



19U (HIGH SCHOOL) SOFTBALL

RULES AND REGULATIONS

2025

19U SOFTBALL

1. GENERAL GAME RULES

- 1.1. NFHS rules will be followed unless stated otherwise.
- 1.2. Continuous batting order; each rostered player must bat.
 - 1.2.1. Late arrivals will be placed at the end of the batting order.
- 1.3. Free substitution is allowed.
- 1.4. A twelve (12) inch hard ball will be used.
- 1.5. A minimum of eight (8) and a maximum of nine (9) players must be fielded the entire game. If a team cannot field eight (8) players within ten (10) minutes from the scheduled game time or if a team cannot field the minimum number of players at any point during the game, the game will be forfeited.
- 1.6. All players must be in uniform. No metal cleats.
- 1.7. No bat restriction.
- 1.8. Home Team
 - 1.8.1. For pool play games, the home team will be determined by coin toss. For the single elimination playoff games, the home team will be the higher seeded team.
- 1.9. The umpire reserves the right to eject any manager, coach, player, or fan. A first ejection is for the game and the next game. A second ejection is for the tournament. If the ejected person does not leave the area, the offending team will be charged with a forfeit.

2. GAMES

- 2.1. Games will be seven (7) innings long.
- 2.2. Definition of an inning.
 - 2.2.1. An inning will be three (3) outs or via the run limits established in Section 4.
 - 2.2.2. The next inning starts after the third out of the previous inning.
- 2.3. Time limit.
 - 2.3.1. No inning can start after two hours from the start of the game.
 - 2.3.2. Any inning that starts before the time limit must complete unless:
 - 2.3.2.1. The home team is winning.
 - 2.3.2.1.1. This is, in effect, is the last inning and they do not bat.
 - 2.3.2.2. Stopped by weather.
 - 2.3.2.2.1. Any game stopped by weather will be deemed official following Rule 5.5 below.
 - 2.3.3. Night games will end no later than 10:30 pm with the score reverting to the end of the previous full inning if the game is stopped before a full inning can be completed.
 - 2.3.4. If game is not official, the game will be deemed a suspended game and completed. The time and location will be determined by the Carol Stream Park District.
 - 2.3.5. There will be no time limit for the semi-final and championship games.
- 2.4. If game is tied after 7 innings or time limit, the modified tie breaker will be used (See Section 11).
 - 2.4.1. Standard extra innings for the semi-finals and finals.
- 2.5. An official game will be five (5) or more complete innings, or if the home team is ahead in the score at the end of four (4) and one half (1/2) innings.
- 2.6. The game is over if the home team is ahead after six and one half (6 1/2) innings.

- 2.7. Courtesy runners shall be used for the pitcher and catcher at any time. The pinch runner shall be the last batter to make an out.
- 2.8. Mercy Rule
 - 2.8.1. Game will end any time after 3 ½ or 4 innings when a team is 15 or more runs behind and has completed its turn at bat.
- 2.9. There are no protests. The umpire's decision is final.
- 3. FIELD SET UP
 - 3.1. Base Paths
 - 3.1.1. Sixty (60) feet with chalked foul lines.
 - 3.2. Pitching Mound
 - 3.2.1. The pitching rubber will be forty-three feet (43) from home plate.
 - 3.2.2. There will be an eight (8) foot circle chalked around the pitcher's mound.
- 4. SCORING
 - 4.1. The following exceptions to NFHS rules will apply:
 - 4.1.1. Scores will be limited to 5 runs per team per inning with the exception of the 7TH inning where unlimited runs can be scored by either team. Even in the event where time restricts playing another inning, only the 7th inning is considered unlimited runs.
 - 4.1.2. In any inning, a team can score more than 5 runs by playing to the completion of play. For instance, if bases are loaded and the batter hits a ground ball into the outfield, any runner that scores before the completion of play is counted. (A team could actually score 8 runs in one inning.)
 - 4.1.3. The catch-up rule is also in place. Any team that is behind by more than 5 runs can catch up to the score of the winning team. Example, if the opposing team is ahead by 10 runs, the team at bat can score 10 runs (catch-up).
- 5. BATTING
 - 5.1. Bunting.
 - 5.1.1. Fake bunting is permitted.**
 - 5.2. Any player not able to finish the game may miss a scheduled at bat without penalty provided it is reported to the umpire and opposing team. Failure to report will result in batting out of order. Player injured during a scheduled at bat will be replaced by the last recorded out. The player will resume the existing count and finish the at bat and/or become the base runner. The original batting order (minus the injured player) will resume for the remainder of the game.
 - 5.3. No other exceptions to NFHS rules.
- 6. BASE RUNNING
 - 6.1. Stealing is allowed.
 - 6.2. A runner cannot leave the base until the ball is released by the pitcher.
 - 6.3. Infractions will result in the following:
 - 6.3.1. In the event a runner leaves a base early, the ball is dead and the runner must return to the base they just left.
 - 6.3.2. The second time a runner on the same team leaves early, the runner will be called out. This is considered a team infraction. If the ball pitched was a strike, it remains a strike. If the ball pitched was a ball, the pitch is considered a "no-pitch".

- 6.4. Look Back Rule will be in effect.
 - 6.4.1. An 8-foot radius circle will be chalked around the pitcher's mound. (See NFHS Rule 8-7) Failure to immediately proceed to the next base or to the original base once the pitcher has the ball within the circle will result in the runner being declared out. Once the runner has returned or stops at any base, the runner will be declared out if she leaves. Pitchers must have both feet in the circle. The only exceptions are if the pitcher makes a play on the runner or pitches the ball. NOTE: If a play is made on the runner by the pitcher, the runner may change direction and return to the base.
- 7. DEFENSIVE POSITIONS
 - 7.1. No exceptions to NFHS rules.
 - 7.2. No player shall sit out more than two innings in a row.
- 8. PITCHING
 - 8.1. Pitchers will be allowed to pitch unlimited innings per game.
 - 8.2. All pitchers are required to pitch with a "Windmill Motion".
 - 8.3. There will be a one minute warm-up of five (5) pitches between innings.
 - 8.4. Any pitcher who hits three (3) batters in one (1) game will not be able to pitch the remainder of that inning. If this same pitcher returns in subsequent inning(s) and hits two (2) more batters at any point during the remainder of the game, that pitcher must be removed and can no longer pitch in the game.
- 9. PLAYER MOVEMENTS (CALL UPS)
 - 9.1. Players must be moved up one level to play in another division when there is a shortage of players for games. The player that was called up can never play in the field more innings than any regular team member.
 - 9.1.1. Called up players will be allowed to pitch.
- 10. MODIFIED TIE BREAKER
 - 10.1. The visiting team is up first.
 - 10.2. The player that made the last out in the previous inning will take second base and two outs will be charged.
 - 10.3. The next scheduled batter will bat.
 - 10.4. Batting and scoring will be continuous until the third out is recorded.
 - 10.5. There is no run limit.
 - 10.6. The home team will then bat in the same manner.
 - 10.7. If after one round the game is still tied, the sequence will repeat starting with the player that made the last out in the previous round at third base and the next batter in the lineup at bat.
 - 10.8. If the game is still tied after the second round, the game will be recorded as a tie.
 - 10.9. Standard extra innings will be used for the post season semi-finals and championship games.