



PSD Athletics - Middle School Softball Event Administration

- **Start Times:** All games begin at 3:00, 3:15, 3:30, and 4:00pm depending on the site. (See Schedule)
- **Warm-Ups:**
 - 10-minute infield warm up per team
 - Visiting team to take the field first, 20 minutes prior to the start of the game. Pitchers shall be allowed 5 warm-up pitches or one minute (whichever occurs first) between each inning.
- **Game Format:**
 - **Varsity**
 - 7 innings or 1 hour and 20 minutes, whichever occurs first
 - Once an inning has started, the full inning shall be played if necessary.
 - No new inning will start after 1:20
- **Mercy Rule:** The 15-run rule shall apply after 3 innings. The 12-run rule shall apply after 4 complete innings. The 10-run rule shall apply after 5 complete innings.
 - A 6-run cap will be placed on all innings through the completion of the fourth inning.
 - If a team scores more than 6 runs in an inning and the play is completed, that half of the inning will end, and the teams will switch. If the 6th run is scored in the middle of a play, the play may be completed, and runners may advance in a typical game-like scenario but only a maximum of 6 runs will be recorded.
 - **JV**
 - Batters will start with a 1 & 1 count
 - Sling Shot or windmill pitches allowed
 - 7 innings or 1 hour and 20 minutes, whichever occurs first
 - Once an inning has started, the full inning shall be played if necessary.
 - No new inning will start after 1:20

Mercy Rule: The 15-run rule shall apply after 3 innings. The 12-run rule shall apply after 4 complete innings. The 10-run rule shall apply after 5 complete innings.

- A 6 batter cap will be placed on all innings. (not 6 runs)
- **Additional Considerations:** For Varsity Games- Coaches must indicate whether they will be using 9, 10 or 11 batters or 10 using Flex/DP when the line-up is turned in at the start of each contest. 9/10/11 batter option – coach designates number of batters that he/she will use throughout the game. If 10 or 11 batters are chosen, this number of positions must remain in effect for the entire game or the short-handed rule will apply. In this option, the coach can play any of the players listed in the batting order in the field during each inning; however, the batting order must remain the same unless a legal substitution is made. DP/Flex option is also allowed as a choice for coaches – see description included in this section.
- All players that are suited up for the contest (at both the varsity and junior varsity level), must be allowed the opportunity to play a minimum of one complete inning. If a coach is using the 9, 10 or 11 batter option all players slotted in the line-up and all substitutes in uniform must play a minimum of one full inning (offense and defense). If a coach is using the DP/Flex option, the 10 players used in the DP/Flex line-up will be considered to have met the requirements of this rule; however, all substitutes must play one full inning as described (offense and defense). The NFHS substitution rules shall apply at the varsity level including the DP/Flex rule and the use of courtesy runners. Each player at the varsity level may each have one re-entry.
- At the JV level, substitutes may be made freely defensively. Players must remain in the original batting order unless an official substitution is made. Coaches may elect to use the 9, 10 or 11 batter option or the DP/Flex option as with the varsity level. This designation must be made at the coaches meeting at the beginning of the game.
- At the junior varsity level, all players on the roster (and listed in the official scorebook) must be allowed to play both offensively and defensively during the game. Coaches shall not use varsity pitchers at the junior varsity level unless needed to hold the contest.