

2025 CLARK COUNTY BASEBALL AND SOFTBALL GENERAL RULES

General Rules apply to all age groups unless specifically stated otherwise. Age group specific rules that follow are provided **in addition** to the general rules to compliment and add detail where necessary. The age group specific rules are **not in place of** these general rules.

1. Any commissioner or Clark County officer will have the authority to call a game, excuse a player from a game, or to control any situation that does not meet the guidelines of the county rules, whether it is his/her home community or not.
2. Team rosters and fees are to be submitted to the Clark County President before league play begins, or forfeit all games won until such rosters and fees are received. There can be no additions to these rosters after the sixth (6th) scheduled game. The rosters must contain the name, address, grade, and birth date of each player.
3. All players must live in or attend school in their respective school districts, unless an exception is approved by a vote by the county commissioners.
4. All games are to be played on their regularly scheduled day and time unless it conflicts with a school function. Once school is out of session all games will be played on their regularly scheduled day and time. A game can be changed only if a Clark County officer and the President of the affected community association have discussed it. Starting time of game due to weather will not be delayed more than 30 minutes from the scheduled start time.
5. When games are postponed because of weather or field condition, it is the responsibility of the home team to notify the opposing team and arrange for rescheduling of the game. If necessary, the visiting team coach must contact their community association President to assist in rescheduling the game. If the community association President is not contacted, and the game not rescheduled within 7 days, the games will be considered double forfeits.
6. When lightning is observed, or thunder is heard, the game will be delayed for 30 minutes. The 30-minute delay will reset each time lightning is observed, or thunder is heard again within the delay. Players are to be removed from the field to safety.
7. It is possible to be the home team at a visiting field. The home community is to furnish the umpire for all league games. **ALL UMPIRES MUST BE A CERTIFIED UMPIRE. THIS IS MANDATORY FOR 10U, 12U, AND 15U GAMES, BOTH BOYS AND GIRLS.** This is not required for Instructional Boys or Girls, or T-Ball.
8. The home community team is to describe ground rules to the umpire before the game. Game and ground rules will be discussed with both team managers before starting play.

9. No coach or manager will direct any remark to or call an opposing player by name while said an opposing team has the field, for the purpose of distracting a player while the games is in progress.
10. Any ball game called because of darkness or rain, is a complete game if four (4) innings have been played or if the home team is ahead after three and half (3 ½) innings. All games that must be replayed will be restarted from the point of interruption. If a game is tied at the end of regulation play, it will be deemed a tie game and noted as such. Tie games may be completed at the end of the season only if they affect league standings. No tournament game will end in a tie score.
11. Any team protesting a game must notify the home plate umpire that the game is being played under protest before the next half inning starts. The game then must be completed. After completion of the ball game and having been reviewed by the protesting teams league commissioner, the protest must be submitted in writing to the league commissioner representing that division within twenty-four (24) hours; accompanied by seventy-five (\$75.00) and submitted to the County Board President. The league commissioner will rule on the protest and their decision will be final. If the protest is upheld, the protesting team will be refunded their \$75.00. (Either team that chooses to leave the field before the completion of the protested game will be subject to a forfeit.)
12. Any MANAGER, COACH, TEAM OFFICIAL, or PARENT creating disturbances, using profane or insulting language, or any other unsportsmanlike conduct during warm-up, game, or immediately after game will be suspended from any further participation in any capacity for the year involved. Any coach ejected from a game by an umpire will serve a two (2) game suspension for the next two (2) consecutive games for that team. If then they are ejected from a game a second time by an umpire they will be removed for the rest of the year, subject to verification and review by the county commission. Any suspended person ignoring such suspensions will cause his team to forfeit all games in which such person takes part in any capacity.
13. MANDATORY PLAYING TIME: All players will play at least 2 innings on defense during the course of a regulation game. All batting orders will be pegged, and every player will bat. Unlimited substitutions are allowed on defense. The only exception is if disciplinary action has been taken by a coach and notification has been given to the opposing coach prior to the start of the game. Players arriving late will assume the last position in the batting order. No player arriving after the 4th inning will be allowed to enter the game. NO EXCEPTIONS
14. 12U and 15U boys, and 15U girls will use nine (9) fielders, all other teams may field nine (9) or ten (10) roster players at the beginning of each game if the players are present, however, a team may start with only seven (7) roster players without the game being declared a forfeit. If neither team can field seven (7) roster players, it is a double forfeit. After the game has started and all members of the team present have played, a team may continue to play with less than seven (7) players due to injury or illness during the game.

