

GIRLS FALL SOFTBALL RULES

GENERAL GAME INFORMATION

1. Games will be played on Saturdays beginning at 10am. Weeknight games will be played (if necessary) at 6pm on Tuesdays.
2. The home team bats last and uses the third base dugout. Official score is kept by the home team, but coaches will confirm the score after each half inning. Game ball will be given to the Home team.
3. Rain outs: Coaches should check the Athletic Field Hotline (this will be updated by 8am on weekends and 3pm on weekdays) and website. They will in turn call their players.

SPORTSMANSHIP

1. **Harassment of the umpires by coaches, parents and spectators will not be tolerated.**

Coaches may only approach the umpire for an interpretation of the rule in question. If no umpire is available coaches will share umpire duties.

2. Positive chatter is fine, but harassing or negative chatter or cheers are forbidden.
3. **No spectators are allowed to stand or sit behind the backstop.**
4. No smoking on the field or in dugout by coaches.
5. No coaches or spectators are allowed to stand/sit in front of dugout fence with the exception of base coaches.

EQUIPMENT

1. Players must wear team jersey, visors, softball pants, and gym shoes with laces tied or multipurpose rubber cleats (no metal spikes).
2. Catcher must wear a mask, helmet, chest protector, and shin guards.
3. All batters and base runners must wear a batting helmet. Intentional removal of the helmet by the base runner shall result in a warning for the player and if it occurs again, an automatic out for that runner.
4. Girls who are playing 3rd base and pitching must wear the provided infielder mask (Pitcher only in Div. 1).

SOFTBALLS

The following softballs will be used in each designated league:

1. Pixie Division will use an 11" Incrediball Softball
2. Divisions 1 & 2 will use an 11" RIF Softball.
3. Divisions 3 & 4 will use a 12" Softball

FIELD DIMENSIONS

The following field dimensions will be used in each designated league:

1. Pixies will have a pitching mound at 27 feet and the bases will be 45 feet apart.
2. Division 1 will have a pitching mound at 27 feet and the bases will be 55 feet apart.
3. Division 2 will have a pitching mound at 35 feet and the bases will be 60 feet apart.
4. Division 3 will have a pitching mound at 40 feet and the bases will be 60 feet apart.
5. Division 4 will have a pitching mound at 43 feet and the bases will be 60 feet apart.

GAME LENGTH

1. An official game is that of 4 complete innings or 3 ½ if the home team is winning. If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off. If a game is called in the 5th or 6th inning, the final score will be that of the last complete inning (unless the home team is winning).
2. The following provisions will apply for each division in regards to the length of the game:
 - a. Pixie games will play 5 innings. No new inning may start after 75 minutes.
 - b. Division 1 games will play 6 innings. No new inning may start after 90 minutes.
 - c. Division 2 games will play 6 innings. No new inning may start after 2 hours.
 - d. Division 3 games will play 7 innings. No new inning may start after 2 hours and 15 minutes.
 - e. Division 4 games will play 7 innings. No new inning may start after 2 hours and 15 minutes.

GENERAL GAME RULES

1. Every girl must play at least three (3) full innings.
2. No jewelry may be worn during practices or games. This is for your own protection. Medic alert brackets are allowed as long as they are taped to the skin.
3. Batting order should be continuous and cannot be changed once the game begins.
4. Intentional walks are not allowed.
5. Collision Rule— In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner will be called out if she does not avoid contact with a fielder who has the ball and is making a play on the runner. To prevent this, the runner must slide or give herself up.
- 6: If a batter is hit by a pitch she will be awarded first base unless in the judgment of the umpire she did not attempt to get out of the way of the pitch. If a ball hits the ground first and then the batter she will be awarded first base. NOTE: In Division 1, this will be considered a ball and no base will be awarded.
7. A player will receive a warning for throwing her bat.
8. If a batted ball hits a runner, the runner is out.
9. The infield fly rule will not be called in any division.
10. Dropped 3rd strike will not be enforced in any division.

FIELDING

1. The following number of players will be used in each designated league:
 - a. In Pixies, teams will field 6 players in the infield.
 - b. In Divisions 1 and 2, teams will field 10 players. The extra position will be short center field.
 - c. In Division 3 and 4, teams will field 9 players.

