



NEW FOR 2023

Jewelry

Jewelry is permitted in all divisions of Babe Ruth League Inc. Umpires have the authority to remove anything believed to distract or increase risk to player safety. Medical alert or religious bracelets or necklaces are not considered jewelry.

Rule 8.02 (The Pitcher)

1. The pitch starts when one hand is off the ball, or the pitcher makes any motion that is part of the windup. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneously with the delivery of the ball to the batter. Towards the batter is interpreted as within the length of the pitcher's plate.
2. For a legal delivery: The pitcher is allowed to have their pivot foot remain in contact with the pitcher's plate, push off and drag away from the pitcher, or leap with both feet in the air simultaneously.

Note: Allowing the pitcher to have both feet in the air does not allow pitchers to crow-hop or re-plant. These two actions are illegal.

Illegal Pitch, Rule 8.06

Penalty – Remove the penalty of advancing a runner one base on illegal pitch for 8.01 – 8.06. All other parts of the penalty remain the same.

Courtesy Runner

Add to existing rule – After a team has used its eligible players for this rule, teams shall be allowed to use its last completed at bat to run for the pitcher or catcher.

8U COACH PITCH RULES

1. Regulation games will be a maximum of six innings, except for extra innings. In the event of adverse weather conditions, an official game will be 4 innings (3 1/2 innings if the home team is ahead). The ten-run rule is in affect once the game becomes an official game. Make-up games will be rescheduled by the scheduler at any available location within the league, on any day Monday-Saturday. Designated home and visitors shall remain as originally scheduled regardless of the location of the rescheduled venue.
2. Base distances: 60 feet. Pitching distance: 35 feet.
3. Any player who catches must wear a mask.
4. All players must wear an official league approved jersey to participate in the game, unless authorized otherwise by the League Director.
5. All players at the game bat in their correct order. If a player arrives late, then that player is added at the end of the batting order. If a player has to leave the game due to injury, then that location in the batting order is skipped and noscorekeeping action, including an out, is recorded. If the player leaves for any other non-related reason, such as another athletic event, then the player's location in the batting order will be recorded as an out.
6. Teams will use ten players in the field; with the tenth player located behind (toward the outfield side of) the baseline. No player, including the tenth player, may play ON any base. All players will play a minimum of two innings in the field. Coaches are strongly encouraged to place players at difference defensive positions throughout the game.
7. Minimum number of players to START a game is seven (7), with NO out being recorded for the 8th or 9th batters each time those turns at bat arise. **If, any time during the game, a team is down to 8 or 7 players, the game continues; with NO out being recorded for the vacated position when that missing batter's turn is up.** If at any point during the game a team is down to six (6) players, the game will be a forfeit. *OPTIONAL:* If there is no other game waiting to be played and if both coaches agree, the game may continue until time has expired; however, the official score is recorded as a forfeit.
8. The defensive player in the pitcher position must be within ten (10) feet of the coach pitcher AND to the side or behind the coach pitcher (NOT in front of the coach pitcher).
9.

Adult	Coach	Pitcher
The adult coach pitches to the batter, keeping at least 1 foot on the pitching rubber. The batter has five (5) coach pitches to complete her at bat. The umpire will <u>not</u> call balls and strikes; there are NO three-strike pitch strike-outs. If the fifth pitch is missed or not put into play, the batter is out. If the fifth pitch is fouled off, the batter will continue to receive pitches until she puts it into play, misses it or lets it pass by. There is no hit-by-pitch. IMPORTANT: The adult coach pitcher should make every effort to simulate a "flat fastpitch" to the batter. The coach should not "lob" the pitch to the batter.		
10. If the coach pitcher is struck by a hit or thrown ball, the ball will remain in play. The coach pitcher must make every effort to stay out of the way of the ball, but should be ready to receive the ball once play has effectively stopped.
11. The coach pitcher is allowed to talk to or coach the batter before the ball is pitched, but is not allowed to coach a base runner or the batter as a runner once the ball is hit. The

umpire shall give a warning to the coach pitcher and, upon the second violation, the runner may be called out at the umpire's discretion.

