Burleson Youth Association

www.bya.org

Softball Rules

Revised January 2026

Burleson Youth Association (BYA) Softball Rules

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Introduction & Summary

Welcome to Burleson Youth Association (BYA) Softball! Our league follows a combination of BYA's established rules and USA Softball Fastpitch Youth rules to create a safe, fair, and fun environment for all players. While most rules align with national standards, some have been adapted to best fit our league's structure and player development goals. It's important to remember that rules may vary when playing outside of BYA. This rulebook outlines everything from batting and pitching to time limits and base running, ensuring consistency across all age divisions. By following these guidelines, we promote good sportsmanship, skill growth, and a love for the game.

For the full **USA Softball Rulebook (2025)**, please visit:

https://www.usasoftball.com/official-rulebook/ or click on the link:

USAS-2025-Rulebook_digital67.pdf

Team Management

Coaches Selection

1. **Returning Coaches Get Priority**
    - Coaches who return to the same age division from the previous season will get a team before new coaches or those moving to a different division.
    - After that, coaches from the previous spring season will be assigned teams before those who did not coach softball or baseball that season.
    - Any remaining coaching spots will be filled at the Director of Softball's discretion, prioritizing those with experience in baseball or softball.
2. **Parent Complaints and Coaching Eligibility**
    - If a coach has a pattern of six or more parent complaints per season (not based on player requests), the Director of Softball has the right to deny them a team, even if they are a returning coach.
3. **Rule Violations and Code of Conduct**
    - Any coach who violates league rules or the Code of Conduct may lose their coaching position.
    - This decision will be made at the sole discretion of the Softball Committee

and is final.

Player Evaluations

No Player Evaluations

- There will be no player evaluations for the Spring or Fall seasons.

Draft Rules

1. **Draft Oversight**
    - The Director of Softball or a designated representative will oversee the draft process.
    - Each team will have a representative responsible for making player selections.
2. **Team & Draft Order**
    - There will be no returning teams in any age division.
    - Draft order will be determined by a drawing at the draft site.
    - The draft will follow a snake format (Round 1: Picks 1-10, Round 2: Picks 10-1, and so on).
    - There will be no hat draw.
3. **Player & Team Requests**
    - Ride shares (including cousins, nieces, nephews, etc.). Coaches are not obligated to honor rideshare/friend requests.
    - Unless there are only two teams in a division, each player may list one coach they do NOT want to play for on their sign-up form.
        - The coach may not draft that player.
4. **Age Cutoffs & Player Placement**
    - Fall league age divisions will be based on the upcoming Spring season’s age cutoffs.
        - Example: Fall 2026 will use the Spring 2027 age chart.
        - USA Softball’s age chart runs from September 1st to August 31st.

- Parents who want their child to play down in the fall must email the Director of Softball for approval **not a guarantee**.
    - The final decision will be made by the Softball Committee.
- Fall Grapefruit Cutoff: A player's age for the Fall season will be determined by their age on April 30th of the upcoming Spring season.
    - Example: Fall 2025 teams will be based on April 30, 2026, ages.

5. **Draft Exceptions**
    - If a team is drafted without a head coach, no trades will be allowed with that team.

Exemption Rules

1. **Number of Exemptions**
    - Each team is allowed to exempt up to 5 players.
2. **Coach's Child Rule**
    - If a head coach has a child playing in the division they are coaching, that child must be one of the 5 exemptions.
    - If assistant coaches are chosen before the draft, their children must also be listed as exemptions.
3. **Submitting Exemptions**
    - All exemptions must be submitted in writing, signed by the player's parent/guardian, before the league's draft.
    - A physical copy of the exemption list must be brought to the draft. If this is not done, the exemption will not be honored.
4. **Drafting Exempted Players**
    - Exemptions must be used as a coach's first pick in the age bracket the exemption is rated for.
5. **Sibling Rule**
    - Head coaches must draft sisters together unless the parent requests a waiver.
    - If one sister is an exemption, both must be exemptions.

- Under no circumstances can a coach exceed the 5-player exemption limit for their team.

Late Registration & Player Replacement Rule

If a player is registered late within the first week after the draft or a team permanently loses a player, the following steps will be taken to ensure fair team placement:

1. **Team Assignment for Late Registrations**
    - The player will be placed on the team with the fewest players to maintain balanced rosters.
    - If multiple teams have the same number of players, the player will be assigned based on the next team in the original snake draft order.
    - If a player has officially withdrawn from the program, a late-registered player may be assigned as a replacement for that team.
2. **Replacing a Permanently Lost Player**
    - The head coach must immediately notify the Director of Softball.
    - If a waiting list exists, the replacement player must be selected from that list.
    - If no players are on the waiting list, no new player can be added until an application is submitted, and the player is placed on the waiting list.

