

Supplementary Rules for BRSA

All Division General Rules

1. Report any problems that may occur to your league director as soon as possible. **A copy of these rules should be with you at every game.**

2. **6U** – An inning consists of one time through the batting order No new inning may start after 60 minutes

8U – 5 innings or no new inning starts after 75 minutes. An inning consists of 3 outs or 5 runs, whichever comes first.

10U – 6 innings or no new innings starts after 75 minutes. An inning consists of 3 outs or 5 runs, whichever comes first. After the 1st walk of each inning, batter gets 2 pitches from a coach.

12U – 7 innings or no new inning starts after 75 minutes. 5 runs max per inning.

16U – 7 innings or no new inning starts after 75 minutes. 5 runs max per inning.

Games should be played until the time has expired, even if one team has no chance of winning. However, if a team does not have a chance of winning, the umpire will stop the game when time has expired after the player batting has finished her turn at bat.

3. If a game starts after the scheduled time due to a shortage of players (less than 7), the elapsed time is subtracted from the total game time. If the required minimum number of players can't be fielded within 10 minutes of the scheduled time, a forfeit shall be declared.

4. A minimum of 7 players and a maximum of 10 players (12 players in 8U) may play the field at one time for each team. Once a game is started, a team cannot forfeit because it is unable to field the required minimum of 7 players.

5. If a game start is delayed due to inclement weather, or any reason other than a shortage of players, the elapsed time of the delay shall be added to the total game time. Any **scheduled regular season Monday through Thursday (school night) game that is** delayed by more than 30 minutes will be rescheduled.

6. There will be no rescheduling of games other than for inclement weather.
7. The umpire is the official timekeeper.
8. The team listed last on the schedule will be the home team and shall occupy the 3rd base dugout. The home team will supply 1 new and 1 used ball for each game. After the game, both balls will be returned to the home team by the umpire. The home team scorebook is the official scorebook. After each game, **each team** must report the game score in accordance with their league policies within 24 hours.
9. Once an inning has started, it must be completed, with the exception of inclement weather. An inning officially begins at the time of the 3rd out of the preceding inning.
10. Games may end in a tie. Extra innings will be allowed if there is time remaining.
11. Late arriving players must be reported to the umpire and the opposing coach. Late arriving players **must be added to the bottom of the batting order and will be allowed to play regardless of when they arrive. A player is late if not there for the 1st pitch of the game.**
12. A coach is allowed two charged conference per inning. On the third conference, the pitcher must be removed for the inning.
13. When the pitcher is on the rubber in the set position, no more than 6 defensive players including the pitcher and catcher, may be positioned in the infield. The infield is defined as the clay area in front of the outfield grass (80' from home plate on fields greater than 200'). On the pitch, outfielders must be in the grass or 20' or more behind the baseline for greater than 200' fields, 10' behind the baseline for 8u. On greater than 200' fields, the outfield line should be established by the coaches and umpire prior to the start of the game.
14. The catcher speed up rule is in effect and mandatory with 2 outs. The player replacing the catcher shall be the player who made the last batted out or last completed at bat if there have been no outs.

15. Bases and Pitching Rubbers:

Division	Bases	Rubber	Ball
6U	60'	35'	11"
8U	60'	35'	11"
10U	60'	35'	11"
12U	60'	40'	12"
16U	60'	43'	12"

16. In the event of an injury during a player's time at bat or while running the bases, a courtesy runner may be used to replace the injured player only at the discretion of the umpire. A courtesy runner can only be used when the injured player is not physically able to continue playing the game. This courtesy runner must be the player who made the previous out or last completed at bat if there are no outs. The injured player may later re-enter the game only at the discretion of the umpire.

17. If for any reason, including injury, a player leaves the game early, her place in the batting order is deleted (not resulting in an out) and the batters to follow move up. This is not up to the discretion of the coaches. It is the offensive team's responsibility to notify the umpire and the opposing team of this situation. However, if a player for any reason, including injury, leaves the game after the completion of the 5th inning or the last 5 minutes of the game, that player's position in the batting order will result in an out should that position come up to bat. The game cannot end on that player's out.