12. Stealing is not allowed.
13. Bunting is not allowed.
14. Advancing Bases: In order for the umpire to control the play and to avoid unfair advancement of the base runner, the league has implemented a "dead ball" rule. Umpires shall call time once the ball is in the infield (with or without ball control). The infield is defined as 15 feet on the outfield side of the base line. At that point the umpire shall determine whether the base runner should advance to the next base. The runner may only advance to the next base that they would have reached if play had continued, provided that base is not already occupied. If they are at a base and not advancing when time is called, they may not advance.
15. Overthrows. Base runners will only be allowed to advance to the base that they are advancing to at the time of the overthrow (one base on an overthrow). If they are at the base and not advancing, they may not advance. The runners will advance or be sent back at the umpire's discretion and judgment.
16. The infield fly rule will NOT be in affect.
17. Calls on the bases by umpires are judgment calls and cannot be appealed.
18. Offensive players shall make every reasonable effort to avoid contact with the defensive players at 2nd and 3rd base and home plate if a play may potentially be made at the respective base. Defensive players may not block the plate if there is not going to be a play. This is a judgment call by the umpires. Clarification shall be made between the umpire and the coaches at the coaches' conference prior to each game. Coaches are strongly encouraged to teach the players on the proper techniques for sliding.
19. No more than SIX (6) runs may be scored in any 1/2 inning per team at bat. When the game time has expired and the visitors are ahead by more than six (6) runs, the game is over. OPTIONAL: If there is no other game waiting to be played and if both coaches agree, the home team may complete their at bats; however, the official score is what it is when the time has expired as indicated above.
20. Courtesy runner. In the event of an injured player while on offense who needs to come out of the game, the offensive team may use a 'courtesy runner'. The courtesy runner will be the player who made the last out in the offensive team's lineup. If a courtesy runner is used, the injured player for whom the courtesy runner was inserted may NOT re-enter the game. When the injured player's spot in the lineup comes up to bat, the batting position is skipped; there is no penalty to the offensive team for skipping the injured player.
21. A courtesy runner may be used for the catcher; the courtesy runner shall be the player who made the last out in the offensive team's lineup. The courtesy runner cannot be used for the catcher more than once per inning, per position.
22. Except for the need for extra innings, no new inning shall start after one hour and thirty minutes of play has elapsed from the beginning of the game. The coaches should hustle their players in and out of the dugout between innings to move the game along. The home team shall keep the official time in their scorebook. Game time begins at the conclusion of the coaches/umpire conference prior to each game. The umpire shall indicate the time to each coach.
23. The head coach of the winning team shall input the game score into the SSUP app within 24 hours of the completion of the game. Failure to report the score in a timely manner could result in the winning team forfeiting their win.

24. With the exception of those rules indicated above, the current **Babe Ruth Softball** rules will be followed.
25. The league has a contractual agreement with an umpire service to provide one umpire per game.
26. Only the head coach or an assistant coach appointed by the head coach will be permitted to "discuss" situations with the umpire(s). The **HEAD COACH IS RESPONSIBLE FOR THE SPORTSMANSHIP CONDUCT OF HIS/HER PLAYERS, ASSISTANT COACH(ES), PARENTS, FANS AND SELF**. Remind your fans that they are present to teach and provide good examples to the players; and to properly conduct themselves.
27. Player Fill-in Policy. See the separate document indicating use of fill-in players.

10U MODIFIED PLAYER PITCH RULES

1. Regulation games are 90 minutes or a maximum of six innings, except for extra innings due to a tie prior to the time limit. In the event of adverse weather conditions, an official game will be 4 innings (3 1/2 innings if the home team is ahead). Make-up games will be rescheduled by the scheduler at any available location within the league, on any day Monday-Saturday. Designated home and visitors shall remain as originally scheduled regardless of the location of the rescheduled venue.
2. Base distances: 60 feet. Pitching distance: 35 feet.
3. Any player who catches, including warming up a pitcher, must wear a mask.
4. All players must wear an official league approved jersey to participate in the game, unless authorized otherwise by the League Director.
5. All players at the game bat in their correct order. If a player arrives late, then that player is added at the end of the batting order. If a player has to leave the game due to injury, then that location in the batting order is skipped and no scorekeeping action, including an out, is recorded. If the player leaves for any other non-related reason, such as another athletic event, then the player's location in the batting order will be recorded as an out.
6. Teams have the option of using a maximum of ten players in the field; with the tenth player located a minimum of 15 feet behind (toward the outfield side of) the baseline. All players will play a minimum of two innings in the field. Coaches are strongly encouraged to place players at difference defensive positions throughout the game. Minimum number of players is eight, with an out being recorded for the 9th batter each time that turn at bat arises. **If, any time during the game, a team has less than the minimum number of players (eight), the game is declared a forfeit.** *OPTIONAL:* If there is no other game waiting to be played and if both coaches agree, the game may continue until time has expired; however, the official score is recorded as a forfeit.
7. A player pitcher pitches in accordance with the adopted Babe Ruth Softball rules with the following changes:
8. Player Pitch
 1. The player pitcher pitches until the batter is either: 1) retired (e.g., strikeout, groundout, flyout, popout), 2) puts the ball in play (e.g., hit, error), or 3) is hit by a pitch, in which case the batter is awarded first base.
 2. There are no walks. If the player pitcher throws four (4) balls to a batter, the batter is not awarded first base. Instead, an adult coach from the hitting team goes to the pitching rubber and replaces the player pitcher for pitching only. The player pitcher remains to the side of the adult pitcher and will

