

# Tri County Girls Softball

## Bronco Softball Rules (2-28-25)

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### Playing Field

- **Pitching Distance:** 40 feet
- **Base Lines:** 60 feet

### Equipment

- **Softball:** Standard 12-inch, max compression 375 lbs., max COR .47.
- **Uniforms:** All players must wear matching team uniforms.
- **Cleats:** Rubber cleats only; metal cleats are prohibited.
- **Helmets:** Must have a face mask and double ear flaps for all batters, base runners, and on-deck hitters.
- **Catchers' Gear:** Includes mask with throat protector, body protector, helmet, and shin guards.
- **Jewelry:** Not permitted during games.
- **Infield Masks:** Strongly recommended for all infielders.
- **Bats:** Must be ASA fastpitch-approved, barrel max 2.25 inches.

### Players & Substitutions

- **Age Limit:** Players must be **12 years old or younger** as of **September 1** of the current year.
- **Minimum Players:**
  - 9 players required, but may play with 8 without penalty.
  - Less than 8 players results in a 15-minute grace period before forfeit.
- **Playing Time:** Each player must play at least 2 defensive innings.
- **Team Transfers & Roster Additions:**
  - Players cannot switch teams within the conference.
  - New players require league president approval.
  - Mustang players may play up to 2 games in the Bronco division before permanent transfer.
- **Playoff Eligibility:** Players can only compete for one team in playoffs.
- **Re-Entry & Pitching Restrictions:**

- **Defensive Substitutions:** Unlimited with continuous batting order.
- **Starting Players:** May re-enter the game at any time.
- **Pitchers:**
  - A starting pitcher may re-enter once.
  - Non-starting pitchers cannot re-enter as a pitcher once removed.

## Game Regulations

### Regular Season Games

- Two 1-hour, 5-minute games (Drop-Dead Time Limit).
- Home and away teams alternate between games
- Play continues until the current play concludes when time expires. (No new play shall start once time expires)
- Winner determined by score at time of expiration.
- **Pitching Limit:** Max 7 innings per day.
- **Run Limit:** Max 5 runs per inning (except final inning).
- **No Run** Limit in the 7th inning
- \*Game time will begin immediately after Coaches meeting
- **Run Rules:**
  - 15-run lead after 4 innings.
  - 10-run lead after 5 innings.
- **Injury/Illness Exception:**
  - Player may be removed without penalty.
  - If removal drops team roster below 8 players, game is forfeited.

### Pitching Rules

- **Warmups:**
  - 5 pitches between innings.
  - 10 pitches for new or re-entering pitchers.
- **Hit Batters Rule:**
  - A pitcher must be removed after hitting:
    - 3 batters in one inning OR
    - 5 batters in a game.
  - Replacement pitcher is treated as a starter for substitution purposes.
- **Time-Outs:**
  - Coaches may request a time-out only after play is complete and pitcher holds possession within the 16-foot circle.
- **Catcher Warm-Up Rule:** If a coach warms up the pitcher, catcher must finish remaining pitches.

### Batting Rules

- **Batting Order:** Continuous order; late arrivals added to the bottom.
- **Thrown Bat Rule:**
  - 1st offense: Warning.
  - 2nd offense: Automatic out (no base-runner advancement).
  - Intentional throwing: Immediate ejection (no base-runner advancement).
- **Bunting:** Allowed.
- **Hit-by-Pitch:** Batter awarded first base (even if ball hits ground first).
- **Dropped Third Strike Rule:**
  - Batter may advance if:
    - First base is unoccupied with less than 2 outs, OR
    - There are 2 outs.
- **Infield Fly Rule:**
  - Batter is out if:
    - Runners on 1st & 2nd OR 1st, 2nd & 3rd, with less than 2 outs.
  - If the ball curves foul, it is ruled a foul ball.

## Base Running Rules

- **Avoiding Contact:**
  - Players must avoid unnecessary contact.
  - Failure to slide and causing contact results in an out.
  - No sliding into 1st base.
- **Stealing:**
  - Allowed once the ball leaves the pitcher's hand.
  - Leaving early results in an out.
  - If the catcher drops the ball, the runner may still steal.
- **Courtesy Runner:**
  - Allowed for pitcher and catcher at any time.
  - Runner must be the last player put out.

## Umpires

- **Tri-County recommends 2 umpires per game.**
- **Minimum umpire age:**
  - **16+ years old:** Must have **2 umpires** if under 18.
  - **18+ years old:** Only **1 umpire required**.
  - If scheduled umpires fail to show, the game is rescheduled at the visiting team's convenience.

## Sportsmanship & Conduct

- **Positive communication encouraged.**
- **Negative chatter towards opponents prohibited; may result in forfeit.**
- **Good sportsmanship, teamwork, honesty, and respect are league priorities.**

## Game Termination

- **If a game is called due to darkness, final score reverts to the last completed inning.**

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## Tournament Rules

- All tournament schedules **will be played as scheduled**.
- **Scheduling conflicts due to school, weather, or league-approved events must be submitted by town presidents to the tournament host before the first scheduled game.**
- A regulation game will consist of seven innings. \*The last inning is defined as the 7<sup>th</sup> inning for scoring rule purposes. A game called by the umpire shall be regulation if four or more complete innings have been played. If four innings are not completed, the game is unofficial and treated as if the game was never started and must be rescheduled. All games will have 1hr 45 min. time limit, after which no new regulation inning may start.
- 15 run rule after 4 innings, 10 run rule after 5 innings.
- Teams can score 7 runs per inning, until the 7th inning which will be unlimited. \*Final inning is defined as the 7th inning for the unlimited run limit.
- Once a player has possession of the ball inside the pitcher's circle, the play is dead in this instance and no other run following this counts.
- In the event of a tie game after 7 innings or time limit + finished inning has been reached, the tie breaker rule will be in effect
  - Tie Breaker Rule: The inning will begin with no outs and the last batted out on 2<sup>nd</sup> base. Begin the inning with zero outs & play under normal rules. Complete each extra inning as if it were the last inning ( run limit in extra inning is 10) If there is no winning team after 2 extra innings, the game shall be considered a tie.
- All other rules not addressed above are governed by *ASA rules*.