



Harris Softball League Rules - 14U-18U

GENERAL PLAYING RULES:

Game play at all divisions shall utilize USSSA Official Fastpitch Playing Rules, except as specifically addressed in the Harris Softball League Rules presented here. See the link [HERE](#) for the current USSSA Official Fastpitch Playing Rules.

Players and Substitutions

Players

All players in attendance and dressed in uniform must be listed in the line-up and bat in that order for the duration of the game, even if not playing in the field. If a player shows up after the first pitch, she must be added to the line-up in the last spot. This player must play the minimum number of innings unless she arrives after the third inning. Players batting out of order are not automatically out. If the out of order situation is discovered while the player is up to bat, the correct batter finishes the at bat using the current count. If the runner reaches base and the out of order situation is discovered before the next pitch is thrown, the player who batted out of order is recorded as out. If a pitch is thrown, the correct player replaces the runner at the base achieved and play resumes without penalty (see USSSA rule book). Once a player misses her place in the batting order due to illness or an injury, she is gone for the duration of the game. An automatic out will not be charged to the team for a player who leaves the line-up due to illness or injury.

Substitute Players

In the event a team is short players for a game, the team may pull up a player(s) from the 12U league. A maximum number of three (3) players can be used by any one team during a game. You must have at least 6 rec players in the line-up prior to asking for help from 12U rec team players.

Required Playing Time

All girls must play a minimum of three full innings at a defensive position. No player can sit out for consecutive innings. There may be a maximum of nine (9) players on defense. The catcher must be in the catcher's box with full safety gear. Violation of these rules will be a ball called on the batter and all base-runners may advance one base. If less than nine (9) players are on defense, then the number of players less one must be in fair territory. Games may be played with a minimum of eight (8) players.

The Game

Game Times/Schedule

Interleague game start times may vary depending on the opponent.

Time Limits

Division	Time or Innings Allowed
14-18U	TWO HOURS or a maximum of SEVEN full innings

Any inning which has been started prior to the time limit expiring will be completed unless the home team is batting and ahead. No new inning will begin once the time limit has expired.

The time begins when the home team takes the field. A new inning begins as soon as a) the third out is recorded in the previous inning; or b) a runner scoring the maximum allowed run in the inning has crossed home plate (see run limits in the next section).

Run Rule

The "run rule" limits the amount of runs scored by one team in one inning to a maximum of FOUR runs.

Additionally, the "run rule" awards a win to a team that has a lead as follows:

Division	Lead after 4 completed innings or 3-1/2 innings if the home team is ahead	Lead after 6 completed innings or 5-1/2 innings if the home team is ahead
14-18U	15	10

When the outcome of the game has been determined and the losing team cannot win, the umpire will call the game. The losing team has the option of continuing play - time permitting.

Official Game

The game is official after the team behind in score has completed its turn at bat in the fifth inning, or the time limit has expired.

Inter-league Play

Games played against any other league shall count on the official won-loss record

Forfeit

In the event of a forfeit, the score shall be recorded as 7-0.

International Tiebreaker

During rec season, games may end in a tie. If there is still time left on the 2-hour game time, international tiebreaker will be used to complete the game. If the game is tied at the end of six (6) innings, the visiting team will put the last out batter from the inning before on second base. At the bottom of the inning the home team will do the same. No new inning starts after the 2-hour time limit.

Offensive Playing Rules

Bunting

Bunting is allowed.

Base Running

Base-runners may advance any number of bases at their own risk on any batted ball in fair territory until THE PITCHER CONTROLS THE BALL WITHIN THE PITCHING CIRCLE. Once this occurs, the runners must immediately advance or retreat to a base.

Base stealing is allowed. The runner cannot leave the base until the ball has left the pitchers hand. Leaving the base early will result in the base-runner being called out. The base-runner can advance on an overthrow or steal more than one base at a time. The base-runner may steal home.

Courtesy Runner

Pitchers and Catchers can have a courtesy runner. It will be the last out from previous inning. If no outs have happened, it's the last batter that is not a pitcher or catcher.

Defensive Playing Rules

Infield Fly Rule

Does apply.

Dropped Third Strike

Does apply.

Pitching Rules

Pitchers will be allowed to pitch entire game. Pitchers will get 3 warmup pitches first time pitching. For all other innings, only 1 warmup pitch is allowed. If a pitcher is removed and returns in same inning, no warmup pitches.