15. If a player is unable to take their scheduled at bat in the order due to injury or illness, they will be skipped and the following player in the order will bat without penalty. If a player is unavailable to bat in their designated spot in the order due to any other reason (previously ejected, leave voluntarily etc..) an out will be called each time the missing player or players can't fill their position in the batting order.
16. A Team that cannot field 7 roster players may "pull-up" temporary replacement players from the next lower age group with the following stipulations: The parents of the player and their coach must approve the requests for "pull-up". Players being pulled-up must be on the roster of the next lower age group team in the same association. Players must wear uniform from their lower age group team during the game. Players are not eligible to pitch or catch. "Pull-up" may only be used to field a complete defensive field of players. Under no circumstances will a team have "pull-up" players in the field while players of the correct age group are on the bench.
17. No new inning may start 2 hours after the 1st ball is pitched for 15U Boys and Girls, and 1:45 for all 8U, 10U and 12U Boys and Girls. If at the end of an inning, the time limit has not been reached, the next inning will be played (i.e. if the final out of the 5th inning in a 12U game occurs 1:44 after the first pitch, the 6th inning will be played. A new inning begins after the 3rd out of the previous inning.
18. **DECLARED LAST INNING:** If an inning ends within 15 minutes of the declared time limit (1:45 for 8U, 10U and 12U; 2:00 for 15U), the umpire will declare the upcoming inning the final inning. In this case, the upcoming inning will be treated as the 6th inning (for 8U, 10U and 12U) or 7th inning (for 15U) for run limit purposes. Once an inning is declared the final inning, the game is over at the conclusion of that inning, regardless of the time. Umpires must inform both coaches that it is the declared last inning prior to the first pitch of that inning.
19. Score keepers must give the opposing team first and last name of each player with uniform numbers and have first and last names in their score book. If a player is a pullup that needs to also be indicated.
20. All Softball age groups and 8U boys will use the double safety-first base.
21. Softball age groups 10U to 15U will have a 16' diameter (8' radius) and 8U boys and girls will have a 10' diameter (5' radius) circle around that age groups pitching rubber.
22. Outfielders must have at least one foot in the grass in the outfield.
23. All softball and age groups and baseball 8U, 10U, and 12U age groups: no slug bunting or slap bunting (these are surprise or chopping motion bunts). Once a player shows bunt, they must bunt or take the pitch, they cannot pull back and take a normal swing. Batter will be called out and play will stop – **NO WARNINGS, NO EXCEPTIONS**. Drag bunting is allowed. (Drag bunting is while the player is in motion). No bunting allowed in coach pitch.

24. In the event of a tie in league standings, the first way to resolve the tie is by the head-to-head record of each team. If that is a split, the next tie-breaker is record against common opponents. If that is still a tie, it will be a coin toss to determine the higher seed.
25. No intentional walks are allowed.
26. The team with the highest seed will be the home team at all tournament games.
27. Regular season games can end in a tie. Tournament games will go to extra innings until a winner is determined if the game is tied at the normal conclusion of the game. Pitching limits reset if a game goes into extra innings. Pitchers who have reached the maximum number of innings (or outs) allowed, may re-enter the game at the pitcher position and their inning (or out) count resets.

Note: TOURNAMENT CHAMPIONSHIP GAME ONLY / 12U and 15U:

The Championship Game for the Season Ending Tournament will not be subject to the time limit. All innings will be played, unless the Run Rule has been achieved. The Run Rule for each league still applies in all Tournament Games, including the Championship Game. **All other Tournament Games will be subject to the time limit and Run Rule for each league, as outlined in the League Rules.**

8U BASEBALL – AGE SPECIFIC RULES

Ages: 6,7,8 as of May 1st
Game Length: 6 innings

Pitching Distance: 40' Coach Pitch
Base Distance: 60'
Ball Type: Regulation Baseball

League rules are the same as Ohio High School Athletic Association rules including and/or except as follows.

