



SEI Softball Rules

Effective date 2/19/2024

(See highlights for changes for 2024)

SEI Baseball & Softball, and all member Board of Directors has mandated the following Code of Conduct at all parks within the SEI Baseball & Softball family. All coaches and managers will abide by this Code of Conduct and acknowledging that he or she understands and agrees to comply with the Code of Conduct.

SEI Baseball & Softball Code of Conduct:

No board member, manager, coach, player or spectator shall, **at any time:**

- Lay a hand upon, push, shove, strike, or threaten to strike an official.
- Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
- Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
- Be guilty of a physical attack upon any board member, official manager, coach, player or spectator.
- Be guilty of the use of profane, obscene or vulgar language in any manner at any time.
- Appear on the field of play, stands, or anywhere on the SEI Baseball & Softball complex while in an intoxicated state. Intoxicated will be defined as an odor or behavior issue.
- Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- Smoke while in the stands or on the playing field or in any dugout. Smoking will only be permitted in designated areas of any SEI Baseball & Softball complex.
- Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
- As a manager or coach, be guilty of berating or degrading a player, or opposing player, during the course of the game or practice.
- Speak disrespectfully to any manager, coach, official or representative of the league.
- Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.
- Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

The SEI Baseball & Softball member local Board will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the board may assess additional disciplinary action up to and including expulsion from the league.

Guidelines for Lightning Safety

As noted previously, a chain of command and designated decision-maker should be established for each organized practice and competition.

Recognition:

Coaches, concession staff, athletes and board members should be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately 2-3 miles. Anytime that lightning can be seen, or thunder heard, the risk is already present. Weather can be monitored using the following methods:

- Monitor Weather Patterns - Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the practice or competition, and by scanning the sky for signs of potential thunderstorm activity.
- National Weather Service (NWS)-Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area: a warning dictates severe weather has been reported in an area and for everyone to take proper precautions.

Management:

- Evacuation - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters.
- **30 MINUTE* RULE - ONCE LIGHTNING HAS BEEN RECOGNIZED, IT IS REQUIRED TO WAIT AT LEAST 30 MINUTES* AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD. GIVEN THE AVERAGE RATES OF THUNDERSTORM TRAVEL. THE STORM SHOULD MOVE 10-12 MILES AWAY FROM THE AREA. THIS SIGNIFICANTLY REDUCES THE RISK OF LOCAL LIGHTNING FLASHES. ANY SUBSEQUENT LIGHTING OR THUNDER AFTER THE BEGINNING OF THE 30-MINUTE* COUNT SHOULD RESET THE CLOCK AND ANOTHER COUNT SHOULD BEGIN. (*Trojan Youth Baseball Softball recognizes a 20-minute delay)**

COACHES QUICK REFERENCE	15U	12U	10U	8U
Base paths	60'	60'	60'	60'
Pitchers' Mound	43'	40'	35'	30'
Size of Ball	12"	12"	11"	11"
Metal Cleats	Yes	No	No	No
Facemasks required for infielders and pitchers	Yes	Yes	Yes	Yes
Hit by Pitch – 1 st base	Yes**	Yes**	Yes	N/A
Steals permitted	Yes	Yes	Yes*	No
Advance on Overthrow	Unlimited	Unlimited	One base	No
Pitcher Step back Allowed	Yes	Yes	Yes	N/A
Walks	Unlimited	Unlimited	Walk Rule	No
Infield Fly	Yes	No	No	No
Bunts	Yes	Yes	No	No
Drop 3rd Strike	Yes	Yes	No	No
Inning run rule	8	6	5	5
Game length	1h/15m	1h/15m	1h/15m	1h
Mercy Rule (after 4,5)	15/10	15/10	12 after 5	N/A
Players in Field	10	10	10	10
Headfirst Slide (into base)	Yes	No	No	No

* STEALING: Is permitted with certain restrictions:

- Stealing is allowed once the ball crosses the plate.
- NO Stealing when a coach is pitching.
- Only allowed to steal one base at a time. If a player steals and the ball is overthrown, that player cannot advance on the overthrow when stealing.
- No stealing home.

**Umpire Discretion

- Roster Batting
- Unlimited substitutions
- Sliding rule in all close play situations

Home teams league rules apply when not addressed in the rules stated on this document.