All late registrations and player replacements must be approved by the Director of Softball. After the first week post-draft, no additional players will be added unless approved by the Director of Softball.

New Head Coaches After the Draft

If a new head coach joins the league after the draft and their child was already drafted to another team, they may request to have their child moved to their team under these conditions:

- The child's current team already has a head coach.
- The new head coach must trade an equally aged player to the team their child is

leaving.

- The new head coach must notify the Director of Softball before making any changes.

Equipment & Uniforms

Equipment Pick-Up

- The head coach or a designated person must bring a $300 deposit check made out to BYA when picking up equipment.
- This check will be given to the BYA Equipment Director or their representative.

Equipment Return

- The head coach or a designated person must return all equipment at the end of the season on the scheduled return date set by the BYA Equipment Director.
- Once the equipment is returned in good condition, the $300 deposit check will be returned.

Failure to Return Equipment

- If the equipment is not returned by the final deadline, the following will happen:
    - The $300 check will be deposited.
    - The coach will be considered not in good standing with BYA.
    - The coach will not be allowed to volunteer for any sport or position within BYA.

Uniforms

1. **Uniforms Provided**
    - For both Spring and Fall seasons, BYA will provide each player with a complete uniform, which includes:
        - Pants
        - Jersey
        - Socks
        - Belt
    - Teams with the same name must have different uniform colors to avoid

confusion.

2. **Uniform Modifications**
    - No enhancements to uniforms are allowed, except for:
        - Socks
        - Belts
        - Player's name on the back of the jersey
        - Sponsor's name on the back of the jersey
3. **Jersey Requirement**
    - Players must wear the jerseys provided by the league without alterations.
4. **Coach Dress Code**
    - Coaches must wear closed-toe shoes while on the field and in the dugout for safety reasons.

Field & Game Operations

Ground Rules

1. **No Hitting into Fences:**
    - Do not use soft toss or hit hard baseballs or softballs into any fences at any time.
2. **Chisenhall Park Field Use:**
    - Fields at Chisenhall Park are for games only. No practices are allowed on these fields unless prior rental reservations are made.
3. **Dugout & Field Access**
    - Dugout Access: Only players and coaches of the scheduled team are allowed in the dugout during game time.
    - Only adults with a current background & badge are allowed in the dugout and/or on the field.
    - Coaches/Volunteers must wear their badges visibly at all times. If a coach is pitching, the badge can be tucked under their shirt but must be shown if requested.
    - Only BYA players are allowed in the dugout with their appointed teams,

unless they are assisting another team within the same age division due to a lack of players (specifically in the older divisions such as 12U-18U). Absolutely, *no infants or toddlers are allowed*.

4. **Field Conduct**
    - The following are strictly prohibited in the dugout and on the field:
        i. Vaping/Smoking/Chewing Tobacco
        ii. Sunflower seeds
        iii. Chewing gum
        iv. Cell phone usage
        v. Young Children not on the team roster

Warm-Up Rules

1. **Warm-Up Time and Area:**
    - Coaches can warm up their players in an area away from spectators 30 minutes before game time.
2. **No Practice in Spectator Areas:**
    - Do not practice or warm up in areas where spectators are present. This includes sidewalks and walkways.
3. **Grass Areas for Warm-Ups:**
    - Warm-ups should only happen on grass areas. Both coaches can agree on how to share the infield for warm-ups before they start.
4. **Batting Practice Locations:**
    - Batting sticks, soft toss, and batting practice are allowed only in designated areas that are away from walkways.

Rain-Out Protocol

1. **Field Playability Decision:**
    - A representative from the City of Burleson Parks and Recreation Department and, if possible, a representative from BYA, will meet at Chisenhall Fields to decide if the fields can be used for games that day.

2. **Rainout Line:**
    - The rainout line (817-203-8534) will be updated by 4:00 PM on the day of the game if games are canceled.
3. **Postponement Decisions:**
    - The Director of Baseball, Director of Softball, or their approved designate, along with the head umpire, will decide any game postponements during play.
4. **Make-Up Games:**
    - All make-up games will be scheduled by the Director of Baseball, Director of Softball, or their designated representative.
5. **Suspended Games:**
    - If a game is suspended, it will be considered complete if more than half of the time limit has passed. The score will be recorded as the last completed inning of play.
    - If the game is suspended before half the time limit has passed, the remaining time will be recorded, and the game will be completed at a later date.
6. **Playing Make-Up Games:**
    - Teams can play rain-out make-up games with only 6 players, and no outs will be taken for missing players.