make all subsequent defensive (fielding) plays. The adult pitcher may not “coach” batters or runners while serving as the adult pitcher.

9. Adult Coach Pitch

1. The adult coach pitches to the batter, keeping at least 1 foot on the pitching rubber. The batter has three (3) coach pitches to complete her at bat. During coach pitch, the umpire will not call balls and strikes at pitches that are not swung at. However, the strike count carries over and, on pitches swung at but not put into play, a strike is called. The batter will either: **a)** put the ball in play, **b)** be retired via strikeout, **c)** be retired after three (3) pitches if neither a nor b occur, or **d)** if the batter fouls off the third coach pitch (or subsequent coach pitches), she continues to receive coach pitches until one of a-c occurs.

1. *Example of situation b):* On a 3-1 count, the player pitcher throws ball four (4). Offensive coach comes in to pitch. On the next two (2) coach pitches the batter swings and misses. The batter is out by strikeout because she already had 1 strike from player pitch and got two more swing-and-miss strikes from the coach pitch. The batter does not receive the third coach pitch.
2. *Example of situation c):* On a 3-1 count, the player pitcher throws ball four (4). Offensive coach comes in to pitch. On the next three (3) coach pitches the batter does not swing at any of the pitches. The batter is out because the coach only gets three (3) total pitches.
3. **IMPORTANT:** The adult coach pitcher should make every effort to simulate a “flat fastpitch” to the batter. The coach should not “lob” the pitch to the batter. If, in the opinion of the umpire, the pitch is “lobbed”, then a strike will be called.
4. **Comments:** The intent for the pitching rule is to continue our transition from complete coach pitch (8U) to player pitch. This “modified player pitch” rule will allow the player pitchers to continue to learn to pitch, while at the same time move the game along without having a complete walk-a-thon. This will also facilitate better fielding skills by increasing the number of balls hit to the defense.

10. Pitcher’s Foot Placement: Please note that Babe Ruth pitching rules changed slightly in 2020. The new addition will eliminate the requirement that a pitcher must have part of her pivot foot on top of the pitchers plate. Now, the pivot foot must only start in contact with the plate. This addition will also allow the pitcher to start with the non-pivot “stride” foot in contact with or behind the plate, and allows the pitcher to step back with the stride foot off of the plate; provided the step back begins prior to the official start of the pitch, the separating of the hands. **With the new rule addition, Pitchers will have the choice to either continue with the current rule or to comply with the new addition. Both will be accepted as legal play and will not result in an illegal pitch scenario.**

11. No player pitcher will be allowed to pitch more than a maximum of nine (9) defensive outs per game, or 3 innings per game, even if fewer than 3 outs are recording in an inning. A pitcher who pitches more than nine (9) outs will be considered an illegal pitcher. One pitch

constitutes an "out". The second time a pitcher is removed the mound, she may not return to pitch in the game. A pitcher may only be installed as a pitcher twice in any one game. The penalty for violation of this rule is forfeiture of the game. A pitcher is considered being removed from the mound in any of the following situations: 1) she does not take the mound the next inning; 2) there is a break in consecutive innings or batters; 3) if she removes herself from the mound; or 4) if the coach removes her in the middle of an inning.