UMPIRE DISCRETION: Not every ballpark is the same. Some have on-deck circles for batters, coach's boxes along first and third bases, etc. while other parks do not have them. Safety is a concern for every Umpire. Therefore, we ask all coaches, parents and players to abide by the ground rules the umpire establishes regarding placement of on-deck batters, base Coaches, equipment in and around dugouts, all players except the on-deck batter being safely inside dugout, etc.

RULES TO EXPEDITE THE GAME:

Pitchers will be allowed five pitches between half-innings in the first inning and only three pitches between half-innings from the second inning on

RULES DURING THE TOURNEY

May vary at the Southeast Indiana Softball League's (SEISL) discretion but will be decided on and confirmed prior to start of the tournament.

MUST PLAY RULE: Every player who is present for a game MUST PLAY AT LEAST 2 INNINGS OF DEFENSE AND BAT ONCE PRIOR TO THE END OF THE FIFTH INNING.

EXCEPTION: If a player is present but is injured or is being disciplined by the coach and will NOT be playing, the home plate umpire and opposing coach MUST BE NOTIFIED PRIOR TO THE START OF THE GAME. The coach has the option of playing or benching a late-arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must also be noted in the scorebook. (per league discretion)

Teams should follow U.S.S.S.A unless specifically dealt with in this document.

- THROWN BAT – Carelessly thrown bat will constitute the following: First offense will be a team warning. Second offense and any subsequent violation the offender will be ruled out. NOTE: a reminder at home plate by the Umpire does not constitute a warning for either team.

15U Specific Rules

Gameplay

- 15U field is a 43/60 set-up. 43' pitching rubber 60' bases.
- 12" Softball.
- Metal cleats are permitted.
- Facemask RERQUIRED for all infielders and pitchers.
- Batters hit-by-pitch will be awarded 1st base at the discretion of the umpire.
- Steals are permitted after the release of the ball by the pitcher.
- Advancement of runners is unlimited and at the peril of the runner on overthrows.
- Infield fly rule is in effect.
- Bunts are allowed.
- Drop 3rd strike rule is in effect.
- 8 runs max per inning.
- Games will be 6 innings or 1 hr 15 min whichever comes first. Please keep the pace of game moving along.
- No new inning will begin with less than 5 minutes remaining on game clock.
- MERCY RULE: 15 runs after 4 innings. 10 runs after 5 innings.
- Headfirst sliding is permitted.

Pitching

- Coach may only visit the pitcher's mound twice in the inning. On the third trip, the pitcher must be relieved.
- If a pitcher hits three batters in the same inning, she will be taken out for the remainder of the inning or moved to a new position. She must be replaced with new pitcher for the remainder of that inning.
- Step-back windup is permitted.

Home teams league rules apply when not addressed in the rules stated on this document.

- Unlimited walks per pitcher.

12U Specific Rules

Gameplay

- 12U field is a 40/60 set-up. 40' pitching rubber 60' bases.
- 12" Softball.
- Metal cleats are NOT permitted.
- Facemask RERQUIRED for all infielders and pitchers.
- Batters hit-by-pitch will be awarded 1st base at the discretion of the umpire.
- Steals are permitted after the release of the ball by the pitcher.
- Advancement of runners is unlimited and at the peril of the runner on overthrows.
- Infield fly rule is NOT in effect.
- Bunts are allowed.
- Drop 3rd strike rule IS in effect. (NEW FOR 2024)
- 6 runs max per inning.
- Games will be 6 innings or 1 hr 15 min whichever comes first. Please keep the pace of game moving along.
- No new inning will begin with less than 5 minutes remaining on game clock.
- MERCY RULE: 15 runs after 4 innings. 10 runs after 5 innings.
- Headfirst sliding is NOT permitted.

Pitching

- Coach may only visit the pitcher's mound twice in the inning. On the third trip, the pitcher must be relieved.
- If a pitcher hits three batters in the same inning, she will be taken out for the remainder of the inning or moved to a new position. She must be replaced with new pitcher for the remainder of that inning.
- Step-back windup is permitted.
- Unlimited walks per pitcher.

Home teams league rules apply when not addressed in the rules stated on this document.