1. Players are not permitted to wear steel spikes.
2. Umpires shall be parent volunteers.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets and catchers must wear full protective equipment including cups.
5. A defensive team will consist of ten (10) players with four (4) outfielders playing at equal depths. All defensive players must play at a normal depth and position.
6. All pitching must be overhand, and coach must have one foot in the circle. Circle will have a 10' diameter, centered around a 40' pitching rubber.
7. Balls and strikes are not called. A maximum of 7 pitches will be thrown by the coach. A batter is automatically out if the 7th pitch is not hit into fair territory or fouled off. Foul balls on the 7th pitch and beyond will result in one (1) additional pitch until the batter either puts the ball in play in fair territory, swings and misses (batter is out) or takes the pitch (batter is out).
** The Coach/Batter has the option to use a batting tee on the 7th pitch for ONE (1) SWING ONLY. This only applies for a team's first time through the batting order. After the first time through the batting order, this option is not allowed. If a player arrives late, after the first time through the original batting order, this rule is NOT applicable to that player. The home team supplies batting tee.
8. Leading off base or stealing is not permitted. Runners will be called out if observed by an umpire leaving the base before the ball is hit.
9. No bunting is allowed. Any ball hit within fair territory, as the result of a full swing will be in play. *Exception: A ball that comes to rest within the ten (10) foot arc of home plate will be a dead ball.
10. Runner advances one base on overthrow in fair territory. Runners advance one (1) base on an overthrow that goes "Out of Play."

11. Runners cannot advance on a pitched ball which goes “Out of Play” – the play is dead.
12. Run Rules:
Each team is allowed a maximum of 6 runs per inning, except for the 6th inning.
There is no limit for runs allowed in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, the game will be called per the Run Rule Limit.
13. It will be an automatic out if the base coach touches a base runner while the ball is in play.
14. If a ball in play is touched by the pitcher/coach or the pitcher/coach interferes with the play, all play reverts to the status prior to the last pitch regardless of when the ball was touched.
15. When the ball is in the pitching circle, held by either the player/pitcher or the coach/pitcher, “TIME” will be called. When “TIME” is granted by an umpire, runners with at least one foot passed the hash mark will be awarded the next base; otherwise, runners must return to the prior base. Hash marks will be halfway between each base. There is no time line; fielders must throw the ball to the player/pitcher or the coach/pitcher and the ball must be in the circle.
16. Any batter who throws a helmet or bat will be called out after one (1) warning from the umpire.
17. Any player that is playing in the pitchers position must wear a helmet with a mask or a face mask. No Exceptions.
18. THE BAT RULES: Bats may be 2 1/4” or 2 5/8” barrel. 2 5/8” barrel bats must be USA BASEBALL stamped. **NO USSSA bats are allowed.** This will fall on the head coach’s shoulders to enforce. Another coach may inspect all bats in the dugout before the game, this includes the ability to request all bats be lined up on the fence outside the dugout. If a batter brings an unapproved bat to the plate the first offense is a two-game suspension for the coach and the second one could result in the coach being removed.

8U SOFTBALL – AGE SPECIFIC RULES

Ages: 6,7,8 as of Jan 1st
Game Length: 6 innings

Pitching Distance: 35' Coach Pitch
Base Distance: 60'
Ball Type: 11inch Softball

League rules are the same as the National Federation of State High School Associations (NFHS) Softball rules including and/or except as follows:

1. Players are not permitted to wear steel spikes.
2. Umpires shall be parent volunteers.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets with face masks and catchers must wear full protective equipment.
5. A defensive team will consist of ten (10) players with four (4) outfielders (must have one foot in the grass) playing at equal depths. All defensive players must play at a normal depth and position not to exceed 15 ft. in front of the baseline.
6. All defensive players will wear a face mask.
7. All pitching must be underhand, and coach must have one foot in circle.
8. Balls and strikes are not called. A maximum of 7 pitches will be thrown by the coach. A batter is automatically out if the 7th pitch is not hit into fair territory or fouled off. Foul balls on the 7th pitch and beyond will result in one (1) additional pitch until the batter either puts the ball in play in fair territory, wings and misses (batter is out) or takes the pitch (batter is out).
** The Coach/Batter has the option to use a batting tee on the 7th pitch for ONE (1) SWING ONLY. This only applies for a team's first time through the batting order. After the first time through the batting order, this option is not allowed. If a player arrives late, after the first time through the original batting order, this rule is NOT applicable to that player. The home team supplies batting tee.
9. A Double base is to be used at first base.
10. Leading off base or stealing is not permitted. Runners will be called out if observed by an umpire leaving the base before the ball is hit.
11. No bunting is allowed. Any ball hit within fair territory, as the result of a full swing will be considered to be in play. *Exception: A ball that comes to rest within the ten (10) foot arc of home plate will be a dead ball.