Game Rules & Regulations

Practice Schedules

1. **Limit on Practices/Games:**
    - No more than 3 practices or games (scheduled or unscheduled) in a week.
2. **Week Definition:**
    - A week is 7 days, from Sunday to the following Saturday.
3. **Defining a Practice:**
    - A gathering of more than 1/3 of the team for batting, skill drills, soft toss, or other activities for more than 30 minutes is considered a practice.

4. **Practice Duration:**
    - Each practice is limited to 2 hours.
5. **No Practice on Game Day:**
    - No practices are allowed on the same day as a game.
6. **Games and Practices:**
    - If there are 3 games in one week, the head coach can hold 1 practice that week. A double-header counts as one event, and a triple-header counts as 1.5 events.
7. **Tournament Games:**
    - Tournament games do not count towards the weekly limit of games or practices.
8. **Pre-Season Practices:**
    - Teams must practice at least 2 times a week before games start, for at least an hour each time. Once games begin, teams must practice at least once a week, unless weather prevents it.
9. **Chisenhall Fields:**
    - Chisenhall fields cannot be used for practices (unless authorized by the city). No hitting into fences.

Playing Time

1. **Starting Games**:
    - 6U/8U players must play 1 inning of infield in game time.
    - 10U-18U players must start in every other game (infield/outfield).
2. **Equal Playing Time**:
    - Players must play an equal amount of defense and offense. No player should sit for more than 2 consecutive innings. Exceptions are for illness, injury, or disciplinary actions.
3. **Team Size**:
    - BYA aims to limit teams to 12 players whenever possible.

4. **Roster Players Only**:
    - Only players on the official roster can play for the team.
    - Teams with 7-8 players can use players from the opposing team for defense. These players will bat for their own team.
5. **One Team Rule**:
    - Players can only be on one team's roster within the BYA, regardless of the age division.

Player Equipment

1. **Catchers' Equipment**:
    - All required catchers' equipment is available through BYA.
2. **Batters' Helmets**:
    - All batters must wear helmets with facemasks.
3. **Catchers' Helmets**:
    - All catchers must wear a helmet with a throat protector. A clip-on throat protector is acceptable.
4. **Infield Safety Gear**:
    - All leagues except Grapefruit must wear an infield mask for safety. It's highly recommended for outfielders, too.
5. **6U Division Gear & Bats**:
    - 6U does not need to wear shin guards.
    - Any bat labeled "T-ball" is illegal and will be removed. Dented bats are also not allowed.
6. **Legal Bats**:
    - All bats must have a USA/ASA softball stamp. Any other bat will be removed, and after one warning, the player and head coach will be ejected from the field if the illegal bat is found again.

Conduct & Discipline

Player Disciplinary Actions

1. **Exclusion from Games**:
    - A player may be excluded from a game for repeated unexcused absences from practices or games, using bad language, or violent behavior.
2. **Evidence of Behavior**:
    - The head coach must give the Director of Softball proof that the behavior is ongoing before any game suspension.
3. **Crashing into a Fielder**:
    - If a player is called out or ejected for crashing into a fielder, an incident report should be completed and sent to the Director of Softball or their designate for review and possible further action.
4. **Ejection from a Game**:
    - If a player is ejected from a game for any action except "throwing the bat," their actions may be reviewed for possible further disciplinary actions by the Director of Softball or their designate.

Coach Disciplinary Actions

1. **Ejection from a Game**:
    - If a coach is ejected from any regular-season game, they must serve a one-game suspension, which will be served at the next scheduled game.
2. **Notification**:
    - The ejected coach must notify the Director of Softball or Commissioner via email within 24 hours of the incident or before the next scheduled game.
3. **Incident Review**:
    - The incident may be reviewed by the sports committee for possible additional action. Only relevant testimonies from both coaches and both umpires will be considered.
4. **Multiple Ejections**:
    - If a coach is ejected twice in one recreational season (including the

end-of-season tournament), they will serve a one-year suspension from any participation at Chisenhall Ballpark.

Protest Rules

1. **Protest Fee**:
    - The head coach must pay a $25.00 fee at the time of the protest to the Board Member or Softball Committee member in charge.
2. **Protest Committee**:
    - The Protest Committee will include a member of the Softball Committee or another Board Member and the Head Umpire. They will discuss the issue with the head coaches and the umpire(s) involved.
3. **Protesting a Rule**:
    - The rule being protested must be shown in the rulebook within 5 minutes of the protest. If the rule violation can't be proven, the protest will be denied, the fee kept, and the game will continue from the point of protest.
4. **Game Time**:
    - Time does not stop during a protest.
5. **Protests Not Allowed**:
    - Protests are not allowed in the 6U and 8U divisions.