10U Specific Rules

Gameplay

- 12U field is a 35/60 set-up. 35' pitching rubber 60' bases.
- 11" Softball.
- Metal cleats are NOT permitted.
- Facemask RERQUIRED for all infielders and pitchers.
- Batters hit-by-pitch will be awarded 1st base at the discretion of the umpire.
- Steals are permitted after the release of the ball by the pitcher. *(See Restrictions list on Coaches Quick Reference and next page.)*
- Advancement of runners is limited to one base on overthrows.
- Infield fly rule is NOT in effect.
- Bunts are NOT allowed.
- Drop 3rd strike rule is NOT in effect.
- 5 runs max per inning.
- Games will be 6 innings or 1 hr 15 min whichever comes first. Please keep the pace of game moving along.
- No new inning will begin with less than 5 minutes remaining on game clock.
- MERCY RULE: 12 runs after 5 innings.
- Headfirst sliding is NOT permitted.

Pitching

- Coach may only visit the pitcher's mound twice in the inning. On the third trip, the pitcher must be relieved.
- If a pitcher hits three batters in the same inning, she will be taken out for the remainder of the inning or moved to a new position. She must be replaced with new pitcher for the remainder of that inning.
- Step-back windup is permitted.

10U Walk Rule

WALK RULE (THIS RULE RESTARTS WITH EACH INNING)

- Each inning the pitching team is allowed one walk. After the first walk of the inning, any batter walked by the opposing team will continue the at bat with the batting team supplying a pitching coach to finish the at bat. (Thus, any subsequent walk in the inning will not take first base automatically) A foul ball on last pitch will result in another pitch.
- Once the pitching coach has taken the mound, they must pitch with foot on the pitching rubber. The position player (pitcher) must be even with or behind the pitching coach and inside the pitching circle.
- The batter will continue the current at bat with the balls/strikes count that is current. The umpire will continue to call strikes. The batter can strike out or put the ball in play. (e.g. the coach comes into the game with a 4 ball 2 strike count. The batter swings and misses on the pitch from the coach. The batter is out.)
- Once the pitching coach is on the mound, stealing is not permitted. However, when the ball is put in play by the batter, regular softball rules apply to the end of the play or until time is called.

-The walk rule restarts each inning.

10U Stealing Restrictions

STEALING: Is permitted with certain restrictions:

- Stealing is allowed once the ball crosses the plate.
- NO Stealing when a coach is pitching.
- Only allowed to steal one base at a time. If a player steals and the ball is overthrown, that player cannot advance on the overthrow when stealing.
- No stealing home.

8U Walk Rule

Gameplay

- 12U field is a 30/60 set-up. 30' pitching rubber 60' bases.
- 11" Softball.
- Metal cleats are NOT permitted.
- Facemask RERQUIRED for all infielders and pitchers. (Suggested for ALL players)
- Steals are NOT permitted at any time.
- Advancement of runners is NOT permitted on overthrows.
- No WALKS.
- Infield fly rule is NOT in effect.
- Bunts are NOT allowed.
- Drop 3rd strike rule is NOT in effect.
- 5 runs max per inning.
- Games will be 6 innings or 1 hr whichever comes first. Please keep the pace of game moving along.
- No new inning will begin with less than 5 minutes remaining on game clock.
- No MERCY RULE
- Headfirst sliding is NOT permitted.

Pitching

- This division will be exclusively a Coach Pitch League.
- There will be a 7 pitch limit per batter hittable or un-hittable.
- Player is out if they take 3 strikes at the ball. If after 7 pitches, the batter has failed to put the ball into play, the batter is out. Exception: You cannot foul out on the last pitch.
- The pitches shall be flat, not arcing any higher than five feet above the ground.
- Girls playing the pitching position must stand in the circle and wear a face mask
- NO BALL BUCKETS or other equipment in the field.
- The person playing the pitcher position must be inside the circle or next to the pitching rubber when the batter is hitting.

Miscellaneous Rules

- **THROWN BAT** – Carelessly thrown bat will constitute the following: First offense will be a team warning. Second offense and any subsequent violation the offender will be ruled out. NOTE: a reminder at home plate by the Umpire does not constitute a warning for either team.
- Extra innings may be started to break a tie if time has not expired.
- **Base Running:** Once a ball is hit and put into play, the ball must reach the pitchers circle before the play will be called dead, stopping runners from advancing. Until the ball is in the pitcher's circle and called dead, base runners may continue to advance.
- The defense can employ a maximum of two defensive coaches in the outfield during play to aid in teaching. (Per league discretion)
- In the event of a dispute or a question over the rules, head coaches will be encouraged to calmly discuss between themselves. If this does not resolve the issue, the issue will need to come to the league head for a final decision. I recommend that these be handled in a respectful manner as we are setting examples for the kids.