12. If the catcher drops the ball on a third strike, the batter is out (no "dropped third strike"). Any runners on base will be able to advance at their own risk.
13. Stealing. Only stealing from 2B to 3B is allowed. Players are not allowed to steal from 1B to 2B or from 3B to home at any time, including passed balls, wild pitches, or overthrows from the catcher to the pitcher.
14. Base runners cannot leave any base until the ball is pitched towards home plate and REACHES home plate. A runner leaving a base prior to that time shall receive a warning from the umpire and be required to return to the previous base. The first warning to a player serves as a warning to the entire team. The next time any runner from that team is caught leaving a base early, she will be called out by the umpire; "no pitch" is declared and the ball is dead.
15. Only one (1) stolen base per pitch will be allowed, regardless of whether there is an overthrow on the attempted play.
16. Runners Advancing: Once the ball is put into play by a batter, base runners can advance with the liability to be put out, until the ball is back in the pitcher's possession in the circle. At that point, runners must immediately choose to continue advancing OR go back to their base (they cannot stop and wait between bases or they will be called out = "look back rule"). Any attempt to make a play on a base runner by any defensive player, including the pitcher in the circle, keeps the ball live with runners able to advance at their own risk, (unless it is an overthrow that goes out of play).
17. The infield fly rule will NOT be in affect.
18. Bunting is allowed.
19. Balls and strikes and calls on the bases by umpires are judgment calls and cannot be appealed.
20. Offensive players shall make every reasonable effort to avoid contact with the defensive players at 2nd and 3rd base and home plate if a play may potentially be made at the respective base. Defensive players may not block the plate if there is not going to be a play. This is a judgment call by the umpires. Clarification shall be made between the umpire and the coaches at the coaches' conference prior to each game. Coaches are strongly encouraged to teach the players on the proper techniques for sliding.
21. No more than SIX (6) runs may be scored in any 1/2 inning per team at bat. When the game time has expired and the VISITORS are ahead by more than six (6) runs, the game is over. OPTIONAL: If there is no other game waiting to be played and if both coaches agree, the home team may complete their at bats; however, the official score is what it is when the time has expired as indicated above.
22. Courtesy runner. In the event of an injured player while on offense, who needs to come out of the game, the offensive team may use a 'courtesy runner'. The courtesy runner will be the player who made the last out in the offensive team's lineup. If a courtesy runner is used, the injured player for whom the courtesy runner was inserted may NOT re-enter the game. When the injured player's spot in the lineup comes up to bat, the batting position is skipped; there is no penalty to the offensive team for skipping the injured player.

23. A courtesy runner may be used for the pitcher or catcher; the courtesy runner shall be the player who made the last out in the offensive team's lineup. If the player who made the last out is the pitcher or catcher, the second-to-last out may be used. The courtesy runner cannot be used for the pitcher or catcher more than once per inning, per position.
24. Except for the need for extra innings, no new inning shall start after 90 minutes of play has elapsed from the beginning of the game. The coaches should hustle their players in and out of the dugout between innings to move the game along. The home team shall keep the official time in their scorebook. Game time begins at the conclusion of the coaches/umpire conference prior to each game. The umpire shall indicate the time to each coach.
25. The head coach of the winning team shall input the game score into the SSUP app within 24 hours of the completion of the game. Failure to report the score in a timely manner could result in the winning team forfeiting their win.
26. With the exception of those rules indicated above, the current **Babe Ruth Softball** rules will be followed.
27. The league has a contractual agreement with an umpire service to provide one umpire per game.
28. Only the head coach or an assistant coach appointed by the head coach will be permitted to "discuss" situations with the umpire(s). The **HEAD COACH IS RESPONSIBLE FOR THE SPORTSMANSHIP CONDUCT OF HIS/HER PLAYERS, ASSISTANT COACH(ES), PARENTS, FANS AND SELF**. Remind your fans that they are present to teach and provide good examples to the players; and to properly conduct themselves.
29. Player Fill-in Policy. See the separate document indicating use of fill-in players.

12U PLAYER PITCH RULES

1. Regulation games will be a maximum of six innings, except for extra innings. In the event of adverse weather conditions, an official game will be 4 innings (3 1/2 innings if the home team is ahead). The ten-run rule is in effect once the game becomes an official game. Make-up games will be rescheduled by the scheduler at any available location within the league, on any day Monday-Saturday. Designated home and visitors shall remain as originally scheduled regardless of the location of the rescheduled venue.
2. Base distances: 60 feet. Pitching distance: 40 feet.
3. Any player who catches, including warming up a pitcher, must wear a mask.
4. All players must wear an official league approved jersey to participate in the game, unless authorized otherwise by the League Director.
5. All players at the game bat in their correct order. If a player arrives late, then that player is added at the end of the batting order. If a player has to leave the game due to injury, then that location in the batting order is skipped and no scorekeeping action, including an out, is recorded. If the player leaves for any other non-related reason, such as another athletic event, then the player's location in the batting order will be recorded as an out.
6. Teams have the option of using a maximum of ten players in the field; with the tenth player located a minimum of 15 feet behind (toward the outfield side of) the baseline. All players will play a minimum of two innings in the field. Coaches are strongly encouraged to place players at difference defensive positions throughout the game. Minimum number of players is eight, with an out being recorded for the 9th batter each time that turn at bat arises. **If, any time during the game, a team has less than the minimum number of players**

