



Age Division Supplemental Rules

Adopted 9/8/2023

6U Supplemental Rules

6U season will be completed in 3 phases.

Phase dates will be determined by the UIC/Board and shared each season.

General rules

1. No umpires are provided for 6U games and no official score will be kept.
2. An Official Game shall be two (2) innings with no new inning after fifty (50) minutes of play.
3. Official ball is a 10" Rawlings RIF-1 Soft-Dot softball, 10' Champro, or ball determined by Operational VP.
4. Three (3) offensive coaches are allowed on the field (pitcher, first base and third base).
5. Two (2) defensive coaches are allowed on the field.
6. Coach Pitch
 - a. All 6U games are Coach Pitch.
 - b. Designated pitchers must have at least one foot in the pitching circle when the ball is pitched.

- c. Each batter will be offered three (3) pitches with additional pitches for fouled last pitches.
 - d. If no pitch is hit in fair territory, the batter will be allowed swings from a tee.
 - e. Bunting is not permitted.
7. Late players should be added to the bottom of the lineup

Phase 1

- 1. Teams will bat through the entire lineup each half inning
- 2. The last batter in the lineup is encouraged to touch all bases.
- 3. Runners will advance station to station per hit.
- 4. Runners will not advance on overthrows or when the ball has been returned to the infield.
- 5. Runners making an out via strikeout, force out, or tag out will remain on their respective base.
- 6. If three defensive outs are made; the players will remain on their base.
- 7. All players can play defense at one time. Infield will consist of pitcher, 1st base, 2nd base, 3rd base, and shortstop. Outfield will consist of the balance of team players.

Phase 2

- 1. Teams will bat through the entire lineup each half inning
- 2. Outs will be attempted and one each set of 3 outs are made the bases will be cleared.
- 3. Team on offense will continue to bat around until the last batter has batted.
- 4. Once the last batter has batted, teams will switch offense and defense.

Phase 3

- 1. Team will begin to keep runs scored
- 2. Players can advance 1 base per infield hit, 2 bases per out field hit.
- 3. Max runs per inning three (3).
- 4. Offense and defense will switch sides once 3 outs are made or 3 runs have scored.

8u Supplemental Rules

The 8u Divisions will be playing regulation USA Softball rules with the following supplements.

Length of Games and Ties:

- 1. No new inning shall start after the established seasonal game time limit set by the UIC and/or Board, the inning must be completed unless Drop Dead time limit has been established. The length of the game is contingent on the umpire's judgment of weather and darkness. The umpire keeps the official time of the game. It is necessary for the official scorekeeper to get an official starting time from the umpire at the start of the game.
- 2. A tie game reaching the time limit will remain a tie. Games tied after seven (6) innings, but not reaching the time limit will continue until the tie is broken or the time limit is reached. The International Tie Breaker Rule will be in effect after seven (6) innings.
- 3. Any game, which is called by the umpire, will be a regulation game if one hour of playing time has elapsed.
- 4. During the coach pitch part of the season, coaches for the defensive team may be on the field to help instruct their players, but the coaches must remain in the outfield and not hinder the flow of the game.
- 5. If this becomes a distraction then the Executive Board may choose to discontinue having coaches on the field.

Pitching:

- 6. All pitchers must wear a face mask when delivering pitches from the pitcher's mound.
- 7. Coach Pitch – This will be gradually phased out with a tiered Phase timeline. Each "Phase" will be determined by date by the UIC and/or board and will be disseminated through informational season emails.

- a. Phase 1) Coach Pitch for ALL walks from Opening Day through Phase 1 date end.
- b. Phase 2) Coach Pitch when bases-loaded walks from Phase 2 date through Phase 2 end date.
- c. Phase 3) All Walks are valid from Phase 3 through the end of the season (including TOC).
 - i. Coach Pitch rules:
 1. Designated Pitcher must have one foot on the rubber.
 2. Coach offers up to three (3) pitches.
 3. Fouled third strike or pitch receives another pitch.
 4. No bunting allowed on Coach Pitch

3. Playing Time:

Every player shall play a minimum of two (2) innings in the field per game. No player may sit two innings in a row.

A continuous batting order rule is in effect where all players bat in the same order every inning. If a girl is injured and not able to continue to play, her spot in the batting order will be recorded as an out only the first time she would have batted. If a girl is injured running the bases and is unable to continue as a runner, the last batter before her in the lineup, not on base, will replace her as a pinch runner.

Ten (10) players are allowed to be played defensively. The extra fielder must be played in an outfield position. All outfielders must be in an outfield position prior to each pitch, but may move anywhere after the pitch. An outfield position is defined as being in a position and at a depth normally played by an outfielder. If you have questions about the depth, ask your umpire.

Unlimited defensive substitution is allowed for all players, except for pitchers. All rostered players must appear on all lineups. Absent players must be marked accordingly on the lineup sheet for the official scorekeeper.

Pitchers being removed from the pitching position may be returned to that position only one time provided that the pitcher has never been removed from the defensive lineup. Once a pitcher has been removed from the defensive lineup, that player may not return as a pitcher in that game.

4. Four Run Rule:

If a team scores four (4) runs in any one inning, except the sixth inning, their half inning is ended regardless of the number of actual outs at the time. Only four (4) runs count officially regardless of how many may score.

If either team leads by ten (10) runs after five (5) or more complete innings, the game shall be terminated by the plate umpire and shall be a complete game.

5. Protection and Safety:

All defensive players shall wear a face mask.

Catcher's throat protectors, and batting helmets and NOSCAE face guards are mandatory.

Batting helmets must be worn at all times by all players at bat, on deck, and running the bases. Helmets must remain on batters, runners, and youth base coaches until they return to the dugout. Players not leaving helmets on while in the field of play are subject to ejection by the umpire. Players warming up pitchers must wear a catcher's helmet with face mask and throat protector. Ice hockey style masks are allowed.

