



2019 FIELD OF DREAMS FALL SOFTBALL RULES

MUST PLAY/PARTICIPATION Revised 1/1/2019

1. All players must play a minimum of 6 defensive outs.
2. If a game does not go four innings or if a team has 13 or more players, then all players must play at least 3 defensive outs.
3. A player under disciplinary action need not play. Said player must be reported to the umpire, opposing coach and scorekeeper.
4. No player is eligible to compete in any game unless his/her name is placed on the roster by the Director in the team's hometown.
5. In case of an injury and said player is not able to play, that player's name must appear in the scorebook with an injury notation.

TIME LIMIT

1. Starting time is the scheduled start time.
2. First game grace period is 5 minutes. Official time is kept by the home plate umpire or someone of his/her choice.
3. Four innings constitutes a game, if play is stopped because of inclement weather, power failure, darkness or curfew.
- 4 Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken

RUNNING

1. There will be an 8' radius circle marked around the pitching rubber.
2. Once the pitcher gains control of the ball in the circle any runner off base must commit to advancing to the next base or returning to the previous base (Softball only).
3. The commitment must be made immediately and is irreversible unless the pitcher loses control of the ball. PENALTY: Runner is OUT.

BATTING

1. Every player (roster batting) will be in the line-up.
2. All must have a turn at bat before the first batter may bat again.
- 3 Batting helmets are required to have face masks.

SPECIAL RULES

1. Free substitution is in effect for all players. **NOTE:** if the pitcher leaves the playing field, the pitcher cannot pitch the remainder of the game.
2. Substitution for pitchers will be limited. The number of times a pitcher can appear on the pitching mound will be twice each game.

3. Run rule: 15 runs after 3 innings or 10 runs after 5 innings, in U10, U12, and U14 girls. U8 girls will be 15 runs after 5 innings.
4. The home team bench shall be the 1st base side if not marked otherwise.
5. The official scorekeeper shall be the home field scorekeeper.
6. All substitutes must be reported to both scorekeepers.
7. Scorekeepers should check scores after each inning to insure proper score.
8. No player may participate on two Recreation teams in the same age division within a community governed by the Kaw Valley League.
9. Games are not to start with less than 7 players. This constitutes a forfeiture.
10. In case of injury and no eligible players, the game may continue with 6 players.
11. There will be no automatic out for teams playing with less than the recommended number of players.
12. A courtesy runner may be used when the catcher of the offensive team is on base and there are two outs.
13. Rainouts: Rain out games will be rescheduled.
Also, if a game is rescheduled and is rained out a second time, it may not be rescheduled.
14. Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering of own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected, third infraction game forfeited.
15. Steel cleated/spiked shoes will not be allowed.
16. Umpire decisions or games may not be protested.
17. The use of tobacco products and/or alcoholic beverages will not be allowed on the field of play or in the dugout. The use of tobacco products and /or alcoholic beverages at practice is strongly discouraged.
18. Any coach or parent ejected during any game will not be allowed to coach or attend the next game.
19. No taking batting practice before any game on the infield.

FIELD OF DREAMS SOFTBALL LEAGUE 2019 U8 GIRLS RULES Revised 1/1/2019

- **AGES:** 7-8 Participants cannot be 9 years of age before Jan. 1 2019
- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 35'
- **BALL SIZE:** 11" White or Yellow, white stitch
- **TIME LIMIT:** 65 minutes or 6 innings

Coach Pitching Rules

1. In U8 the coach of each team, or his designee, will pitch to his own team.
2. There will be no walks.
3. There will be seven pitches to the batter or a strikeout whichever occurs first.
4. A foul ball on the third strike is not considered an out, if the batter fouls the seventh pitch, one and only one more pitch will be given.
5. The coach must pitch the ball according to USSSA rules. (Starting with both in the circle).
6. Teams may change the pitcher coach once each game.
7. A “defensive pitcher” will be positioned next to the pitching coach

PITCHING MACHINE RULES (Basehor teams only its optional)

1. Will have the option to use a pitching machine.(Only for Basehor teams only)
2. There will be no walks.
3. There will be 5 pitches to the batter or a strikeout whichever occurs first.
4. A foul ball on the third strike is not considered an out.
5. The Coach will assist with the pitching machine at all times. If batted ball hits machine the batter will be awarded first base only.
6. A “defensive pitcher” positioned next to the pitching machine.

DEFENSIVE COACH

1. In U8 a defensive coach is permitted in the field. The coach shall stand behind second base. The coach may not touch players or the ball.

2. Defensive players fielding the ball must attempt to throw the ball, not roll it.

BATTING

1. Every player (roster batting) will be in the line-up.
2. An inning will be called when the 5th run crosses home plate.
3. If a batted ball remains inside the 8' circle in front of home plate, the ball is foul.
4. **Bunting is allowed only when girl is pitching. No bunting when coach pitches..**
5. **Batting helmets are required to have face masks.**

RUNNING

1. No stealing, no lead offs, runners cannot leave the base until the ball is hit.
2. **Runners can advance 1 base on an overthrow to 1st base.** On a batted ball runners may advance at their own risk UNTIL the ball is returned to the pitcher in the circle. Runners cannot advance until ball is batted.
3. Once the pitcher gains control of the ball within the 8' circle, play ceases, and the half-way rule will apply to all runners. Pitcher may not throw the ball once the ball goes back to the 8' circle.
- 3a. The lead runner if not half-way will be sent back to the previous base, thus sending any trail runner back to a previous base. Exception: The batter will not be sent back to home plate.