(eight), the game is declared a forfeit. *OPTIONAL:* If there is no other game waiting to be played and if both coaches agree, the game may continue until time has expired; however, the official score is recorded as a forfeit.

7. No player pitcher will be allowed to pitch more than a maximum of nine (9) defensive outs per game. A pitcher who pitches more than nine (9) outs will be considered an illegal pitcher. One pitch constitutes an out. The second time a pitcher is removed the mound, she may not return to pitch in the game. A pitcher may only be installed as a pitcher twice in any one game. The penalty for violation of this rule is forfeiture of the game. A pitcher is considered being removed from the mound in any of the following situations: 1) she does not take the mound the next inning; 2) there is a break in consecutive innings or batters; 3) if she removes herself from the mound; or 4) if the coach removes her in the middle of an inning.
8. Pitcher's Foot Placement: Please note that Babe Ruth pitching rules changed slightly in 2020. The new addition will eliminate the requirement that a pitcher must have part of her pivot foot on top of the pitchers plate. Now, the pivot foot must only start in contact with the plate. This addition will also allow the pitcher to start with the non-pivot "stride" foot in contact with or behind the plate, and allows the pitcher to step back with the stride foot off of the plate; provided the step back begins prior to the official start of the pitch, the separating of the hands. **With the new rule addition, Pitchers will have the choice to either continue with the current rule or to comply with the new addition. Both will be accepted as legal play and will not result in an illegal pitch scenario.**
9. The dropped third strike rule applies, in accordance with Babe Ruth Softball rules.
10. Stealing. Base runners may leave any base once the pitcher releases the ball. A runner leaving a base prior to that time shall receive a warning from the umpire and be required to return to the previous base. The first warning to a player serves as a warning to the entire team. The next time any runner from that team is caught leaving a base early, she will be called out by the umpire; "no pitch" is declared and the ball is dead.
11. Runners Advancing: Base runners will be allowed to advance to the base that they are advancing to until time is called by the umpire. Once the ball is put into play by a batter, base runners can advance with the liability to be put out, until the ball is back in the pitcher's possession in the circle. At that point, runners must immediately choose to continue advancing OR go back to their base (they cannot stop and wait between bases or they will be called out = "look back rule"). Any attempt to make a play on a base runner by any defensive player, including the pitcher in the circle, keeps the ball live with runners able to advance at their own risk, (unless it is an overthrow that goes out of play).
12. On a walk, the batter may attempt to reach second if she does so in a continuous motion. If she attempts, and then doesn't advance, she may be called out at the umpire's discretion (the "continuation rule").
13. Overthrows. Base runners will be allowed to advance to the base that they are advancing to until time is called by the umpire. Any attempt to make a play on a base runner by any defensive player, including the pitcher in the circle, keeps the ball live with runners able to advance at their own risk, (unless it is an overthrow that goes out of play).
14. The infield fly rule is in effect.
15. Bunting is allowed.