2. Teams must have a minimum of 8 players in order to begin a game. If a team is going to be short players, they must notify the recreation supervisor 48 hours before the game. Teams may get permission to bring a player from another team to sub on their team in order to reach the minimum needed. Any player brought in as a sub must bat last in the line-up and only play in the outfield for the game.

SCORING

1. The following scoring regulations will apply:

a. Division 1 teams: There will be a maximum of (4) runs per team per inning for the first 5 innings even if 3 outs are not recorded or one rotation through the batting line-up without 3 outs. The 6th inning will consist of 3 outs with no limitations on the number of runs scored.

b. Division 2 teams: There will be a maximum of (4) runs per team per inning for the first 5 innings even if 3 outs are not recorded. The 6th inning will consist of 3 outs with no limitations on the number of runs scored. *New in Fall 2014

c. Division 3 teams: There will be a maximum of (5) runs per team per inning for the first six innings even if 3 outs are not recorded. The 7th inning will consist of 3 outs with no limitations on the number of runs scored. If the winning team is leading by 12 or more runs after 5 completed innings or 10 or more runs after 6 completed innings, the game will be declared over.

d. Division 4 teams: There are no limits on runs. If the winning team is leading by 12 or more runs after 5 completed innings or 10 or more runs after 6 completed innings, the game will be declared over.

2. It is the coaches' responsibility to know that no inning can start after the time limit for that division has been reached. The umpire will inform them of the starting time of the game and thus the time when no inning can be started will be determined.

DIVISION 1 SPECIFIC RULES

1. On an overthrow out of bounds, runners may not advance. This will help keep the score down.

2. If a foul ball is caught, the runner may not advance.

3. If a pitched ball hits a batter it is considered a ball. If a batter is struck twice in an at-bat, she will receive 1st base as long as she is trying to get out of the way of the pitch.

4. When the ball is in the infield, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.

5. Stealing is not allowed.

6. Bunting is not allowed.

7. Leadoffs are not allowed. The runner may leave the base only after the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.

PITCHING

1. No pitcher may pitch more than two (2) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
2. The batting team's coach will pitch to their team in the second, fourth and sixth inning.
3. If a youth pitcher walks (4) four batters in an inning, the coach may finish out the inning to help keep the game moving. However, the girls should still start pitching in the first, third and fifth innings.
4. A player removed from pitching is allowed to return to pitching.

DIVISION 2 SPECIFIC RULES

1. No stealing or leading off allowed; runner may advance once the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
2. Bunting is not allowed.
3. On an overthrow out of bounds, runners may advance one base.
4. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
5. If a batter is hit by a pitch, she will be awarded first base as long as the batter makes an attempt to get out of the way of the pitch. This includes a pitch that hits the ground first.
6. When the ball is in the area of the pitchers' mound, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.

PITCHING

1. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
2. Girls must use windmill style pitching and must start with both feet on the mound. However, once started on the mound, she can take one step backward as long as her other foot stays on the mound. Forward movement is always acceptable.
3. A player removed from pitching is allowed to return to pitching.

DIVISION 3 SPECIFIC RULES

1. Bunting is allowed.
2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
3. Stealing is allowed after the ball crosses home plate. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put in to play the runner returns to the base that she started at. Stealing of home is allowed. *NEW in 2014*
4. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based of the position of the runners at the time of the throw.
5. When the ball is in the area of the pitchers' mound, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.

PITCHING

1. No pitcher may pitch more than four (4) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
2. Girls must use windmill style pitching and must start with both feet on the mound. However, once started on the mound, she can take one step backward as long as her other foot stays on the mound. Forward movement is always acceptable.
3. A player removed from pitching is allowed to return to pitching.

DIVISION 4 SPECIFIC RULES

1. Bunting is allowed.
2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
3. Stealing is allowed once the ball leaves the pitchers hand. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put in to play the runner returns to the base that she started at.
4. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based of the position of the runners at the time of the throw.
5. When the ball is in the area of the pitcher's mound, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.

PITCHING

1. No pitcher may pitch more than four (4) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
2. Girls must use windmill style pitching and must start with both feet on the mound. However, once started on the mound, she can take one step backward as long as her other foot stays on the mound. Forward movement is always acceptable.
3. A player removed from pitching is allowed to return to pitching.