural end. (Example: Lead runner has abandoned any effort to advance further)
D. If a base runner is past the halfway mark between the bases, when timeout is granted by the umpire, the runner will be awarded the next base. If not, the runner will return to the previous base. Unless forced to advance by a trailing runner.
E. If a player is struck by a thrown or batted ball and in the opinion of the umpire, the impact of the ball striking the player is sufficient to injure or incapacitate the player, the game will cease. At that point, immediate attention will be given to the injured player and all runners will advance one base if the umpire feels the runners would have advanced to that base had an injury not occurred. Play will resume only when the umpire declares.

Section 5. Inning

A. There will be a five (5) run max per inning. More than five (5) runs may be scored when an over-the-fence home run or ground-rule double forces runs to score. This applies to all innings. Unless the mercy rule or the time limit is reached.

B. If the time limit is reached before the sixth (6^{th}) inning and a team is down by six (6) runs or more the game will continue until the seventy (70) minute mark is reached. This will be a drop-dead rule; once the seventy (70) minute mark is reached the game will be called.

C. If the sixth (6^{th}) inning is reached before the time limit, the max run rule will be lifted, and the inning will only be completed once three (3) outs are recorded.

Section 6. Batter/Line-up

A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense, and any offense thereafter.

B. The batter will be allowed five (5) pitches or three (3) swings before being called out (there will be no walks). On the fifth (5^{th}) pitch, if the pitch is fouled off, an additional pitch will be granted. This will continued until the batter puts the ball in play or strikes out.

C. The batter cannot bunt. A bunt is defined as an obvious attempt by the batter to bunt the ball, including but not limited to "squaring to bunt." The batter shall be warned if the batter does not make contact, the batter will be called out if the batter makes contact and the ball will be dead.

D. Teams will use a continuous batting order (Bat Entire Roster).

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Section 7. Runner

A. The runner cannot slide into first base. The runner will be called out for sliding into first base.

B. The runner cannot slide headfirst into any base. The runner will be called out for sliding headfirst into any base.

C. The runner cannot lead off or steal any base. The runner will be called out for leaving the base before the batter contacts the ball.

D. If the ball is put in play by the batter, any runner who leaves their base before the pitched ball reaches home plate will be called out.

E. If a defensive player throws the ball to a defensive player at any base or pitcher's circle, and the ball is overthrown and is not catchable, the runner(s) may advance one base only **with the risk of being put out.** The play is still live, and all runners have the chance of being put out or tagged out. The play is dead once the runners reach the **ONE** extra base.

F. The runner will be called out for running past a base without touching the base.

G. Two runners may not occupy a base, but if, while the ball is live, two runners are touching the base, the following runner shall be out when tagged. The lead runner is entitled to the base.

H. A three (3) foot chalk line perpendicular to the base path will be drawn halfway between first base and second base, halfway between second base and third base, and halfway between third base and home plate. When the ball is declared dead, the runner will advance to the next base if they are past the halfway three (3) foot chalk line and the base is unoccupied.

I. A courtesy runner may be used for the catcher only when there are two outs. The courtesy runner is the last batted-out

Section 8. Pitcher

A. **Definition of Terms:**

1. "Coach-pitcher" is the offensive coach who operates the pitching coach for the players on his/her team.
2. "Player-Pitcher" is the defensive player playing the pitching position, except he/she does not pitch to the batter.

B. The Coach-pitcher shall pitch from anywhere within the pitching circle to his/her team.

C. The Coach-pitcher shall squat down on all batted balls, to minimize being a distraction to the defensive team. The Coach-Pitcher shall remain within the pitching area unless required to move to avoid interference.

D. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If the coach-pitcher intentionally interferes, the ball will be declared dead, and the batter will be out. If the coach-pitcher unintentionally interferes, the ball will be declared dead, and the pitch will be replayed.

E. The Coach-pitcher may encourage the batter but cannot instruct or coach while on the field. This shall be deemed as unsportsmanlike conduct. The coach-pitcher will not be allowed to call time out to talk to offensive players or other coaches. If the defensive team calls time out, the Coach-pitcher will be allowed to talk to offensive players and other coaches during the time out.

Section 9. Defense.

A. Each team will play ten (10) defensive positions and every player must play at least every other inning in the field (no player shall sit in the dugout for two (2) consecutive innings).

Infield Positions

- **1st, 2nd, Shortstop, 3rd & Pitcher**

Outfielders

- **4 Outfield if using catcher, 5 Outfielders if not using catcher.**

Catcher – Teams will have the option to field the position of catcher in the 8U age division.

B. All outfielders must be positioned at a similar radius and must be positioned on the grass. Special consideration is given to larger dirt infields where outfields may begin 3 steps in from the outfield grass.

C. There will be no "infield fly rule."

D. Infielders are not allowed to play in the baselines or on top of the base with runners trying to advance. All defensive infielders must play one step in front or behind the bases**.** The base line belongs to the runner.

E. The Player-Pitcher must have both feet inside the pitching circle, until the ball is put in play by the batter.

F. **Obstruction –** Umpire shall call or signal "OBSTRUCTION." (Example: First Baseman standing on top of the bag)

a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.

Sections 10. Coaches.

A. Only the head coach may represent or speak for the team.

B. There will be a maximum of five (5) coaches in the dugout at any time during gameplay. There must always be at least one (1) coach in the dugout.

C. Three (3) offensive coaches will be allowed on the field during gameplay, the "Coach-pitcher" position, first base coaching position, and third base coaching position (base coaches may be either coaches or players).

D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

E. Two (2) defensive coaches are allowed in the outfield while their team is on defense. However, coaches must remain in the outfield at all times and may not enter the infield unless there is an injury that has stopped play.

F. Coaches may not touch a player or the ball during live play. If a defensive coach touches a player or the ball during live play, the ball will be declared dead, and all runners will advance one base. If an offensive coach touches a base runner during live play the runner will be declared out. Defensive coaches shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If a coach intentionally interferes, the ball will be declared dead, and the batter will be out. If a coach unintentionally interferes, the ball will be declared dead, and the pitch will be replayed. The coach shall be warned on the first offense, the coach will be ejected on the second offense.

Section 11. Ties Breakers – Standings

In the event two or more teams are tied after regular season play, the following steps will be taken to break the tie:

A. Head-to-head competition; the record between the two or more teams

B. Point spread between the two or more teams; an examination of the final scores between the two teams.

C. Fewest runs allowed; an examination of ALL final regular-season season scores.

D. Coin toss.