

QUINCY PARK DISTRICT

16U/14U/12U COMPETITIVE SOFTBALL RULES

1. 16U mound will be at 43' and bases will be 60'. 14U mound will be 43' and bases will be 60'. 12U mound will be 40' and bases will be 60'.
2. 7 inning game. Games will have a 1 hour and 15-minute time limit. No new innings will start after 1 hour and 15 minutes. Finish the inning if home team is behind or tied.
3. 12 run-rule after 3 innings or 2 ½ if home team is ahead, 10 run-rule after 4 innings or 3 ½ if home team is ahead and 8 run rule after 5 innings or 4 ½ if home team is ahead.
4. Teams will bat all players in their lineup, bat everybody. Teams will have free substitution on defense. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.
5. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
6. A team may continue a game with a minimum of eight (8) eligible players.
7. Regular softball rules (lead offs, stealing, etc.).
8. Dropped third strike rule is in effect.
9. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may re-enter to pitch. There is no pitch count.
10. An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.
11. At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be the player who made the last out.
12. If a game is called due to rain, Weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if:
For a seven (7) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game. If the game is less than 3 innings it will be suspended and picked back up at the point where the game was called.

13. The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards. The catcher's helmet shall fully cover both ears.
14. All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.
15. **Players are not permitted to wear metal cleats**, but plastic cleats or tennis shoes can be worn. **No Sunflower Seeds are allowed on any of the Turf Fields.**
16. Please fill out a lineup card before the game. Include full name, number and who is starting pitcher. Turn in to scorekeeper.
17. There is not a "must slide" rule. However, runners are required to avoid contact with the defensive player. Any attempt to cause a collision will result in the runner being out and possible ejection from the game.
18. Umpires will have full authority during all games. While you may not agree with every call they make, unless you would like to work some games behind the plate, please show them the respect that they deserve. Remember, this is still a kid's game and as a coach your responsibility in this league is to teach your players character, respect, and sportsmanship. Any disputes that might come up during a game should be handled in a calm and respectful manner.