Responsibilities & Competitions

Coach and Team Responsibilities

1. **Home Team Scorekeeper**:
    - The home team must provide the "official" scorekeeper. The scorekeeper should sit at the table or directly behind the home plate umpire and be easily recognized by the umpire.
    - If the home team does not provide a scorekeeper, they will forfeit the game. The scorekeeper must be an adult.
2. **Visiting Team Scoreboard Operator**:
    - The visiting team must operate the scoreboard. If they do not provide an operator, they will forfeit the game.

- The operator should be 18 years or older (Adults only).

3. **Fan Behavior**:
    - Coaches are responsible for their fans' behavior. If an umpire or committee member removes a spectator for unruly behavior, the player associated with that spectator will also be removed from the game.
    - If the behavior occurs after the game, the player will be excluded from the next game.
    - If a coach is ejected from the game, the coach's daughter does not have to be removed from the game.
4. **Coaching and Background Badges**:
    - All coaches must wear a visible current badge, and a current background check must be completed.
5. **Base Coaches' Position**:
    - Base coaches should stay within the "coach's box" (no farther than 8 feet from the base at all times).
6. **Lineup Submission**:
    - Coaches must provide a lineup with names and numbers to the scorekeeper at least 10 minutes before game time.
7. **Scorecard Signing and Entry**:
    - Coaches must sign the scorecard kept by the umpire at the end of the game. Umpires will turn these in after the game. These cards will note final scores and any other relevant information.
    - All coaches must enter their game scores on Teamsideline within 24 hours of game completion. If the score is entered incorrectly, the Director of Softball will review scorecards and correct the scores.

Tournament Play Rules

1. **Playing with 7 Players**:
    - BYA allows a team to play in the tournament with 7 players.
    - Coaches decide before the game if the opposing team will take an out after the 7th batter each inning. BYA doesn't require the out to be taken, but will enforce it unless both teams agree not to.

2. **Reporting Outs**:
    - The team with 7 players must report 1 out when the 8th player would have batted as agreed.
    - You can play with 6 players, but the game will be a "scrimmage," and a forfeit will be reported for the team with fewer players.
    - Tournament playing time is up to the Head Coach (no rotation of players required).
3. **Home Field Advantage**:
    - In tournament play, the higher-seeded team will have home-field advantage.
    - The tournament can be double or single elimination, depending on the weather.

Rules Governing Play

1. **Game Rules**:
    - All games will follow USA Softball Fastpitch rules. If there is a difference between a USA rule and a BYA rule, the BYA rule will be used.
2. **Playing with 7 Players**:
    - Teams with only 7 players are allowed to play without forfeiting. Only one automatic out will be assessed unless coaches agree otherwise at the home plate meeting.
    - If a game is determined to be a forfeit, umpires will leave the field.
3. **Fall Season**:
    - In the fall, teams can play with 7 players in slow pitch or fastpitch with no penalty.
4. **No Metal Cleats**:
    - No metal cleats are allowed on any turf field.
5. **Safety Equipment**:
    - All safety equipment identified in the USA rulebook must be worn during practice and games.
    - Catchers warming up pitchers must wear a helmet.

6. **No Phones**:
    - No phones are allowed on the field or in the dugout for coaches or players. A warning will be given, and then the coach will be ejected.
7. **No Noisemakers**:
    - No artificial noisemakers (horns, cowbells, etc.) are allowed.
8. **Walk-Up Music**:
    - Walk-up music is permitted but must stop once the player reaches the batter's box.
    - Music between innings and during warm-ups is allowed. Complaints about inappropriate music or volume will result in the team not being able to play music, as determined by the Director of Softball.
9. **Rainouts**:
    - If a game is suspended, it will be considered complete if more than half of the time limit has passed. The score of the last completed inning will be recorded.
    - If the game is suspended before this, record the remaining time, and the game will be completed later.
10. **Tie Game Rules**:
    - Tie games will stand during the regular fall season, yet during tournament play, it will convert to the “International Tie Breaker Rule” below.
    - **International Tie Breaker Rules** will be used **Only during Tournament play**: The last batter from the previous inning is placed on second base. Each team gets one pitch (full count), no outs, and unlimited fouls. Innings are capped at 5 or 6 runs, depending on the division. If the home team advances a run to take the lead, the game is over.
11. **Injured Player**:
    - If a batter or base runner is injured and cannot complete their at-bat or advancement, a pinch runner is allowed. The pinch runner will be the player who made the last recorded out.

