

# Mesa Public Schools

## Junior High Athletics

### Softball Rules

1. The game shall be six (6) innings. No inning will start after 90 minutes.
2. Each team will furnish 1 ball for games. Should the visiting team not have an adequate supply, teams will share the use of batting helmets. All base runners, batters, and batters on deck, are required to wear a National Federation regulation helmet. The batter's helmet must have the face mask attached.
3. Each batter will begin their at bat with a 1-1 count.
4. By mutual consent of both coaches, a team may bat all of their eligible players and defensively substitute freely with the exception of the pitcher. **Batting order will not be changed.** The National Federation rules will apply to the substituting of the pitcher.
5. If the batting team scores 5 runs prior to the defensive team getting three outs, the inning will end and the defensive team will then bat. (With the exception of the 6th inning.)
6. In the sixth inning, there will not be a limit for the amount of runs scored.
7. Use 60 feet bases and 40 feet pitchers rubber.
8. A team leading by ten (10) runs after four (4) innings is declared the winner. This includes tournament play.
9. The number of coaches on base paths is limited to two (2). It could be a coach and an assistant coach. If a student athlete is occupying the coaching box, she must wear a batting helmet with ear protection.
10. The rules shall be current edition of the National Federation Rules.
11. The strict uniform rule does not have to be followed as long as team members can be identified as being a member of their team. If both teams have the same school colors, the home team will wear pinnies.
12. Jewelry may not be worn by student athletes.
13. Nine (9) players on the field at a time.
14. If a game is called due to darkness, the game is reverted back to the last completed inning.
15. Only eligible players and coaches in the dugout.
16. If there is any question regarding a call, meet with the umpire and the other head coach before the next pitch.