SPECIAL RULES

1. No infield fly rule.
2. During the regular season, if a game is tied after regulation, the game will end in a tie. No extra innings will be played.
3. Teams may field 10 players, six in the infield and four in the outfield beyond 10 feet of the baseline or behind the white marks which are on the field.
4. If a team is down by more than five runs, the game will be called at the time limit.
5. **All catchers are required to wear all equipment at all times.**

*Any rules not covered in the above shall fall under the general rules written by the Kaw Valley League and "ASA" rules which will be under the jurisdiction of the home field Director.

FIELD OF DREAMS SOFTBALL LEAGUE 2019 U10 GIRLS RULES Revised 1/1/2019

- **AGES:** 9-10 Participants cannot be 11 years of age before Jan. 1 2019
- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 35'
- **BALL SIZE:** 11" Yellow
- **TIME LIMIT:** **65 minutes or 7 innings**

BATTING

1. Every player (roster batting) will be in the line-up.
2. An inning will be called when the 5th run crosses home plate.
3. No bunting is permitted, batter must take a full swing.
4. **Batting helmets are required to have face masks.**

PITCHING

1. A player pitcher will pitch to each batter.
2. There will be no walks. **When the player pitcher gets to a four balls (not pitch) count,** the coach will finish pitching to the batter. The batter will either put the ball in play or strikeout.
3. The coach will have a maximum of three pitches once he or she is called to pitch. Exception: The batter fouls the last pitched ball. Batter is allowed to continue batting.
4. **The batter does not have to swing until the third pitch.** NOTE: if the batter has 0 strikes when the coach begins pitching, the first and second pitches are considered

strikes if not swung at. However, if a batter has 2 strikes when the coach begins pitching swings and misses the first pitch that is the third strike, the batter is out. If the last ball is fouled tip she gets two more pitches if fouled off again twice she is out.

5. The batter will receive first base if hit by a pitched ball from the player pitcher.
6. The coach must pitch the ball according to ASA rules. (Starting with both feet in the circle).
7. A “defensive pitcher” will be positioned next to the pitching coach.
8. Pitcher coach cannot tell the batter when or when not to swing.
9. Teams may change the pitcher coach once each game.

RUNNING

1. No lead offs, runners can steal 2nd and 3rd base once the ball is pitched. No stealing home is allowed.
2. The batter may not run on a dropped third strike.
3. The batter may advance one base at her own risk on an overthrow at first base.

SPECIAL RULES

1. No infield fly rule.
2. During the regular season, if a game is tied after regulation, only one (1) extra inning will be played. If after one extra inning, teams are still tied the game will end in a tie.
3. Teams may field 10 players, six in the infield and four in the outfield beyond 10 feet of the baseline or behind the white marks which are on the field.
4. If a team is down by more than five runs, the game will be called at the time limit.

*Any rules not covered in the above shall fall under the general rules written by the Kaw Valley League and "ASA" rules which will be under the jurisdiction of the home field Director.

- 5 Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken

FIELD OF DREAMS SOFTBALL LEAGUE 2019 U12 GIRLS RULES Revised 1/1/2019

- **AGES:** 11-12 Participants cannot be 13 years of age before Jan. 1 2019
- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 40'
- **BALL SIZE:** 12" Yellow
- **TIME LIMIT:** 65 minutes or 7 innings

BATTING

1. Every player (roster batting) will be in the line-up.
2. An inning will be called when the 5th run crosses home plate.
3. Batting helmets are required to have face masks.

SPECIAL RULES

1. If a team is down by more than five runs, the game will be called at the time limit.
2. The number of players a team shall field is nine.
3. Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken.
4. Batting helmets are required to have face masks.

SEE "USSSA" RULEBOOK

Any rules not covered in the above shall fall under the general rules written by the Kaw Valley League and "USSSA" rules which will be under the jurisdiction of the home field Director.

FIELD OF DREAMS SOFTBALL LEAGUE
2018 U15 GIRLS RULES
Revised 1/1/2019

AGES: 13-15 Participants cannot be 16 years of age before Jan 1 2019

- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 40'
- **BALL SIZE:** 12" Yellow Softball
- **TIME LIMIT:** 65 minutes or 7 innings

SPECIAL RULES

1. Every player (roster batting) will be in the line-up.
2. An inning will be called when the 5th run crosses home plate..
3. Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken
4. Batting helmets are required to have face masks.

SEE "ASA" RULEBOOK

Any rules not covered in the above shall fall under the general rules written by the Kaw Valley League and "ASA" rules which will be under the jurisdiction of the home field Director.