

EAST VALLEY SOFTBALL

RULES ADDENDUM

See the EVBaseball Local Rules for Parent/Player/Coach Conduct rules, as well as rules common to all divisions. Where this addendum and the EV common rules are in conflict, this addendum shall supersede.

SOFTBALL DIVISION

1. Six (6) innings shall constitute a game. Championship game played 6 innings, no time limit.
2. A ninety (90) minute time limit is in effect. Spring = No new inning may start after time has elapsed, and the current inning must be completed. Fall = drop dead at one-hundred (100) minutes. Score will revert to the last full inning completed unless the home team is winning at time drop dead is reached.
3. An inning is defined as three (3) outs or five (5) runs. There is no game mercy rule, only the 5 run limit per inning.
4. Pitchers may pitch only 2 innings consecutively. A pitcher may pitch a 3rd inning in a game, but only after another pitcher has completed at least 1 full inning pitched.
5. Pitchers/catchers may only play those positions no more than a combined 3 innings in any one day. IE. 2 innings pitched and 1 inning at catcher.
6. All players will bat. Eight (8) players must be present at game time. Less than 8 players will result in a forfeit.
7. No player may sit defensively for a second inning until all players have sat for at least 1 defensive inning. No player may sit for a third until all players have sat for 2, etc.
8. Players arriving late must be added to the bottom of the lineup. Any innings missed will be considered as them having sat.
9. Up to ten (10) players may play defensively, with the 10th player being an additional outfielder.
10. Pitchers are allowed only 4 hit batters per game. After the 4th hit batter, the pitcher must be replaced.
11. The "infield fly" rule will be in effect.
12. Free defensive substitutions shall be allowed, with the exception of previously listed pitching restrictions.
13. Base runners may steal second or third base throughout the season but must remain in contact with the base until the pitch crosses the plate. Players may not steal/advance on an errant or dropped throw from the catcher to the pitcher.
14. A runner, no matter what base they start from, may only score on a batted ball or being forced home on a walk or hit-by-pitch. *There is no stealing of home.* If a runner starts at first or second, he may steal as far as third base but go no further. When the ball is batted into play, all runners may go as far as they can at their own risk.
15. No player may play the same infield position more than two innings per game. And no player may play the infield more than four innings per game. The positions of Pitcher and Catcher are defined as "infield positions". *Clarification:* Switching from IF to OF during an inning will still count as one (1) IF inning. Switching from one IF position to another IF position within the same inning will count as only one (1) IF inning, but also as one (1) inning at each position.
16. The umpire will declare the play dead once the pitcher has possession of the ball within the pitching circle.
17. A runner may advance **only one (1) base**, at the runner's own risk, on any overthrown ball to any base or the pitcher. Only 1 overthrow advancement is allowed per play, not the continuation of one. If the runner does advance one (1) base, the ball will be considered dead and play will be stopped. On an overthrow, once the runner/s advance 1 base, the play will be called "dead" and no further advancement of any runner may take place.
18. On a walk or hit batter, the ball is dead and no runner advancement may occur. In the case of a runner attempting to steal on ball four, the runner will be sent back to the base in which he came, and will only be allowed to advance due to being forced to the next base.
19. A maximum of 4 outfielders are allowed. **Outfielders may not enter the infield to make a play.**
20. Only official USA Softball certified bats (with 2 1/4th inch barrels) may be used.