

SSYO RULES FOR VARSITY SOFTBALL Fastpitch March 2016
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 Maximum of 10 runs per inning!

STEALING YES with the pitch

LEADING OFF YES with the pitch

INFIELD FLY RULE YES

*****INFIELD FLY RULE – 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 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.

SUBSTITUTION/RE-ENTRY Optional

*If a team chooses substitution they must follow the high school re-entry rule.

ROTATION/FREE SUBSTITUTION Optional

** If a team chooses rotation there is free substitution in the field.

Coaches must decide before the game if they are batting only nine players (Substitution) OR batting the entire roster (Rotation) and advise the other coach and the umpire of their decision.

Coaches must give opposing coach and the umpire the line up before the start of the game.

Both teams **DO NOT** have to choose the same option concerning batting. One team may decide to bat their entire roster and the other team has the option of batting their entire roster or bat only nine players.

INNINGS PITCHED PER GAME No Maximum

DIMENSIONS 60'

PITCHING 43'

LENGTH OF SEASON 10 GAMES + PLAYOFFS

Season begins Mid-April (Weather permitting).

Playoffs – Saturday before Memorial Weekend (Single Elimination)

SSYO RULES FOR VARSITY SOFTBALL Fastpitch March 2016

UNIFORMS **Players** must wear a full uniform. Matching shirts with numbers and matching pants. If hats are worn, they must be uniform and matching.
No player will be allowed to play softball wearing shorts as their uniform pants.

EQUIPMENT **Girls Softball** – 12” fluorescent ball. Face masks are mandatory.

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

- Requires helmets and full catcher’s equipment. This includes chest protector, facemask with throat guard, helmet and shin guards.
- Only a player on the field may appeal missed base before next pitch. Player should notify umpire. Not necessary to throw to the missed base.
- SSYO follows High School League rule of 4-3 in regards to balls and strikes.

-**“HOME TEAM” DESIGNATED BY FLIP OF COIN BY UMPIRE ONLY if game is a neutral site game.**
Each team must provide two game balls per game.
Home Team is responsible to keep the official scorebook , fax scores to 952-888-0685 or email scores to ssyomn@aol.com

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.