12. Runner advances one base on overthrow in fair territory. Runners advance one (1) base on an overthrow that goes “Out of Play.” Runners cannot advance on a pitched ball that goes “Out of Play” – the play is dead.
13. Run Rule:
Each team is allowed a maximum of 6 runs per inning, except for the 6th inning. There is no limit for runs allowed in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, the game will be called per the Run Rule Limit.
14. It will be an automatic out if the base coach touches a base runner while the ball is in play.
15. If a ball in play is touched by the pitcher/coach or the pitcher/coach interferes with the play, all play reverts to the status prior to the last pitch regardless of when the ball was touched.
16. When the ball is in the pitching circle “TIME” will be called. When “TIME” is granted by an umpire, runners with at least one foot passed the hash mark will be awarded the next base; otherwise, runners must return to the prior base. Hash marks will be halfway between each base. There isn’t a time line; fielders must throw the ball to the player in the pitchers position, coach or ball must be in the circle
17. The defensive player playing the pitcher’s position must have one or more feet within a 10’ diameter circle centered on the 35’ pitchers’ mound until the ball is hit, and must wear a protective mask. No Exceptions
18. Any batter who throws a helmet or bat will be called out after one (1) warning from the umpire.

10U BASEBALL – AGE SPECIFIC RULES

Ages: 9, 10 as of May 1st

Game Length: 6 innings

Pitching Distance: 46' kid pitch

Base Distance: 60'

Ball Type: Regulation Baseball

League rules are the same as Ohio High School Athletic Association rules including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. Players are not permitted to wear steel spikes.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets and catchers must wear full protective equipment including cups.
5. Pitchers may not pitch more than three (3) innings per game. A pitcher may re-enter at the pitching position one (1) time and one (1) pitch constitutes an inning.
6. Base runners cannot lead off until the ball crosses home plate. If a base runner is observed by an umpire leaving a base too soon, that runner is out – NO WARNINGS, NO EXCEPTIONS.
7. Infield fly rule is **not** in effect.
8. A base runner beginning a play at 3rd base can only score when:
 - a.) Walked in with bases loaded.
 - b.) Batted in
 - c.) A maximum of two (2) runs per inning may be scored on pass balls by the catcher or wild pitches by the player/pitcher. Overthrows from the catcher to the player/pitcher do not count as pass balls. The runner may advance from 3rd base at their own risk and may be put out by tagging before touching home plate. After two (2) runs have been scored on pass balls/wild pitches, runners at 3rd must be walked or batted in for the remainder of the inning.
9. If a runner at any base cannot advance because of rule #8 and that runner leaves the base, he may be put out by tagging the runner before he safely returns.
10. A defensive team will consist of ten (10) players with four (4) outfielders playing at equal depths. All defensive players must play at a normal depth and position.
11. A batter is automatically out on the third strike and cannot attempt to run to 1st base.

12. No more than 3 batters can be walked in any inning.
 - a.) After 3 walks have occurred in the inning, the pitcher will be allowed to pitch to the remaining batters until 4 “balls” are thrown. After 4 “balls” are thrown, the batter’s coach will come to the mound and pitch to the batter, FROM THE PITCHING RUBBER until the total of 7 pitches is reached. If the batter has not hit the ball within a total of 7 pitches, he will be called out. If the batter fouls off the 7th pitch, he will continue to bat until he either hits the ball in play, strikes out, or takes a pitch. If he takes the 7th pitch or any pitch after, the batter will be called out.
 - b.) No bunting is allowed when the coach is pitching.
 - c.) No stealing is allowed when the coach is pitching.
13. Run rules:

Each team is allowed a maximum of 6 runs per inning, except for the 6th inning. There is no run limit in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, the game will be called per the Run Rule Limit.
14. THE BAT RULES: Bats may be 2 1/4” or 2 5/8” barrel. 2 5/8” barrel bats must be USA BASEBALL stamped. NO USSSA bats are allowed. This will fall on the head coach’s shoulders to enforce. Another coach may inspect all bats in the dugout before the game, this includes the ability to request all bats be lined up on the fence outside the dugout. If a batter brings an unapproved bat to the plate the first offense is a two-game suspension for the coach and the second one could result in the coach being removed.

10U SOFTBALL – AGE SPECIFIC RULES

Ages: 9, 10 as of Jan 1st
Game Length: 6 innings

Pitching Distance: 35'
Base Distance: 60'
Ball Type: 11-inch Softball

League rules are the same as the National Federation of State High School Associations (NFHS) Softball rules including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. Players are not permitted to wear steel spikes.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets with face masks and catchers must wear full protective equipment.
5. Pitchers may not pitch more than three (3) innings per game. A pitcher may re-enter at the pitching position one (1) time and one (1) pitch constitutes an inning.
6. Base runners cannot lead off until the ball crosses home plate. If a base runner is observed by an umpire leaving a base too soon, that runner is out – NO WARNINGS, NO EXCEPTIONS.
7. A base runner beginning a play at 3rd base can only score when:
 - a.) Walked in with bases loaded.
 - b.) Batted in
 - c.) A maximum of two (2) runs per inning maybe scored on pass balls by the catcher or wild pitches by the player/pitcher. Overthrows from the catcher to the pitcher do not count as pass balls. The runner may advance from 3rd base at their own risk and may be put out by tagging before touching home plate. After two (2) runs have been scored on pass balls/wild pitches, runners at 3rd must be walked or batted in for the remainder of the inning.
8. The infield fly rule is **not** in effect.
9. A defensive team will consist of ten (10) players and four (4) outfielders playing at equal depths. All defensive players must play at a normal depth and position.
10. A batter is automatically out on the third strike and cannot attempt to run to 1st base.
11. All defensive players will wear a fielders face mask.

12. No more than 3 batters can be walked in any inning.
 - a.) After 3 walks have occurred in the inning, the pitcher will be allowed to pitch to the remaining batters until 4 “balls” are thrown. After 4 “balls” are thrown, the batter’s coach will come to the mound and pitch to the batter, **FROM THE PITCHING RUBBER** until the total of 7 pitches is reached. If the batter has not hit the ball within the total of 7 pitches, he will be called out. If the batter fouls off the 7th pitch, he will continue to bat until he either hits the ball in play, strikes out, or takes a pitch. If he takes the 7th pitch or any pitch after, the batter will be called out.
 - b.) No bunting is allowed when the coach is pitching.
 - c.) No stealing is allowed when the coach is pitching.
13. Run rules:

Each team is allowed a maximum of 6 runs per inning, except for the 6th inning. There is no run limit in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, the game will be called per the Run Rule Limit.

12U BASEBALL – AGE SPECIFIC RULES

Ages: 11,12 as of May 1st
Game Length: 6 innings

Pitching Distance: 52'
Base Distance: 65'
Ball Type: Regulation baseball

League rules are the same as Ohio High School Athletic Association rules (restrictions relating to bat weight and length are waived), including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. Players are not permitted to wear steel spikes.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets and catchers must wear full protective equipment including cups.
5. Pitchers may not pitch more than (4) innings per game. A pitcher may re-enter at the pitching position one (1) time and one (1) pitch constitutes an inning.
6. Base runners cannot lead off until the ball crosses home plate. If a base runner is observed by an umpire leaving a base too soon, that runner is out – NO WARNINGS, NO EXCEPTIONS.
7. In accordance with Rule 6, a runner at third base may advance to home at his own risk.
8. Infield fly rule is in effect.
9. On drop 3rd strike refer to Ohio High School Athletic Association rules
10. A total of nine (9) defensive players are allowed in the field
11. Run rules:
Each team is allowed a maximum of 8 runs per inning, except for the 6th inning.
There is no run limit in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, or 10 runs or more after 5 complete innings of play, the game will be called per the Run Rule Limit.
12. There are not any bat rules: USSSA or USA bats are allowed and any big barrel size including 2 ¾ in.