16. Balls and strikes and calls on the bases by umpires are judgment calls and cannot be appealed.
17. Offensive players shall make every reasonable effort to avoid contact with the defensive players at 2nd and 3rd base and home plate if a play may potentially be made at the respective base. Defensive players may not block the plate if there is not going to be a play. This is a judgment call by the umpires. Clarification shall be made between the umpire and the coaches at the coaches' conference prior to each game. Coaches are strongly encouraged to teach the players on the proper techniques for sliding.
18. No more than SIX (6) runs may be scored in any 1/2 inning per team at bat. When the game time has expired and the visitors are ahead by more than six (6) runs, the game is over. OPTIONAL: If there is no other game waiting to be played and if both coaches agree, the home team may complete their at bats; however, the official score is what it is when the time has expired as indicated above.
19. Courtesy runner. In the event of an injured player while on offense, who needs to come out of the game, the offensive team may use a 'courtesy runner'. The courtesy runner will be the player who made the last out in the offensive team's lineup. If a courtesy runner is used, the injured player for whom the courtesy runner was inserted may NOT re-enter the game. When the injured player's spot in the lineup comes up to bat, the batting position is skipped; there is no penalty to the offensive team for skipping the injured player.
20. A courtesy runner may be used for the pitcher or catcher; the courtesy runner shall be the player who made the last out in the offensive team's lineup. If the player who made the last out is the pitcher or catcher, the second-to-last out may be used. The courtesy runner cannot be used for the pitcher or catcher more than once per inning, per position.
21. Except for the need for extra innings, no new inning shall start after one hour and thirty minutes of play has elapsed from the beginning of the game. The coaches should hustle their players in and out of the dugout between innings to move the game along. The home team shall keep the official time in their scorebook. Game time begins at the conclusion of the coaches/umpire conference prior to each game. The umpire shall indicate the time to each coach.
22. The head coach of the winning team shall input the game score into the SSUP app within 24 hours of the completion of the game. Failure to report the score in a timely manner could result in the winning team forfeiting their win.
23. With the exception of those rules indicated above, the current **Babe Ruth Softball** rules will be followed.
24. The league has a contractual agreement with an umpire service to provide two umpires per game.
25. Only the head coach or an assistant coach appointed by the head coach will be permitted to "discuss" situations with the umpire(s). The **HEAD COACH IS RESPONSIBLE FOR THE SPORTSMANSHIP CONDUCT OF HIS/HER PLAYERS, ASSISTANT COACH(ES), PARENTS, FANS AND SELF**. Remind your fans that they are present to teach and provide good examples to the players; and to properly conduct themselves.
26. Player Fill-in Policy. See the separate document indicating use of fill-in players.

14U PLAYER PITCH RULES

1. Regulation games will be 90 minutes and a maximum of six innings, except for extra innings due to a tie within the 90-minute time limit. In the event of adverse weather conditions, an official game will be 4 innings (3 1/2 innings if the home team is

ahead). Make-up games will be rescheduled by the scheduler at any available location within the league, on any day Monday-Saturday. Designated home and visitors shall remain as originally scheduled regardless of the location of the rescheduled venue.

2. Base distances: 60 feet. Pitching distance: 43 feet.
 1. * For a 12/14U combo league: A) two 14U teams playing each other will both pitch at 43'; B) when a 12U team is playing a 14U team, the 12U team will pitch at 40' and the 14U team will pitch at 43'. Exception – if both coaches agree, both teams can pitch the whole game either at 40' or 43' (to be agreed upon by coaches prior to the game).
3. Any player who catches, including warming up a pitcher, must wear a mask.
4. All players must wear an official league approved jersey to participate in the game, unless authorized otherwise by the League Director.
5. All players at the game bat in their correct order. If a player arrives late, then that player is added at the end of the batting order. If a player has to leave the game due to injury, then that location in the batting order is skipped and noscorekeeping action, including an out, is recorded. If the player leaves for any other non-related reason, such as another athletic event, then the player's location in the batting order will be recorded as an out.
6. Teams have the option of using a maximum of ten players in the field; with the tenth player located a minimum of 15 feet behind (toward the outfield side of) the baseline. All players will play a minimum of two innings in the field. Coaches are strongly encouraged to place players at difference defensive positions throughout the game. Minimum number of players is eight, with an out being recorded for the 9th batter each time that turn at bat arises. **If, any time during the game, a team has fewer than the minimum number of players (eight), the game is declared a forfeit.** *OPTIONAL*: If there is no other game waiting to be played and if both coaches agree, the game may continue until time has expired; however, the official score is recorded as a forfeit.
7. No player pitcher will be allowed to pitch more than a maximum of nine (9) defensive outs per game, or 3 innings per game (even if fewer than 3 outs are recording in an inning). A pitcher who pitches more than 3 innings/9 outs will be considered an illegal pitcher. One pitch constitutes an out. The second time a pitcher is removed the mound, she may not return to pitch in the game. A pitcher may only be installed as a pitcher twice in any one game. The penalty for violation of this rule is forfeiture of the game. A pitcher is considered being removed from the mound in any of the following situations: 1) she does not take the mound the next inning; 2) there is a break in consecutive innings or batters; 3) if she removes herself from the mound; or 4) if the coach removes her in the middle of an inning.
8. Pitcher's Foot Placement: Please note that Babe Ruth pitching rules changed slightly in 2020. The new addition will eliminate the requirement that a pitcher must have part of her pivot foot on top of the pitchers plate. Now, the pivot foot must only start in contact with the plate. This addition will also allow the pitcher to start with the non-pivot "stride" foot in contact with or behind the plate, and allows the pitcher to step back with the stride foot off of the plate; provided the step back begins prior to the official start of the pitch, the separating of the hands. **With the new rule addition, Pitchers will have the choice to either continue with the current rule or to comply with the new addition. Both will be accepted as legal play and will not result in an illegal pitch scenario.**
9. The dropped third strike rule applies, in accordance with Babe Ruth Softball rules.

