

Mid-Cities Softball Interlock Softball Rules
(8U Age Division)
Revised Mar-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 11" an Official Fastpitch Softball with an optic yellow cover.
- 1.2.2 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.
- 1.2.3 All games are complete after six (6) innings of game play, or the sixty (60) minutes time limit has expired. No new inning will be allowed to start after time has expired.
- 1.2.4 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.
- 1.2.5 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.**
- 1.2.6 Regular season games can end with a tie score. There are no tiebreakers for regular season games.
- 1.2.7 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 in the game, then a forfeit will be declared.
- 1.2.8 There is no automatic out penalty for playing with fewer than nine (9) players.
- 1.2.9 The Field Umpires have authority over the play of all games. Coaches are not allowed to argue or dispute judgement calls during the game.

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1.3 PARTICIPATION

- 1.3.1 There are ten (10) fielding player positions. Infielders will take normal infield positions. Four (4) outfield player positions must be positioned in the outfield grass and cannot come into the infield until the ball is put into play by the batter.
- 1.3.2 Additional player positions beyond the ten (10) standard positions must play in the outfield 20 feet behind the first four outfield positions. All players in the line-up may play in the field.
- 1.3.3 All defensive players must play at least one (1) inning at an infield position during the first three innings of play. Exceptions to this rule must be raised by the coach during the coaches / umpire pregame meeting.
- 1.3.4 Both team's coaches must provide their line-ups to the opposing team prior to the first pitch. The line up should indicate the positions for each defensive player for the first three (3) innings.
- 1.3.5 Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- 1.3.6 **The Player-Pitcher must throw the ball to a position player teammate in ALL 'force out' situations**, the pitcher-player may not tag the opposing runner or run to the base themselves. This rule applies to all bases, not just home plate.

***Example,** A ball is hit back to the pitcher with the bases loaded; to get the runner going home out, the player-pitcher must throw the ball to a teammate at home plate. The runner would be considered safe if the player-pitcher tags the runner or steps on home plate. This rule applies to ALL force out situations at ALL bases, not just home plate. However, if there is not a force out situation and the player-pitcher tags the runner before they reach a base, the runner would be out.*

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1.4 BASE RUNNING

- 1.4.1 Base runners must remain on their occupied base until the ball is contacted by the batter. Stealing, leading off, or leaving the occupied base before the ball is contacted by the batter is not permitted.
- 1.4.2 Base runners may only advance one (1) base on any overthrow to any base.**
- 1.4.3 A player attempting to reach the next base is considered "going" to the next base. If the player-pitcher attempts to throw the runner out, the ball is considered an overthrow and base runners may advance one base
- 1.4.4 Base runners who continue to advance beyond the one (1) base on an overthrow, does so at risk of being put out. If they "safely" reach the next base, time will be declared, and runners will be placed back at the correct base.
- 1.4.5 Time will be declared by the umpire and play is stopped once the ball is in the possession of any infield player who is located within the infield area on a ball put in play by a batter as long as the infielder is not attempting to make an additional play.
- On an initial throw from an infielder, base runners must stop at the base they are going to at the time of the throw unless it is an overthrow at which point base runners may only advance one (1) base each.
- 1.4.6 Base runners may continue to advance until the ball is in possession of an infielder located on the infield playing area on any batted ball in play except for requirements listed in paragraph 1.4.2 through 1.4.4
- 1.4.7 No slap hitting, slashing or bunting allowed. Player will be called out on the first slap/slash/bunt attempt.
- 1.4.8 There is no infield fly rule.

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1.5 PITCHING

- 1.5.1 Batter will receive up to five (5) pitches from their coach to put the ball in play. **A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play.** Balls and strikes are not called. If the batter fails to put the ball in play after five (5) coach pitches, the batter is out.
- 1.5.2 The batter is not out if she fouls the third strike and will receive another pitch (unlimited number) until the ball is put into play or the batter strikes out swinging or fails to swing.
- 1.5.3 Coaches will pitch to their batters from behind a chalk line placed at 27 feet from home plate. Both coaches' feet must remain behind the chalk line (within the pitcher's circle with the pitching mound set at 35 feet).
- 1.5.4 A batted ball that contacts (hits) the coach pitcher will be declared a dead ball and will be re-pitched.

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- 1.5.5 A defensive player-pitcher will be positioned to the side of the coach pitcher (either side) with at least one foot within the pitcher's circle and shall not be closer than the 27-foot chalk line.
- 1.5.6 All other defensive players will assume their normal playing positions. The player-pitcher is the only defensive player that may be located within the pitcher's circle.
- 1.5.7 A defensive player-catcher must be on the field for every pitch. If the umpire determines that a team is delaying the game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call.
- 1.5.8 The last player-batter who made an out may be used as a courtesy runner for the catcher when there are two (2) outs in the inning.
- 1.5.9 There is no dropped 3rd strike rule.

1.6 COACHES RESPONSIBILITIES

- 1.6.1 Two (2) defensive coaches are allowed to be in the outfield to coach their players.
- 1.6.2 One (1) defensive coach is allowed to be located behind the catcher to help retrieve pitched balls and maintain the pace of play. **However, this coach is not allowed to engage in coaching their players.**
- 1.6.3 Coaches for the team batting are to be located within the designated coaches' boxes at 1st base and 3rd base.
- 1.6.4 The coach pitcher must not interfere with the defensive player's attempts to field a batted ball. The coach pitcher must immediately leave the field of play once the ball is put in play.
- 1.6.5 If the coach pitcher interferes (intentionally or unintentionally) with the defensive team's ability to field the ball or make a play, then the offensive player will be called out by the Umpire.