

SSYO RULES FOR CUB SOFTBALL-MODIFIED FASTPITCH

Updated March, 2015

The SSYO will follow Minnesota High School League rules with the following exceptions:

LENGTH OF GAME: 6 innings

No **new** inning can start after 1.5 hours after game start time. If game ends before 1.5 hours, next game will not start before scheduled time unless both coaches agree.

If after 6 innings, the score is tied and time allows, all remaining innings will be played under International Rules.

International Rules: Inning begins with runner on second base. Runner on second base is the last batter from the previous inning.

DOUBLE HEADER: A double header will be two five inning games played by the same two teams.

RAIN/DARKNESS: 4 innings

RUN RULE: A maximum of 5 runs per inning can be scored.

STEALING: NO

LEADING OFF: NO

INFIELD FLY RULE: YES

Runners advance at their own risk. Players **MUST** slide if there is a play at the base they are advancing to except first base. Player will be called "OUT" for not sliding and coach will be given a warning.

MINIMUM PLAYERS TO START GAME: 8

Team not on the field and ready to play 10 minutes after the scheduled game time will forfeit the game. Teams may play the "forfeit game" but the game will stop 15 minutes before the next scheduled game to allow for warm-up time. Umpire must officiate the "forfeit game". Players arriving late may enter the game if at the field before the end of the 3rd inning. Late players will be added to the end of the batting rotation.

Team may play with 10 players on the field (4 outfielders).

ROTATION: YES. All rostered players are in the batting lineup and there is free substitution in the field

INNINGS PITCHED PER GAME: No maximum

All styles of pitching are allowed (i.e. windmill, sidearm, etc)

Any ball thrown in the strike zone is a legal pitch with no concern to the arc or lack of arc.

DIMENSIONS: 60'

PITCHING: 35'

LENGTH OF SEASON: 8 Games – No End of Season Tournament

Season begins mid-April (Weather permitting)

UNIFORMS:

Players must wear matching shirts with numbers. Uniform pants are not required but players **MUST** wear long pants (i.e. sweatpants or jeans). **No player will be allowed to play softball wearing shorts as uniform pants.**

EQUIPMENT:

12" Fluorescent ball.

All batters and base runners MUST wear helmets with face masks.

Helmets and full catchers equipment required. This includes chest protector, facemask with throat guard, helmet and shin guards.

OTHER:

Any player, coach or official with an open bleeding abrasion/cut will be immediately removed from the playing area and will not return to play until bleeding is stopped and area cleansed.

Only a player on the field may appeal missed base before next pitch. Player should notify umpire. It is not necessary to throw to the missed base.

SSYO follows High School League rule of 4-3 in regards to balls and strikes.

Ball is dead until put into play by the batter. Runners may not advance.

HOME TEAM:

Home team is designated by flip of coin by umpire **ONLY** if game is a neutral site game.

Home team is responsible to keep the official scorebook and email score to ssyomn@aol.com as soon as possible after game is completed.

Each team will provide two game balls per game.

COACHES:

Only two coaches are allowed on the bench during games. A third person may be on the bench as scorekeeper for the team but he/she is not allowed to participate in coaching.