18. Metal cleats are not allowed.

19. There will be no intentional walks allowed.

20. No jewelry is to be worn by any player.

21. No player may sit two or more innings in a row.

22. All team members and coaches are required to shake hands with the opposing team after the game. Teams start at 1st and 3rd base and meet near the pitcher's circle.

23. Batters may not show bunt, bringing in the fielders and then swing away in any age division. This is for player safety. There will only be 1 warning per team if this occurs. If a batter shows bunt, swings and gets a hit, it is a dead ball and counts as a strike if the first occurrence. counts as an out if previously warned. Any subsequent infraction will count as an out.

24. The Boards of Directors of the participating organizations reserve the right to add temporary rules or modify any existing rules prior to the beginning of any season to accommodate special situations which may arise from season to season.

6U Division

1. 6U is a non-competitive age group. All coaches should work together to help develop all of the players. Players should be encouraged to play a variety of positions.
2. There are no walks, no stealing, no bunting, no infield fly rule, and no mercy rule. There are no win/loss records in the 6U division.
3. There are no umpires utilized in the 6U division.

4. Every player bats and plays in the field.
5. 6U will have 5' marks in front of home indicating a fair ball
6. A batter shall have 3 pitches from a coach, then 3 tried off a batting tee. The coach may pitch from wherever they feel necessary for the batter. A player has the option to utilize the tee 100% of the time at the coach's discretion.
7. There will be no leads on the bases. The base runner is allowed to leave the base only after the ball crosses the plate.
8. All players must wear a facemask while fielding and a helmet while batting.
10. All players should be rotated between the infield and outfield during a game. Every player should have the opportunity to play infield.

8U Division

1. 8U is a non-competitive age group. All coaches should work together to help develop all of the players. Players should be encouraged to play a variety of positions.
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3. There are no walks, no stealing, no bunting, no infield fly rule, and no mercy rule.
4. Every player bats and 13 players may play in the field with 6 outfielders
5. A catcher must be used. The catcher must wear a helmet, mask, chest protector and shin guards. A parent or coach must be positioned behind the catcher to assist in retrieving the ball. The catcher should be positioned no more than 6' behind the home plate.
6. Two defensive coaches will be allowed on the field. They should be positioned behind the outfielders. There are four offensive coaches. 1st base coach, 3rd base coach, pitcher and catcher.
7. 8U: 5 pitches maximum to each batter (exception: if the 5th pitch is fouled off, keep batting)
8. The pitch will be a flat pitch. The coach must remain a minimum of 25' from home plate. A minimum pitch line should be established by the coaches and umpire prior to the start of the game. The player/fielder must remain in the pitcher's circle. Only one player may be in the pitcher's circle.
9. No player shall play the same position more than 2 innings in a game. No player shall play the same position 2 innings in a row. If a game goes to a 5th inning then girls may play a 3rd time at a position.
10. A batted ball that hits the coach who is pitching shall be called a dead ball. The ball is dead. The pitch does not count. The batter gets up again.

11. 8U: Runners may advance one base on any overthrow to any base or ball in foul territory
12. There will be no leads on the bases. The base runner is allowed to leave the base only after the ball crosses the plate.
13. If a runner is not more than halfway to the next base at the time of any of the above, the runner must return to the previous base.
14. Time is called (8U) when one of the following occurs:
 - a. When the ball is thrown or ran into the infield.
 - b. When the umpire calls time

*****In an effort to better teach softball base running, **the umpires will be asked to make more judgment calls on extra bases taken by the runners.** They will be asking themselves would a runner be going to the next base if this was a 16U game.

Some examples of umpire judgment calls may include, but are not limited to:

1. The ball is dropped by the 1st baseman, runner takes off to 2nd-Runner will be sent back
2. Pitcher drops the ball and it rolls out of the circle- Runner will be sent back
3. Ground ball to the shortstop and batter goes to 2nd without stopping - Runner will be sent back

10U Division

1. Only 1 walk allowed per inning. After the 1st walk of each inning, subsequent walks turn to coach pitch. The coach shall have 2 pitches (unless the 2nd pitch is fouled).
2. There is no stealing a base by a walked player. In other words, a player cannot advance to second base on a walk.
3. There is no bunting or stealing when the coach is pitching. The adult coach must pitch from the mound (35') When there is a coach pitch situation, the coach is to be the pitcher only and cannot coach from that position.
4. On ball 4 which brings in a coach pitch situation, a runner already on base may steal. The ball is not dead until after the play has been completed.