10. Stealing. Base runners may leave any base once the pitcher releases the ball. A runner leaving a base prior to that time shall receive a warning from the umpire and be required to return to the previous base. The first warning to a player serves as a warning to the entire team. The next time any runner from that team is caught leaving a base early, she will be called out by the umpire; "no pitch" is declared and the ball is dead.
11. Base runners will be allowed to advance to the base that they are advancing to until time is called by the umpire.
12. On a walk, the batter may attempt to reach second if she does so in a continuous motion. If she attempts, and then doesn't advance, she may be called out at the umpire's discretion (the continuation rule).
13. Overthrows. Base runners will be allowed to advance to the base that they are advancing to until time is called by the umpire. Any attempt to make a play on a base runner by any defensive player, including the pitcher in the circle, keeps the ball live with runners able to advance at their own risk, (unless it is an overthrow that goes out of play).
14. The infield fly rule is in effect.
15. Bunting is allowed.
16. Balls and strikes and calls on the bases by umpires are judgment calls and cannot be appealed.
17. Offensive players shall make every reasonable effort to avoid contact with the defensive players at 2nd and 3rd base and home plate if a play may potentially be made at the respective base. Defensive players may not block the plate if there is not going to be a play. This is a judgment call by the umpires. Clarification shall be made between the umpire and the coaches at the coaches' conference prior to each game. Coaches are strongly encouraged to teach the players on the proper techniques for sliding.
18. No more than SIX (6) runs may be scored in any 1/2 inning per team at bat. When the game time has expired and the visitors are ahead by more than six (6) runs, the game is over. OPTIONAL: If there is no other game waiting to be played and if both coaches agree, the home team may complete their at bats; however, the official score is what it is when the time has expired as indicated above.
19. Courtesy runner. In the event of an injured player while on offense, who needs to come out of the game, the offensive team may use a 'courtesy runner'. The courtesy runner will be the player who made the last out in the offensive team's lineup. If a courtesy runner is used, the injured player for whom the courtesy runner was inserted may NOT re-enter the game. When the injured player's spot in the lineup comes up to bat, the batting position is skipped; there is no penalty to the offensive team for skipping the injured player.
20. A courtesy runner may be used for the pitcher or catcher; the courtesy runner shall be the player who made the last out in the offensive team's lineup. If the player who made the last out is the pitcher or catcher, the second-to-last out may be used. The courtesy runner cannot be used for the pitcher or catcher more than once per inning, per position.
21. Except for the need for extra innings, no new inning shall start after 90 minutes of play has elapsed from the beginning of the game. The coaches should hustle their players in and out of the dugout between innings to move the game along. The home team shall keep the official time in their scorebook. Game time begins at the conclusion of the coaches/umpire conference prior to each game. The umpire shall indicate the time to each coach.
22. Each team shall maintain scorebooks (paper or electronic). Player's first and last names are required.

23. The head coach of the winning team shall input the game score into the SSUP app within 24 hours of the completion of the game. Failure to report the score in a timely manner could result in the winning team forfeiting their win.
24. With the exception of those rules indicated above, the current **Babe Ruth Softball** rules will be followed.
25. The league has a contractual agreement with an umpire service to provide two umpires per game.
26. Only the head coach or an assistant coach appointed by the head coach will be permitted to "discuss" situations with the umpire(s). The **HEAD COACH IS RESPONSIBLE FOR THE SPORTSMANSHIP CONDUCT OF HIS/HER PLAYERS, ASSISTANT COACH(ES), PARENTS, FANS AND SELF**. Remind your fans that they are present to teach and provide good examples to the players; and to properly conduct themselves.
27. Player Fill-in Policy. See the separate document indicating use of fill-in players.