



UNIFIED® SOFTBALL

ASA Softball Rules Apply

Playing Levels:

Level 1 - T-Ball: Low level ability, ALL players hit from a softball tee

Level 2 - Modified: Intermediate playing ability, basic understanding of the game

Level 3 - ASA Rules: Advanced playing ability, understands game and concepts.

REQUIRED EQUIPMENT: ALL LEVELS

1. Matching T-shirts or Uniform style shirts with visible numbers on the back.
2. Softball helmets (must be worn when batting and running the bases)
3. Softball bats only ~ must say *Official Softball Bat* on the bat barrel
4. Athletic shoes or Softball cleats only. NO METAL CLEATS
5. No more than 14 players on game roster per game.
6. **Catchers must wear catchers helmet and mask and chest protector. Batting helmet with face mask is acceptable.**

RULES FOR PLAYING LEVEL 1 - T-BALL:

1. The coach will provide a lineup alternating athletes and partners, The infield will include 2 athletes and 2 partners, the outfield must include 2 athletes and 2 partners, **the pitcher must be an athlete and the catcher must be a partner.**
2. A line will be placed in the outfield at 200'. **The defense must attempt to stop the ball, if attempt is made batter is out if ball passes 200' line. No attempt to make a play on the ball by a defensive player is ruled a double.**
3. Each player will be allowed 4 swings at the ball in an effort to hit a playable ball. The ball must travel past a marked 35' neutral zone, which is in an arc in front of home and between 1st and 3rd baselines. Any interference by defender will result in an additional swing. *No physical assistance is allowed during batting.
4. One coach may be on the field to give verbal assistance; physical assistance is prohibited.
5. Thrown bats will receive a warning on the first incident, additional infractions will result in the player being called out.

6. The distance between bases shall be 60'
7. Batters will hit a 12" restricted flight softball (supplied by SOOK).

RULES FOR PLAYING LEVEL 2:

1. The coach will provide a team line up to the umpire and opposing coach prior to the start of the game. The line -up card shall provide the player numbers and the letter (A) for the athlete or (P) for the partner. The athlete and partner must alternate in the order evenly.
2. The field will be marked by fence or painted line at 300' . Any level 2 player who hits a ball over the fence or past the drawn line on the ground or in the air will be out. Each additional offense will result in the same call of player being an out.
3. Level 2 will be a pitched ball. 8-11 year olds 40'. 16 plus age group 46'.
4. Bases will be 60' apart.
5. A regulation game will be 7 innings or 50 min. which ever comes first.
6. There will be a 6 run limit per inning. After a team reaches 6 runs scored or 3 outs they will switch positions in the field of play.
7. Teams must have an athlete and a partner as Pitcher and Catcher, 2 athletes and 2 partners in the infield and 2 athletes and 2 partners in the outfield.
8. Teams will bat the entire roster. (Requires equal number of athletes & partners for all partners to bat.)

RULES FOR PLAYING LEVEL 3

1. The coach will provide a team line-up card to the umpire and opposing coach prior to the start of each game. The line-up card shall provide the player numbers and the letter (A) for the athlete and (P) for the partner. The athletes and partners must alternate in batting order evenly.
2. The pitching distance will be as follows: 8-15 yr. old - 40' and 16 yr. or older - 46'
3. A regulation game is 7 innings or 50 min. whichever comes first.
4. There will be a 6 run limit per inning. After 6 runs or 3 outs teams will switch positions on the field.

PLAYERS & SUBSTITUTES

1. There are 10 players on the field. Pitcher and catcher (1 must be an athlete and the other a partner). Infield consists of 2 athletes & 2 partners; outfield consists of 2 athletes & 2 partners.
2. All players on the roster may bat. (Requires equal number of athletes & partners for all partners to bat.)
3. The roster size is limited to 14 players. If you have more than 14 - they may play as subs - playing for players who will sit out the game while they play. A roster may list no more than 14 players' names.

Dominate Player rule in effect - a partner may not play outside bounds of his/her position. Violation of the rule will receive a warning then ejection of the dominant player from the game.

THE GAME

1. A regulation game shall consist of 7innings or 50 minutes whichever comes first.
2. There will be a 6 run rule limit per inning. The team batting may only score 6 runs or receive 3 outs in an inning then the teams switch positions in the playing field.
3. Winners will be determined by the score of the last completed inning if time stops the game.
4. Ties will be broken using the International Tie Breaking rule. The last batter from the previous inning will be placed on second base with 2 outs. (only if time allows, otherwise a coin flip determines game winner.)
5. **A safety Home plate will be used. A commitment line will be drawn 20 feet from Home plate. Any runner passing the commitment line may not return to 3rd base. They must continue home to the safety home plate. All outs at home are force outs. Once a player passes the commitment line it becomes a force play at home. The catcher or other defensive player only has to touch the permanent home plate before the runner touches the safety plate. There are no tags. If the defensive player tags the runner, the runner will be safe. If the runner runs home to the permanent home plate, the runner will be out.**

