

2023—7-8-9 Girls Softball Rules

1. Home team will be the official scorekeeper. Opposing team will be responsible for providing lineup with #s before the game.
2. Home team will be allowed the dug out of their choice. The home team must get the field ready before the game.
3. Teams will be allowed 15 minutes on the field before the game. Unless 1st game runs late.
4. The umpire will feed the machine during games. This league will use an 11" softball.
5. If a team is more than 15 minutes late, the game will be recorded as a forfeit.
6. If a game is rained out before the 3rd inning, the game will be rescheduled. It is the Commissioner's responsibility to reschedule.
7. Game time length is 1 hour and 20 minutes or 6 innings. No extra inning may be started unless there is a tie and if time allows. Scorekeeper will keep the official time announced by the umpire.
8. Teams will play with 10 players (4 outfielders must play in the grass) All teams will have a catcher. Teams will be allowed to play with as few as 7 players when short. Players positions filled--1st, 2nd, 3rd, SS, P, 2 outfielders. A coach will play catcher position, but they cannot make any plays and must wear a face mask.
9. All batted balls hitting the pitching machine will be declared a "dead ball." Batter gets first base. Only batter advances unless runners are forced to the next base.
10. Any overthrown ball on a force play at first base is DEAD, and runners may not further advance. All other overthrows are live balls. Any overthrown ball that goes out of the playing field or stick in or under the fence is a dead ball and the base runners will be awarded the base they are going to plus 1 base.
11. Every player MUST bat regardless of whether they play the field or not. Players are allowed to bunt.
12. Players that show up late to a game must be put at the bottom of the batting roster and play the field before they can bat.
13. If a team bats out of order, the player missed is automatically out.
14. All non-wood bats must have USA Softball or USSSA stamp. Barrel maximum is 2 1/4".



15. Batters/runners must keep helmet on or receive an out. Any batted fair ball that bounces over or through the outfield fence or sticks in or under the outfield fence is a dead ball, and the base runner will be awarded 2 bases.
16. After a player hits the ball and she throws the bat, team will receive warning and next thrown bat will be an out. Any player that shows unsportsmanlike conduct (throwing helmet or bat) will be called out and/or removed from the game.
17. The runner MUST slide on close play except at 1st. This is at the umpire's discretion.
18. Only batter and batter on deck may be outside the dugout and must have a helmet on. Coaches must remain in the dugout at all times unless coaching 1st or 3rd base. Defensive coaches are not permitted to be outside of the dugout.
19. Players will receive 5 pitches per player or 3 strikes (unless 5th pitch is fouled). A ball outside of the strike zone will be called as a "no pitch" and will not be included in the pitch count. A "no pitch" will be at the umpire's discretion.
20. Player must touch every base; if one is missed then the umpire can call the player out. Base runners must stay on the bag until the ball is hit, no leading off.
21. The pitching machine for this age will be set up at 40' from the home plate and the circle will be in a diameter of 16'. The base length is 60'. The pitching machine speed is 35 mph.
22. Pitching machine will only be adjusted at ½ innings, unless deemed necessary by the umpire. The speed of the machine will not be adjusted.
23. Play is stopped once the ball is possessed by the "pitcher" in the circle. Runners have to stop running if they are not at least half way to the next base. The umpire may send a player back to previous base. The pitcher must have one foot on the circle when the ball goes through the machine and at the conclusion of the play. At no point does the pitcher need to be fully inside the circle. The circle is just a safety line to prevent kids from running into the machine.
24. Chatter is permitted on the field and in the dugout unless deemed unsportsmanlike by the umpire.
25. If a player has to leave the game for an emergency the team will not be charged an out.
26. A 2-minute time limit will be implemented when arguing a discrepancy in the rules with the umpire. The coach will be required to present a copy of the rules with the discrepancy within the 2-minute time period, after 2 minutes the game will resume. There will be no stopping the game to argue judgment calls with the umpire such as; strikes, balls, outs, fair & foul balls, etc.
27. There is a 15 run rule after 3 innings and a 10 run rule after 4 innings. If agreed to prior to the beginning of play, a 5-run per inning run rule may be used. The umpire will declare the start of the last inning. In this case, runs are unlimited in the final inning of play. There will be no infield fly rule in this league. There will be no running on a dropped 3rd strike

There is NO TOBACCO, ALCOHOLIC BEVERAGES OR PROFANITY on the field or in/around dug out at any time, during games or practices. Please remember that this is a sport that the players are here to learn and have a fun time. We expect each individual at the ball park to show good sportsmanship. The Commissioner and the Umpire have the right to ask anyone to leave the ballpark