League Standings

Spring Season & Fall Season

1. **Determining Standings**:
    - League standings will be based on the win/loss record.
2. **Tie Breakers**:
    - If two or more teams are tied for a trophy position at the end of the season, the first tiebreaker is the head-to-head record.
    - If still tied, the team with the fewer runs allowed will be the tiebreaker.
    - If still tied, the team with the highest runs scored will be the top team.
    - If all else is still tied, a coin flip will determine the winner.
3. **Pickup Players**:
    - No pickup players are allowed, but teams can borrow players from the same BYA softball division. Borrowed players can only play outfield and bat last.
4. **Single Elimination Tournament**:(Spring)
    - A single elimination tournament will be held at the end-of-season.
    - Teams will be seeded into the bracket based on regular-season rankings.
    - The higher-seeded team will have home-field advantage.
5. **End of Season Tournament**:(Fall)
    - An end-of-season tournament will be held to determine standings (May be single or double elimination, depending on the weather).
    - Teams will be seeded into the bracket based on regular-season rankings.
    - The higher-seeded team will have home-field advantage.

Division-Specific Rules

Blastball League Rules

1. **Player Eligibility**:
    - Any player considered to be “league age 3” is eligible to play.

2. **Batting and Inning Changes**:
    - After the entire lineup has batted in an inning, teams will change sides regardless of whether 3 outs have been made.
    - Drop-dead time is 45 minutes, as long as both teams have batted their entire lineup at least twice.
3. **No Umpires or Scores**:
    - Umpires are not used, and scores are not kept in this league.
    - This league is strictly for development and should be treated as such.
4. **Batting Rules**:
    - Batters will bat until they put the ball into play.
    - There are no strikeouts.
5. **Position Rotation**:
    - It is recommended that no player play the same position more than once in a game.
    - All players must play at least every other inning in the infield.
6. **Coach Involvement**:
    - Coaches are encouraged to be on the field both offensively and defensively to help instruct players.
    - Wins, losses, outs, and runs are not kept in this league.
7. **Baseball Pants**:
    - Baseball pants are ~~not~~ supplied ~~or required~~ for this league.
8. **Running the Bases**:
    - If a player is out, they are allowed to continue running the bases.
    - The team will continue to bat the entire lineup each inning regardless of the number of outs.

6U Modified T-Ball Rules

1. **Game Structure**
    - Bat the entire lineup.
    - Maximum of 5 runs per half-inning.
    - Games last 55 minutes (finish the inning if time expires).
    - Mercy Rule:
        - 11-run lead after 4 innings
        - 6-run lead after 5 innings
    - Tie-Breaker Rule (Spring): Tied games will stand during the fall season until tournament play.
        - Last batter from the previous inning starts on second base.
        - No outs.
        - Maximum 5 runs per team per inning.
        - If the home team takes the lead, the game ends.
2. **Defense & Fielding**
    - Defensive Positions:
        - 4 infielders (1B, 2B, 3B, SS)
        - 1 pitcher & 1 catcher
        - Remaining players must be in the outfield (positioned in the grass, at least 10 feet behind the baseline).
    - Teams may play 10-12 players on defense.
    - Throwing Rule:
        - Players should throw the ball to get runners out.
        - If a fielder runs the ball instead of throwing it, the runner is safe at the umpire's discretion.
        - Example:
            - Pitcher fields near 1st and tags runner → OUT

        - Pitcher fields near 3rd and runs to tag runner → SAFE

3. **Batting, Pitching, & Base Running**

- **Batting Rules:**
    - The batter will receive up to 3 Coach pitches to try to put the ball into play. If the ball has not been put into play after 3 pitches, the player can receive 2 swings off the T. Foul balls are indefinite.
    - Hitting off Coach, the player can run as many bases, and the play stops when the pitcher (player) has control of the ball in the circle. If hit off the T, then the player can only advance one base until another player hits off the coach.
    - No **bunting** or **chopping** the ball.
    - No **intentional walks**.
- **Pitching Rules:**
    - The coach must pitch from the rubber set at a distance of 35 feet and must immediately get off the field when the ball is put into play.
- **Base Running Rules:**
    - **No leading off or stealing** – Runners must stay on base until the ball is hit.
    - Tag-up rules apply and are enforced.
    - **No stealing home** – Runners may only advance home on a batted ball.
    - **Overthrows at 1st Base: Rule applies to players who hit off the Coach.**
        - Runners may advance one base at their own risk.
        - If an obvious attempt is made to get another runner out, all runners may advance until play stops.
        - A simple throw from the outfield does not count as a play.
        - Play stops when the pitcher has control of the ball in the circle.