5. Stealing:

- There is no stealing of 2nd base. A runner may only steal third base.
- Base runners may leave the base when the ball leaves the pitcher's hand (Player or Coach). Only 1 base can be stolen at a time. If the catcher throws down to 3rd base and the ball heads to the outfield, the runner must remain at that base.
- Runners on 3rd base cannot steal home, it must be earned on a hit or a walk (if it's the 1st walk of the inning). Runner can steal home only if an attempt is made to throw the runner out. An attempt is defined as a ball that is thrown, a fake, or a "pump" is not an attempt for the purpose of this rule.

6. One extra base is allowed for each overthrow to a base in an attempt to get a player out (except for stealing 3rd). Overthrows to the pitcher do not count. For example, if a player hits the ball and an overthrow is made to first base, the runner may advance to second base **AT THEIR OWN RISK**. If an attempt is then made to get the runner out at second base and the ball is overthrown, they may advance to 3rd base **AT THEIR OWN RISK**....

7. On any hit ball in play, play shall continue until an attempt is made to throw the ball to a player in the pitcher's circle by any player. If a base runner is more than halfway to the next base when the ball enters the pitcher's circle they may proceed to the next base **AT THEIR OWN RISK**. If they are not more than halfway, they must return to the previous base. It is the umpire's discretion whether the runner is halfway to the next base and when the ball enters the pitcher's circle.

8. No player shall play the same position more than 2 innings in a game. If a game goes into a 5th inning, players may play a position they have already played twice again.

9. Every player should be given the opportunity to play the infield at least 1 inning per game. This includes playoffs and championship games.

10. Two coaches are allowed outside the dugout in the area. They must be directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.

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This is a recreational league for players of all ability levels. Competition is great, but developing the players and providing a fun environment is top priority. Every attempt should be made to improve weaker players. This includes providing them opportunities to play multiple positions throughout the season. Coaches failing to rotate players shall be subject to suspension or removal by the Board of Directors.

12U Division

1. Stealing – base runners may leave the base when the ball leaves the pitcher's hand
2. Play is live until the ball is possessed in the pitching circle and no attempt is being made on a runner or as deemed by the umpire. "Time" is at the sole discretion of the umpire.
3. Two coaches are allowed outside the dugout in the area. They must be directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.
4. A Batter may run to first base on a dropped third strike.

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16U Division

1. Stealing – base runners may leave the base when the ball leaves the pitcher’s hand.
2. Play is live until the ball is possessed in the pitching circle and no attempt is being made on a runner or as deemed by the umpire. “Time” is at the sole discretion of the umpire.
3. An attempt should be made to rotate players between the infield and outfield during each game. This may carry over from game to game if there are not enough innings played to rotate all players.
4. Two coaches are allowed outside the dugout in the area directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.

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The rules in #2 below are in effect for 12 & 16u:

1. Unless otherwise indicated above, USSSA rules are used and enforced by the umpire. This level is official softball with the above exceptions.
2. Highlighted Rules:
 - Dropped 3rd strike in effect.
 - Infield Fly in effect and will be called by umpire.
 - Play is dead and only dead when time is called by umpire.
3. In the event of inclement weather, 3 full innings OR if the home team is leading in the bottom of the 3rd constitutes a complete game. A game called for weather after the 3rd full inning will revert back to the score at the start of the previous completed inning (Example: The visiting team is leading 7-6 in the bottom of the 4th when the game is called for weather. The score reverts to the previous completed inning which was the 3rd. The score after 3 full innings was 6-5 in favor of the home team. The home team wins 6-5 and the game is considered complete.) Games called for weather prior to the completion of 3 full innings OR the home team leading in the bottom of the 3rd will be rescheduled IF possible and will simply restart from the beginning.