

Mid-Cities Softball Interlock Softball Rules (12U and 15U Divisions)

Revised Jan-2025

1.1 GENERAL RULES

Mid-Cities Softball Interlock follows the [USSSA Official Fastpitch Playing Rules](#) (Seventeenth Edition (Printed 1-2024) or most current version available, with the following local rules changes and exceptions as well as the local rules and exceptions outlined in the Mid-Cities Softball Interlock General Rules, Jan-2025.

1.2 GAME PLAY

1.2.1 All games will be played with an 12" an Official Fastpitch Softball with an optic yellow cover.

1.2.1.1 The pitching mound will be set to 40 feet for 12U.

1.2.1.2 The pitching mound will be set to 43 feet for 15U.

1.2.2 Nine (9) defensive players on the field.

1.2.3 Teams will bat their entire game day rostered lineup.

1.2.4 Each half inning will be considered complete after five (5) runs are scored by the offensive team or three (3) outs are recorded by the defensive team.

1.2.5 All games are complete after six (6) innings of game play, or the seventy-five (75) minutes time limit has expired. No new inning will be allowed to start after time has expired.

1.2.6 Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and the game is over.

1.2.7 Regular season games can end with a tie score. There are no tiebreakers for regular season games.

1.2.8 Run-Rule is in effect for all regular season and tournament games. The rule awards a win to a team as follows:

12 run lead after 3 completed innings or 2 ½ innings if the home team is ahead.

10 run lead after 4 completed innings or 3 ½ innings if the home team is ahead.

6 run lead after 5 completed innings or 4 ½ innings if the home team is ahead.

If there is time remaining, the game should be played until completion of time, but score will no longer be kept. Final score will be recorded as the score when the run rule went into effect.

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- 1.2.9 The game will be played if both teams have at least eight (8) players present. If a team has fewer than the required number of players present for the game, then a forfeit will be declared.
- 1.2.10 There is no automatic out penalty for playing with fewer than nine (9) players.
- 1.2.11 The field umpires have authority over the play of all games. Coaches are not allowed to argue or dispute judgement calls during the game.