Burleson Youth Association (BYA) Softball Rules

6U T-Ball Rules: Time-Out Rules

1. **Defensive Time-Outs:**
    - Teams are allowed three charged conferences per game.
    - A defensive coach may request time to speak with players or make adjustments.
2. **Offensive Time-Outs:**
    - **One charged time-out per inning** for offensive teams.
    - The batter or base runners **must remain within the batter's box or on the base** unless directed otherwise.
3. **Umpire-Granted Time-Outs:**
    - The umpire may call time at their discretion for injuries, substitutions, or game management.

Coaching & Player Development

1. **Coaching Rules:**
    - Max of 4 coaches per team, including dugout coaches.
    - The Coaches can help line up players to bat if needed as follows: Spring, no assistance beginning of April, and for Fall beyond October.
    - **Offensive Coach Assistance (Fall & Spring Week 1-3):**
        - One coach may stand behind home plate to adjust/remove the tee.
        - The coach may not position or verbally coach players from behind the batter's box.
    - **Defensive Coach Assistance:**
        - One coach may stand in the outfield.
        - If the ball touches the coach, the play is dead, and bases are awarded at the umpire's discretion.
        - No defensive coaches allowed after Week 3 in Spring.
2. **Player Rotation Rule (Spring Only):**
    - Review playing time on page 11.

- An inning is 3 outs or a 5-run limit.
- Incomplete innings due to time limits or weather do not count toward this rule.
- Failure to Rotate Players:
  - First offense: Written warning.
  - Second offense: Coach suspended for one game.
  - Violations must be reported in writing to the Director of Softball.

6U T-Ball Rules: Other Gameplay Rules

- No infield fly rule at the 6U level.
- No intentional walks.
- Game consists of no more than 6 innings.

8U Coach Pitch Rules

1. **Batting & Scoring**
   - Every player in the lineup bats.
   - Each team can score a maximum of 5 runs per half-inning.
2. **Defense & Fielding**
   - Ten players may play on defense.
   - Coaches may agree to play up to 12 players during the plate meeting.
   - Any extra players beyond 10 must play in the outfield (positioned on the grass)
   - Fielding positions must be as follows:
     - **4 infielders (1st base, 2nd base, 3rd base, and shortstop)**
     - **1 pitcher**
     - **1 catcher**
   - Each team is allowed a maximum of 4 coaches, including dugout coaches.

Burleson Youth Association (BYA) Softball Rules

Game Duration & Tie Breakers

1. **Game time limit: 55 minutes (finish the inning** unless the home team is winning or the visiting team cannot catch up).
2. A game is called if a team is ahead by:
    - **11 runs after 4 full innings**
    - **6 runs after 5 innings**
3. **Tie-Breaker Rule (Spring):** Tied games will stand during fall season until tournament play.
    - The last batter from the previous inning starts on second base.
    - Each batter gets only 1 pitch (unlimited fouls allowed).
    - **5-run cap per inning still applies**.
    - If the home team scores a run to take the lead, the game is over.

8U Coach Pitch: Gameplay Rules

1. **Time-outs follow USA Softball rules:**
    - **Defensive Time-Outs:**
        - Teams are allowed **three charged conferences per game**.
        - A defensive coach may request time to speak with players or make adjustments.
    - **Offensive Time-Outs:**
        - One charged time-out per inning for offensive teams.
        - The batter or base runners must remain within the batter's box or on the base unless directed otherwise.
    - **Umpire-Granted Time-Outs:**
        - The umpire may call time at their discretion for injuries, substitutions, or game management.
        - A fielder holding up the ball does NOT stop play – runners may continue until the umpire calls time, and/or the pitcher has control of the ball within the circle.