6. Dugouts and Infield Practice:

The home team is located on the first (1st) base side and the visiting team is located on the third (3rd) base side.

Field preparations and back-to-back game times do not allow for infield practice. It is up to the coaches or manager to warm up at the nearest, convenient area that does not interfere with spectators and visitors.

7. Players and Pool Players:

A game may start with only eight (8) players. The missing player must be placed at the end of the lineup in the scorebook. An out will not be recorded each time the missing player is scheduled to bat. The official scorekeeper must notify the umpire at that time.

A pool player may never be used if ten regular team members are available. The intent of the pool player allowance is to fill in a team so that the game can be played, not to improve, strengthen, or create a new team.

Pool players must be taken from the following:

1. From the same age division for the current season
2. From the lower division

8. Stealing:

Runners, when stealing, are only allowed the base that they are advancing to (one stolen base per pitch). They are not allowed to advance past that base even if the ball is over-thrown or missed. The intent of the rule is to encourage the catchers to attempt to throw the runner out.

The ball is alive and in play on a steal. A runner not standing on a base can be declared out.

A runner in sole possession of an illegally stolen base shall be returned to the correct base, without liability to be put out, when the ball becomes dead. A runner standing on a base alone cannot be tagged out.

A runner at third (3rd) base may not steal home. A play at a base or an overthrow to the pitcher does not release the runner.

A runner on third (3rd) base may score:

- a. On a fair, batted ball.
- b. On a fair or foul fly ball that is legally caught and the runner has legally tagged up before going home.
- c. On an illegal pitch.
- d. On a walk, if forced.
- e. On catcher's interference, if forced.

9. Miscellaneous Playing Rules:

The dropped third strike rule is not in effect.

No infield fly rule.

No stealing home.

10u/12u/14u/16u Supplemental Rules

The 10u, 12u and 14/16u Divisions will be playing regulation USAS rules with the following supplements. A copy of these supplemental rules should be placed inside the official scorebook and reviewed by both managers and umpire before every game.

1. Length of Games and Ties:

No new inning shall start after the established seasonal game time limit set by the UIC and/or Board, the inning must be completed. The length of the game is contingent on the umpire's judgment of weather and darkness. The umpire keeps the official time of the game. It is necessary for the official scorekeeper to get an official starting time from the umpire at the start of the game.

A tie game reaching the time limit will remain a tie. Games tied after seven (7) innings, but not reaching the time limit, will continue until the tie is broken or the time limit is reached. The International Tie Breaker Rule will be in effect after seven (7) innings.

Any game, which is called by the umpire, will be a regulation game if one hour of playing time has elapsed.

2. Pitching:

All pitchers 8u-14u must wear a protective face mask when pitching in a game or live batting practice.

3. Playing Time:

Every player shall play a minimum of two (2) innings in the field per game. No player may sit two innings in a row.

10u, 12u, 14u/16u Division: A continuous batting order rule is in effect with the entire roster batting in the same order every inning.

If a girl is injured and not able to continue to play, her spot in the batting order will be recorded as an out only the first time she would have batted. If a girl is injured running the bases and is unable to continue as a runner, the last batter before her in the lineup, not on base, will replace her as a pinch runner.

Unlimited defensive substitution is allowed for all players, except for pitchers. All rostered players must appear on all lineups. Absent players must be marked accordingly on the lineup sheet for the official scorekeeper.

Pitchers being removed from the pitching position may be returned to that position only one time provided that the pitcher has never been removed from the defensive lineup. Once a pitcher has been removed from the defensive lineup, that player may not return as a pitcher in that game.

4. Run Rule: 10u

If a team scores five (5) runs in any one inning, except the seventh inning, their half inning is ended regardless of the number of actual outs at the time. Only five (5) runs count officially regardless of how many may score.

12u and 14/16u

If a team scores six (6) runs in any one inning, except the seventh (7th) inning, their half inning is ended regardless of the number of actual outs at the time. Only six (6) runs count officially regardless of how many may score.

If either team leads by ten (10) runs after five (5) or more complete innings, the game shall be terminated by the plate umpire and shall be a complete game.

5. Protection and Safety:

All defensive players in 6u-10U shall wear a face mask.

Catcher's throat protectors, and batting helmets and NOSCAE face guards are mandatory. Batting helmets must be worn at all times by all players at bat, on deck, and running the bases. Any players participating as a first (1st) or third (3rd) base coach must wear a batting helmet. Helmets must remain on batters, runners, and youth base coaches until they return to the dugout. Players not leaving helmets on while in the field of play are subject to ejection by the umpire. Players warming up pitchers must wear a catcher's helmet with facemask and throat protector. Ice hockey style masks are allowed.

6. Dugouts and Infield Practice:

The home team is located on the first (1st) base side and the visiting team is located on the third (3rd) base side. Field preparations and back-to-back game times do not allow for infield practice. It is up to the coaches or manager to warm up at the nearest, convenient area that does not interfere with spectators and visitors.

7. Players and Pool Players:

A game may start with only eight (8) players. The missing player must be placed at the end of the lineup in the scorebook. An out will not be recorded each time the missing player is scheduled to bat. The official scorekeeper must notify the umpire at that time.

Pool players must be taken from a lower division. A pool player may never be used if nine regular team members are available. The intent of the pool player allowance is to fill in a team so that the game can be played, not to improve, strengthen, or create a new team. Abuse of the intent of this rule will result in an immediate forfeiture of the game.

8. Miscellaneous Playing Rules:

- a. Dropped third strike rule is in effect.
- b. Infield fly rule is in effect.
- c. Stealing of home is permitted.