12U SOFBALL – AGE SPECIFIC RULES

Ages: 11, 12 as of Jan 1st
Game Length: 6 innings

Pitching Distance: 40'
Base Distance: 60'
Ball Type: Yellow 12" Softball

League rules are the same as the National Federation of State High School Associations (NFHS) Softball rules including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. Players are not permitted to wear steel spikes.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets with face masks and catchers must wear full protective equipment.
5. Pitchers may not pitch more than four (4) innings per game. A pitcher may re-enter at the pitching position one (1) time and one (1) pitch constitutes an inning.
6. Base runners cannot lead off until the ball leaves the pitcher's hand. If a base runner is observed by an umpire leaving a base too soon, that runner is out – NO WARNINGS, NO EXCEPTIONS.
7. A defensive team will consist of ten (10) players with four (4) outfielders playing at equal depths. All defensive players must play at normal depth and position.
8. Infield fly rule is in effect.
9. On drop 3rd strike refer to NFHS rules.
10. Runners may advance bases at their own risk.
11. Pitchers and Infielders must wear mask. Outfield mask is optional.
12. Double safety base must be used at first base.
13. Run rules:
Each team is allowed a maximum of 8 runs per inning, except for the 6th inning.
There is no run limit in the 6th inning. If a team is ahead by 15 or more runs after 4 complete innings of play, or 10 runs or more after 5 complete innings of play, the game will be called per the Run Rule Limit.

15U BASEBALL – AGE SPECIFIC RULES

Ages: 13,14,15 as of May 1st
Game Length: 7 innings

Pitching Distance: 60' 6"
Base Distance: 90'
Ball Type: Regulation Baseball

League rules are the same as Ohio High School Athletic Association rules, including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. Players are permitted to wear steel spikes.
3. All players must have numbers on their uniforms.
4. All batters and base runners must wear full protective helmets and catchers must wear full protective equipment including cups.
5. Pitchers may not pitch more than four (4) innings per game. One pitch constitutes an inning.
6. If double headers are played the home team will rotate for the second game. Example The home team the first game will be the visitor the second game and the visitor the first game will be the home team the second game.
7. Run rules:
Each team is allowed a maximum of 8 runs per inning, except for the 7th or final inning. There is no run limit in the 7th or final inning.
If a team is ahead by 15 or more runs after 4 complete innings of play, or 10 runs or more after 5 complete innings of play, the game will be called per the Run Rule Limit.
8. Bat Rules: Bats must be -10 or less and no fungo bats allowed.

15U SOFTBALL – AGE SPECIFIC RULES

Ages: 13, 14, 15 As of Jan 1st
Game Length: 7 innings

Pitching Distance: 43'
Base Distance: 60'
Ball Type: Yellow 12" softball

League rules are the same as the National Federation of State High School Associations (NFHS) Softball rules including and/or except as follows:

1. Players will be called out and ejected from the game for intentional roughness.
2. All players must have numbers on their uniforms.
3. All batters and base runners must wear full protective helmets with face masks and catchers must wear full protective equipment.
4. Pitchers may not pitch more than 12 outs in any game. Her replacement, or any other pitcher, must complete (3) outs before the original/starting pitcher can return. Extra innings games, refer to General Rule #27.
5. 3 outfielders may be used, and they must all play at equal depth in the field.
6. Players are permitted to wear steel cleats.
7. Bats must be approved fast pitch bats per NFHS rules.
8. On days that double headers or played the home team will rotate for the second game. Example The home team the first game will be the visitor the second game and the visitor the first game will be the home team the second game.
9. Pitchers and Infielders must wear fielder face masks. Face masks are optional for outfielders.
10. Run rules:
Each team is allowed a maximum of 8 runs per inning, except for the 7th or final inning.
There is no run limit in the 7th or final inning.

If a team is ahead by 15 or more runs after 4 complete innings of play, or 10 runs or more after 5 complete innings of play, the game will be called per the Run Rule Limit.