2. **Coach Pitch:** Coaches pitch to their own team.
    - **Baserunning Rule (USA Softball Fastpitch):** Runners may lead off once the coach releases the pitch (No stealing).
3. **Batting Rules:**
        - Unlimited foul balls (a batter cannot be out on a foul ball).
        - No infield fly rule.
        - No intentional bunting.
4. **Game Length:** consist of 6 innings (Finish the inning).
5. **Player Development & Rotation**
    - **Throwing Rule:**
        - Coaches must teach players to throw the ball to get runners out.
6. **Overthrows and Live Ball Situations:**
    - **Overthrows:** If a defensive overthrow remains in play, runners may continue to advance at their own risk until the pitcher has control of the ball within the pitching circle.
7. **Fall Season Development Rule:**
        - Fall is a learning season, so coaches are expected to rotate players frequently.
        - No player should play the outfield for consecutive games.
        - If a coach does not follow this rule, a written warning will be issued.
        - If the issue continues, the coach will be suspended for one game.
        - Violations must be reported in writing to the Director of Softball.
        - ***8U Modified Kid Pitch in effect Fall 2026. The above rules have been adjusted to fit Modified Kid Pitch rules and apply. Read Updated (8/19/26) Rules on pages 30-31.***

10U, 12U, 14U/16U/18U Kid Pitch Rules

1. **Batting & Scoring**
    - Every player in the lineup bats each inning (bat the entire lineup).

- Each team can score a maximum of 6 runs per half-inning.
- **Drop 3rd Strike: If first base is occupied (with less than two outs):** The batter is automatically out and cannot run to first base. This prevents unnecessary baserunners.**If first base is unoccupied OR there are two outs:** The batter **can** attempt to run to first base, even if the catcher drops the ball.

2. **Defense & Fielding**
    - Nine players may play on defense.
    - Each team is allowed a maximum of 4 coaches, including dugout coaches.
    - Pitcher changes must be reported to the umpire.
    - If a pitcher hits 3 batters in one inning, they must be removed from pitching. They may re-enter as a position player but cannot pitch again until the next inning.
3. **Game Duration & Tie Breakers**
    - **Game time limit:** 75 minutes (finish the inning unless the home team is winning or the visiting team cannot catch up).
    - A game is called if a team is ahead by:
        - 12 runs after 3 full innings
        - 10 runs after 4 innings
        - 8 runs after 5 innings
    - **Spring Season Tie-Breaker Rule:**
        - If the game is tied after time expires and the inning is completed, International Tie-Breaker rules will apply for one extra inning.
        - The last batter from the previous inning starts on second base.
        - Each batter gets only 1 pitch (full count), unlimited fouls allowed.
        - 6-run cap per inning still applies.
        - If the home team scores a run to take the lead, the game is over.
    - **Fall Ball Tie Rule:** Tie games will stand during regular-season games.
4. **Pitching Rules: Pitching Motion Rule**

A. **Legal Step**

- The pitcher must take **one step forward with the non-pivot foot** at the same time as releasing the ball.
- The step must be **forward and within the 24-inch length** of the pitcher's plate.

B. **Pivot Foot Movement**

- The pivot foot **may slide or turn on the plate** as long as contact is maintained.
- Lifting the pivot foot off the plate and returning it **creates a rocking motion and is illegal**.

C. **Pushing Off**

- The pitcher **must push off from the pitcher's plate**. Pushing off from any other location is **illegal**. An illegal pitch results in a ball awarded to the batter.
- **Legal Movements:**
  - The pitcher **may drag** the pivot foot while maintaining contact with the ground.
  - The pitcher **may have both feet in the air** during delivery.

D. **Pitching Mechanics:**

- **Hand Position:** The ball must be held in both hands for at least 1 second and no more than 10 seconds before the pitch.
- **Delivery:** The pitch must be an underhand motion.

E. **Pitching Distance:**

- 10U: 35 feet
- 12U: 40 feet
- 14U/16U/18U: 43 feet

F. **Warm-Up Pitches:**

- A maximum of 5 warm-up pitches is allowed before an inning or when a pitcher change occurs to maintain game pace.

- Catchers and fielders must be ready to avoid delays. If the umpire determines a team is stalling, the inning will continue even if time expires.
- The time between innings for teams to be ready is 2 minutes.
- If a catcher is not ready, a coach must warm up the pitcher to prevent game delays.

5. **Time-Out Rules**
   - **Defensive Time-Outs:**
     - Teams are allowed three defensive conferences per game.
     - On the fourth time-out and each additional time beyond one per inning, the pitcher must be removed.
     - Only the original starting pitcher may re-enter without warm-ups.
   - **Umpire-Granted Time-Outs:**
     - The umpire may call time for injuries, substitutions, or game management.
     - A fielder holding up the ball does NOT stop play – runners may continue until the umpire calls time, or the ball is secured in the circle by the pitcher.
6. **Base Running Rules**
   - **Leading Off & Stealing:**
     - Runners may lead off once the pitcher releases the ball.
   - **Overthrows & Live Ball Situations:**
     - If a defensive overthrow remains in play, runners may advance at their own risk until the pitcher controls the ball in the pitching circle.
   - **Intentional Walks:**
     - Allowed, but no more than 3 walks per team per game.
     - No player may be walked more than once per game.
     - The coach must call time before any pitches are thrown and notify the umpire, opposing coach, and scorekeeper of the intentional walk.

