**Sunrise Optimist Rules Softball: 2018 Season**

*This is a game. These are kids. The coaches volunteer. The umpires are human. You do not play for the Royals.*

***\*No metal cleats for any age! \****

***Refer to NFHS/KSHSAA rule book for all other impetrations.***

***Softball, Grades 4 – 8 general rules***

* Teams must have a minimum of 7 players to play. If team is short players, and it is agreeable by both coaches, the team with more may send over players in order to avoid a forfeit. Once the game begins, that player is on that team for the night. Only players that are registered may play.
* Girls 6-8th grade will pitch from the pitching rubber on the field. Girls 4-5th will pitch from 38 feet. A chalk line will be placed at 38 feet for girls 4-5th to use. If a line is not available or not visible, the umpire will draw a line in the dirt and the pitcher should use that line as the rubber.
* Bat whole lineup, every player present is expected to bat once and play in the field at least one third of an inning per game. The only exception to this rule is if darkness or weather forces a game to end early. Play 10 in the field.
* Pitching Changes: The starter must face one (1) batter. If you change pitchers and leave the previous pitcher in the field, they may be brought in at pitcher again after the new pitcher faces at least one (1) batter. If they come out of the game, they cannot be reentered at pitcher. The new pitcher replaces, or switches spots with, the previous pitcher in the batting order.
* Substitutions: Aside from the pitcher, all fielders may exit the game and be re-entered with no restrictions.
* Score will be kept for tournament seeding purposes. The HOME team shall enlist someone to keep score. If no one can be provided, a suitable replacement will be agreed upon by both head coaches and the league. Scorebooks will be provided. No regular season champion will be crowned. We will have awards for 1st, 2nd and 3rd in each division after the completion of the tournament.
* 3 outs or 5 runs/inning. 5 run max/inning! \*If more runners are on base as 5th run comes across; play will continue until time is called. Only 5 runs will count. \*\*Exception: In the event of a homerun over the fence, all runs will count.
* If darkness or weather prohibits a game from continuing, the game will be called ‘complete’ after two (2) (1.5 if home team is ahead) full innings have been completed. If an inning cannot be completed due to darkness or weather, the score shall revert to the last full inning, provided three full innings have been completed. If not, the game may be rescheduled or cancelled by the league office.
* Players may bunt. If a bunt goes foul with 2 strikes, the batter is out.
* "Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions."
* Coaches get one (1) mound/circle visit/inning. Each additional time they must change pitchers. Going to the field of play to talk to an infielder/outfielder (unless injured or for equipment issues) counts as a visit.
* Thrown bats: a player must dispose of the bat in an appropriate manner after a hit/walk. If they throw/toss the bat after a hit/walk, the team will be given ONE (1) warning. Each occurrence afterward will be an automatic out and the ball will be dead when the umpire calls the batter out. Each runner will return to the previous base.
* No Dropped Third Strike Rule. Batter is out on third strike. Runners may advance at their own risk
* We have a NO-CRASH RULE. Runners must make a reasonable attempt to avoid a fielder making a tag (This includes the catcher, as well as second basemen, shortstop, etc). In the event a runner, in the judgement of the umpire, maliciously or purposely ‘runs over’ or ‘runs through’ a fielder, shall be called out and possibly ejected and confined to the dugout. Runners may not HURDLE a defensive player in order to avoid a tag.
* Protests are not allowed. Game stands as called.
* All instances of a coach or player being ejected by the umpire, Umpire in Chief or any member of the League Office will be reviewed by the League Office (director and assistant director). A first ejection will result in the player/coach being placed on probation. A second ejection will result in the player/coach being removed from all Sunrise Optimist League activities for the remainder of the season and postseason. No refunds will be given in this instance. The League Office reserves the right to lessen the punishment for a second objection to a suspension, depending upon the circumstances.
* Grounds for ejection: Cursing, unsportsmanlike act(s), continually questioning or badgering of an umpire, opposing coach, player or fan. If ejected, coach/player must leave the field of play immediately and retreat to the parking lot or clubhouse. If they refuse to do so, the game shall be forfeited and called final, with an official score of 0 – 10 (Run rule score). The ejecting umpire and partner will file an ‘unusual situation’ report with the crew chief/league office.
* Games will be one (1) hour in length. Innings may be completed if the inning being played can be completed within in that one hour limit. The second game will start at 7:15 or 15 minutes after the first game ends, whichever is first. Both teams playing the second game of the evening should warm up off the field while the first game is being completed. Warm-up on the field before the second game will be limited to 5 more minutes of infield practice for the visiting team, followed by 5 minutes of infield practice for the home team.
* Home team occupies 1st base side, unless there is a double header. Teams do not have to change dugouts on back-to-back games.
* Players may not leave the base until the ball leaves the pitchers hand. Offending team will be warned once, with each subsequent violation resulting in the runner being called out. Ball is dead once a runner leaves early.
* Infield Fly Rule is not in effect.
* Illegal pitches will be called sparingly
* Illegal pitch is delivered, delayed dead ball - coach has options— Can take ball or result of play. Baserunners advance one base.
* Runners may advance or steal on any passed ball to all bases.
* Games will be FIVE (5) innings or an hour long, no new inning shall start past the 50-minute mark, unless: the game is tied. In which case, each team will get ONE (1) attempt at bat for the final inning (no matter which inning the game is in at the event of the time/inning limit expiration, the game will go into one extra inning. Each team will start the final inning with the last batter from the last inning on second (2nd) base. The 5 run/3 out limit still exists. If the game is tied after the extra inning, the game shall be a tie in the record book. If the game cannot go to extra innings or cannot be completed once in extras due to darkness/weather, the game will end in a tie.
* Run rule exists for 15 runs after three innings (2.5 if home team is ahead) or 10 runs after four innings (3.5 if home team is ahead).