

2018 USA Softball Rule Changes



- **Rule 3, Section 7C:** *(JO Fast Pitch Only)*
All equipment that shall be inspected by the umpire is to be placed outside the dugout/bench area prior to the start of the game for pregame inspection.

- **Comments:** Requires teams to put all equipment to be inspected by the umpires outside the dugout/bench area before the game begins.

- **Rule 5, Section 10**: Junior Olympic Fast Pitch Classifications of Play, for Pool Play and Elimination Play with a time limit, the time limit will be 1-Hour and 20 minutes and finish the inning and then play one more complete inning, or half inning if the home team is ahead.
- **Comment**: Changes the time limit for all Junior Olympic Fast Pitch Classification of Play, Pool Play and Elimination Play, that uses a time limit. It changes it from 1 hour 40 minutes finish the inning to 1 hour 20 minutes finish the inning and play another inning or 1/2 inning if the home team is ahead.

- **Rule 7, Section 2F: Junior Olympic Fast Pitch Pool Play: Nine defensive players will bat or teams have the following options**
 1. Bat nine players without the DP/Flex
 2. Bat nine Players and use the DP/Flex
 3. Bat up to and including all roster players without a DP/Flex
 4. Bat up to and including all roster players with the DP/Flex

Rules referenced below are affected by this change for JO Pool Play Only.

Rule 1, Extra Player (EP): Definition;

Rule 4 Section 1C Added New [C];

Rule 4 Section 1D [2A] Exception;

Rule 4 Section 3B;

Rule 4 Section 4, Added G;

Rule 4 Section 6D, Adds exception for JO Pool Play only;

Rule 8 Section 10C, Adds exception for JO Pool Play only;

- **Comment: This requirement now allows you to either bat 9 players or bat up to every roster player present. Any player can be a pinch runner or a courtesy runner. Any player on base, running for someone else is removed to take their turn at bat, an out recorded for who they are running. If an injured player is unable to take their turn to at bat the batting order will be compressed with no out recorded for the injured player unable to bat.**

- Players not listed in a defensive position will be listed as an EP
- EPs will be listed beginning in the 10th spot of the batting order
- When not using the DP/FLEX any 9 can play defense
- When using the DP/FLEX any 8 and the FLEX can play defense.
- The Batting order will always remain fixed

- Any Player may be used as a courtesy runner for the pitcher or catcher
- Any Player can be used as a pinch runner for an injured player
- If a Player is on base when it is their time to bat
 - They will be removed from the base and take their turn at bat
 - The person who they are running for will be called out

- When only batting nine defensive players or using the DP/FLEX
 - If an injured player is not able to bat an out will be recorded for their turn at bat unless the team has a substitute not already in the batting order that can take their place.
- When batting more than nine defensive players and have no available substitutes
 - If an injured player is not able to bat in their place in the batting order, the batting order will be compressed to the number of batters in the batting order less the injured player with no out for the injured player unable to bat.

- **Rule 8, Section 7F-I Effect 3:** (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any **COACH** or infielder, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.
- **Comment:** Adds a coach to those who can make a dead ball appeal.

Questions?



TM