Key Differences by Age Group

- **12U Adjustments:**
    - Pitching distance increases to 40 feet.
    - All other rules align with 10U.
- **14U/16U/18U Adjustments:**
    - Pitching distance increases to 43 feet.
    - Increased speed and skill levels may lead to more emphasis on advanced base running strategies.

Closing Statement

The Burleson Youth Association (BYA) Softball League is committed to providing a positive, competitive, and development-focused environment for all players. These rules are designed to ensure fairness, safety, and consistency across all age divisions while fostering teamwork, sportsmanship, and a love for the game. Coaches, players, and parents are encouraged to respect the game, support each other, and uphold the integrity of BYA softball.

By following these guidelines, we create an atmosphere where athletes can grow, develop their skills, and enjoy the sport of softball. Thank you for being a part of BYA Softball. Let's play hard, have fun, and make lasting memories on the field!

The All-Star program is has been updated and posted on the website in a separate document.

8U Modified Kid Pitch Rules

These rules are effective for the Fall 2026 Season ONLY and will be assessed by the Softball Committee and Board of Directors upon the completion of the season.

General Pitching & Game Rules

- The dropped 3rd strike rule is NOT in effect.
- The Coach is allowed one visit to the circle, with the second visit requiring a pitching change (per inning).
- Once a pitcher is removed from the circle, they may not return to the circle, but may return in another defensive position.
- Can lead off after the pitch leaves the hands, yet cannot steal bases.
- Player pitches from the rubber on the pitcher's plate in the circle at 35 ft.
- Intentional walks are not allowed.
- Player pitcher pitches until one of the following occurs:

  a. Three (3) strikes are achieved
  b. A ball is put into play
  c. Three (3) balls are achieved

- Foul balls on the kid pitcher are continuous until a pitch for a ball or strike is recorded.
- After three "balls" are pitched to the batter, the coach pitcher will inherit the count and pitch the remaining available strikes to the batter. A foul ball on strike 3 will be a continuous pitch by the coach pitcher.
- If 3 batters are hit off the player pitcher in a single inning, the pitcher must be removed from the circle, but may return in another defensive position.
- Player and Coach pitches from the rubber in the pitcher's circle.
- A player hit by a pitch from a player pitcher will be awarded 1st base.
- Pitching Rules apply across all Kid pitching programs apply. See below.

Coach Pitcher Rules

1. Coach Pitcher stands behind the Player Pitcher with 3 softballs to hand to the Player Pitcher.
2. Enters the game when the player pitcher reaches 3 called balls.
3. Coach pitcher must pitch from the rubber in the pitcher's circle.
4. Coach pitcher is to remain silent throughout each At Bat.
5. Coach pitcher inherits the strike count:
    - If the batter has no strikes called, the coach pitcher receives 3 pitches.
    - If the batter has 1 strike called, the coach pitcher receives 2 pitches.
    - If the batter has 2 strikes called, the coach pitcher receives 1 pitch.
    - Foul balls off of the coach pitcher are unlimited.

Pitching Rules: Pitching Motion Rule

Legal Step

- The pitcher must take one step forward with the non-pivot foot at the same time as releasing the ball.
- The step must be forward and within the 24-inch length of the pitcher's plate.

Pushing Off

- The pitcher must push off from the pitcher's plate.
- Pushing off from any other location is illegal.
- An illegal pitch results in a ball awarded to the batter.

Legal Movements

- The pitcher may drag the pivot foot while maintaining contact with the ground.
- The pitcher may have both feet in the air during delivery.
- Lifting the pivot foot off the plate and returning it creates a rocking motion and is ***illegal.***

Pitching Mechanics

- **Hand Position:** The ball must be held in both hands for at least 1 second and no more than 10 seconds before the pitch.
- **Delivery:** The pitch must be an underhand motion.

Pitching Distance

- 8U: 35 feet
- 10U: 35 feet
- 12U: 40 feet
- 14U/16U/18U: 43 feet

Warm-Up Pitches

- A maximum of 5 warm-up pitches is allowed before an inning or when a pitcher change occurs to maintain game pace.
- Catchers and fielders must be ready to avoid delays.
- If the umpire determines a team is stalling, the inning will continue even if time expires.
- The time between innings for teams to be ready is 2 minutes.
- If a catcher is not ready, a coach must warm up the pitcher to prevent game delays.