

Softball Rules

League rules are based on the [USA Softball Participant Manual](#) with the following modifications:

4th and 5th Modified Fast pitch Rules:

1. A game is scheduled for 5 innings or drop dead at 1 hour 15 minutes. If weather conditions begin to be unfavorable during the course of the game, 3 innings will constitute a complete game. Games must begin on time.
2. A defensive team will have 9 players in the field.
3. A team must begin each game with at least 6 players.
4. A maximum of 5 runs per inning. Continuation of runners will be in effect, so a maximum of 8 runs may occur.
5. Pitching:
 - a. ABSOLUTELY NO WALKS IN THIS DIVISION! (Except when a player-pitcher hits a batter.)
 - b. We prefer that coaches will teach the “windmill” technique for fast pitch, but it is not required.
 - c. 35-foot pitching rubber with an 11-inch softball.
 - d. Balls and strikes will be called by an umpire.
 - e. A player-pitcher may begin with one foot touching the rubber.
 - f. A player-pitcher will pitch to each new batter. If after a player-pitcher reaches a 4-ball count, and the batter has not struck out or put the ball into fair play, a coach-pitcher for the batting team will enter and deliver a maximum of 3 underhand pitches. (The batter will retain her count and be held accountable for previous strikes). If a batter has not put the ball into fair play after a maximum of 3 pitches from a coach-pitcher, THE BATTER IS OUT, regardless of bad pitches from a coach-pitcher. A coach-pitcher may pitch from anywhere inside the pitcher’s circle. The player-pitcher must play even with or behind the coach-pitcher and must remain in the pitcher’s circle during the pitch. Fouls balls off a pitch from a coach-pitcher are not factored into the maximum pitches from a coach-pitcher.
 - g. No quick-pitches from the coach-pitcher. They must ensure the defense is ready first. This is for safety reasons. If an umpire determines a coach-pitcher throws a quick-pitch, they will call “NO PITCH!”, and play will be restarted.
 - h. The coach-pitcher MAY NOT interfere with a thrown or hit ball. If an umpire determines that a coach-pitcher interferes with a thrown or hit ball, the batter is out and runners will return to the base occupied at the time of the pitch.
 - i. Runners may advance as far as they can on a pitch from a coach-pitcher or player-pitcher until the play is called dead from the umpires.
6. A thrown bat will result in a warning. A 2nd thrown bat will be an automatic out. This is for the safety of everyone.
7. No metal cleats.
8. Infield fly rule does not apply.

9. No Dropped 3rd Strike. There shall be no advancement to first on a dropped third strike from a player-pitcher or coach-pitcher. Base-runners may steal on a dropped third strike, if the pitch is from a player-pitcher only.
10. Bunting and stealing are allowed on a pitch from a player-pitcher only. Bunting and stealing ARE NOT allowed on a pitch from a coach-pitcher. Runners may advance/steal home on an overthrow to third base, a passed ball on the catcher, and an errant throw back from the catcher to pitcher. Stealing home is only applicable on a pitch/passed ball/throwback from a player-pitcher only.
11. For base awards on an overthrown ball that goes out of play please see Rule 8.5.g.2 (p.94)
12. A base runner may leave their base AFTER the player-pitcher releases the ball.
13. Play is considered dead when the pitcher has the ball inside of the pitcher's circle. Continuing to run when the ball has reached the infield, but not in the pitcher's circle, is allowed, but it is not a good technique to teach to players.
14. Runners must slide when necessary to avoid a collision. If the umpire determines a player could have slid to avoid a collision, the runner can be called out, and the play is dead. Likewise, basemen should avoid playing on top of the bag and allow to base runners to run without contact. If an umpire determines a baseman has impeded the progress of the runner, the runner may be awarded the next base.
15. No abusive language or behavior will be tolerated from coaches, teams, fans or umpires. Everyone please treat each other with respect. If questions arise, discuss the matter with the umpire before or after the game.
16. Rain Outs: Please check the City of Iona Facebook page or your email for rain outs. Coaches will then be responsible to contact all team members. Be prepared to play make-up games on Friday of the same week as the rainout. If your team has two rainouts in one week, you will only remake the first rained out game. Make-up games will not be rescheduled if you are unable to attend.

Rules may change at Director's discretion. Please be compliant.