



2010 LSO/MYO Fall Ball Rules

Rules Common to all Leagues

1. All rules not specifically modified will be played under USSSA Rules for Softball.
2. All teams provide their own insurance and equipment (LSO will provide for LSO teams).
3. The home team shall furnish an official scorekeeper, **NEW** game ball and good used ball for backup.
4. A team can begin a game with only eight (8) players. Upon the arrival of the 9th or 10th player the player may enter the game at the next stoppage of play. A team shall not be penalized, if due to injury or illness, the team falls below the eight player minimum after the start of the game.
5. Coaches are held responsible for the conduct of players and fans of their team. If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team.
6. **No infield warm-ups.** Teams should warm-up on the sidelines or open areas.
7. **No hitting balls against chain link fences.**
8. **No Hit sticks are to be used once the first game begins at any park.**
9. CONTINUOUS BATTING: A continuous batting rule will be used allowing managers to bat all of the players in attendance. In the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that player's turn comes up in the batting order. If a player is EJECTED, the team involved **MUST TAKE AN OUT** when that spot in the order comes up.
10. Unlimited substitution is allowed.
11. Courtesy Runner: A courtesy runner may be used for the pitcher or catcher at any time. The runner shall be the player that made the last out, or in the first inning, the last batter in the line-up. To help expedite the game, a courtesy runner should be used for the catcher if they are on base and there are two (2) outs.
12. No protests. Umpires decisions are final.
13. **MUST PLAY RULE:** Every player who is present for a game **MUST PLAY AT LEAST 2 INNINGS OF DEFENSE AND BAT ONCE PRIOR TO THE END OF THE FOURTH INNING.** Violators will be subject to forfeiture of the game. **EXCEPTION:** If a player is present, but is injured or is being disciplined by the coach, and will **NOT**

be playing, the home plate umpire and opposing coach **MUST BE NOTIFIED PRIOR TO THE START OF THE GAME**. The coach has the option of playing or benching a late arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must be noted in the score book.

14. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)
15. All teams will play 6 inning games maximum.
16. **RUN RULE:** If the winning team leads by 12 runs after the losing team bats in the 5th inning, the game is over.
17. **TIME LIMIT:** No new inning shall start after the time designated below. Drop dead times in the older leagues mean that the game ends on that batter. Ties are permitted. No standings are kept.
 - a. **8U** – No new inning after 1 hour and 20 minutes.
 - b. **10U** - No New Inning after 1:30; Drop Dead at 1:45pm.
 - c. **12U and Older** – Drop Dead at 1:45pm
18. **RUN LIMIT:** When a team scores 5 runs in an inning the inning ends IMMEDIATELY after the 5th run crosses the plate. Example: Team "A" has bases loaded, no outs, and the 5th run will be scored by the girl on third base. Even if batter hit's a grand slam home run, **ONLY THE RUN ON THIRD BASE COUNTS**. **EXCEPTION: THE PER INNING RUN RULE WILL BE LIFTED IN THE 6TH INNING ONLY!** It will remain in effect for all prior innings, even if a team is down by more than 5 runs and the game is about to end due to Per Game Run Rule #7, or the Time Limit Rule #8.
19. No tobacco in the playing area or dugouts. No alcoholic beverages permitted.
20. **Intentionally** throwing of equipment will result in the player being ejected for the game. **Unintentionally** throwing of the equipment will be an out after one warning per team (at the discretion of the umpire)
21. Equipment: Batting helmets are required with facemasks. All catchers will wear required chest protectors, masks, shin guards and helmets.
22. Expedite the Game: Umpires are being instructed to strictly adhere to the rules between half-innings for getting teams quickly on and off the field. In addition, umpires are urged to follow the 60 second time limit for getting teams on the field. If a team is taking too much time, the umpire can call a ball on the first batter for each 10 seconds late. Pitchers will be allowed five pitches between half innings in the first inning only and only three pitches between half innings from the second inning on
23. The League strongly recommends that a coach consider removing a pitcher that has hit numerous batters and/or displays little or no pitch control during the game.

10 and Under Rules

1. Umpires are instructed to be flexible with the pitchers due to the fact that this age group represents the beginning level of instruction. We encourage umpires to discuss technical flaws in pitching mechanics with coaches **after** the game, rather than holding up the game. Coaches are also advised not to hold up games by "nit picking" the technical flaws of the opposing pitchers.
2. An eleven (11) inch ball will be used.
3. This age group will allow teams to play up to 10 players in the field (6 infielders including pitcher & catcher, and 4 outfielders). Outfield positions must be at least 20 feet behind the normal base path at the start of the pitch.
4. Batters will be declared out when the catcher drops a third strike. Base runners can still advance in this situation with less than two outs.
5. **STEALING:** A base runner can attempt a steal of the next base when the ball leaves the pitcher's hand. Base runners are limited to stealing one base per legal delivery. **NO STEALING OF HOME IS ALLOWED.** After the pitch, a runner on third may advance home if there is an attempt made to pick them off of the base. The runner must still adhere to the one base per legal delivery requirement, meaning that they must have already acquired third base at the time of the pick-off attempt. A runner that steals third base cannot advance to home on an errant throw from the catcher that is an attempt to put them out on the steal.
6. Stealing second base in conjunction with a base on balls is not allowed.
7. Infield fly rule is not in effect.