

Smithville Girls Softball

Ages 9-10

Final- 05/13/2016

General Rules

1. The maximum age for players is 10 years old before January 1st of the current year. The minimum age will be 9 years old by January 1st of the current year. All exceptions must be approved by Smithville Board of Directors.
2. Each game will consist of 6 innings or 1 hour and 30 minutes, whichever comes first. No game will end in the middle of an inning. Home plate umpire will call official start time of game out loud at the beginning of the game.
3. Regular season games can end in a tie after 1 hour and 30 minutes of play or 6 complete innings whichever comes first.
4. In the event of inclement weather, 4 innings constitute a complete game. If the home team is ahead, 3 and ½ innings constitute a complete game.
5. If a game is suspended, the completion of the game will be rescheduled and played to the length of time remaining or completion of the innings, whichever comes first. The rescheduled game will pick up where the original game left off and the game will resume until complete.
6. The first game will start at 5:45 pm. All warm ups must be done before game time. The second game is to start as scheduled or immediately after the first game is completed. If it is the past the scheduled start time, then no on field warm ups will be permitted. Games with 5:45 pm start time will have on field practice time divided as follows: visitors 5:15 to 5:30 pm and home team 5:30 to 5:45 pm. Teams involved in the second game will divide the time equally before the scheduled start time.
7. An official 11 inch hard ball will be used in the league and tournament play.
8. Coaches are not allowed to aid a runner by touching the runner in any manner until time has been called or play has been stopped by the

umpire(s). If the coach aids the runner by touching her, a warning will be given by the umpire(s). After one team warning, it will be an automatic out on the next infraction of this rule.

9. The batting order shall be exchanged between teams prior to the start of the game and must be followed for the entire game. The lineup will include the following: players first and last names and corresponding number.
10. A team **MUST** field a minimum of 7 players to play a game. The 8th and 9th spot can be vacant but will be called an OUT for each designated 8th and 9th at bat. If a game has been declared a forfeit, a practice game can still be played with available players. The games will include umpire(s) as in a normal game situation. All rules will still be in effect with the exception of no outs being taken in the batting order. Game may be ended early, if Board of Directors needs the field to keep games on schedule. No practice games will occur during tournament play.
11. There will be **NO** protested games. All disputes will be resolved on the spot by the umpire(s) and/or league officials.
12. The batter and runners on base will wear batting helmets with a facemask. This is mandatory. It is “recommended” for girls to have their own batting helmet with facemask, fielder’s facemask, slider shorts and pads. **This is NOT required but strongly recommended.** All other players on the team that are batting shall remain on the bench in the dugout. (Kid pitcher must wear a fielder’s facemask.)
13. A catcher’s mask, throat protector, shin guards, chest protector, and helmet shall be worn by the catcher while in the field.
14. The batter shall remain in the dugout until the umpire calls for her to come to home plate. Any player who interferes with play at home plate shall be automatically called out. No warning will be given.
15. Bases shall be 60 feet and pitching shall be set at 35 feet. It shall be the responsibility of both head coaches to check the pitching distance prior to the start of the game.
16. Both the visiting team and the home team will be responsible for cleaning up the dugout, stands and surrounding areas at the completion of their game.

17. Pitchers are limited to two (2) consecutive innings per game and no more than three (3) innings total per game.

Tie-Breaker and Run Rules

18. Each inning will consist of 3 outs or a 5 run limit per inning, with unlimited runs in last inning of regulation play. If the home team is ahead at the bottom of the last inning, they may bat as long as time allows.

19. During tournament play only, ties will be broken with an extra inning. Each team will start the extra inning with one (1) out and a base runner on 2nd base. The base runner is the last at bat player for the batting team. The first hitter is the next at bat in the batting order. Should another inning be required, each team starts with two (2) outs and a base runner on 3rd base. This will continue until tie is broken. Each extra inning is unlimited runs.

20. The mercy rule is in effect: if a team is leading by 15 runs after four (4) complete innings **OR** a team is leading by 10 runs after 5 complete innings, the game is ended.

Game Rules

21. Each team must bat their entire roster.

22. The entire roster will have the opportunity to play defensively. Teams will consist of 10 defensive players with unlimited substitutions. No one player can sit on the bench for two (2) consecutive innings.

23. Bunting is allowed when player is pitching. A player may **NOT** bunt when coach is pitching.

24. No walks are allowed.

25. Dropped 3rd strike is **NOT** allowed.

26. Time will be called by the umpire(s) and play stopped when the defensive team stops the lead base runner from advancing.

27. Time out cannot be called by a coach while the ball is in play. There cannot be more than one (1) time out per inning.

28. Injuries are not considered a time out.

29. There will be one team warning per game for any player that throws a bat. All players throwing the bat will be called out. When the out is called, it will be considered a dead ball. No runners may advance. No runners may score. This will be a judgement call made by the umpire(s).
30. The Pitcher must have one foot in the circle while the coach is pitching.
- a. The following rules will apply when coach is pitching:
 - i. If the 2nd pitch is a foul ball, the coach will continue to pitch to this batter as long as the batter continues to hit foul balls.
 - ii. Coaches will pitch from 35 feet.
 - iii. Base runners are allowed to leave the base once the ball has crossed home plate, but may **NOT** advance without contact being made by the batter. Base runners need to return to their base before the next pitch. Not doing so will result in an out called by the umpire(s).
 - iv. Bunting will **NOT** be allowed when a coach is pitching.
 - v. Stealing will **NOT** be allowed when the coach is pitching. This includes passed balls between coach-pitcher and catcher.
 - vi. If hit by pitch, the batter does **NOT** receive 1st base while the coach is pitching.
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Base Running Rules

31. When the lead runner is stopped, the pitcher is in the circle, and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been batted or reaches the batter. If the ball does not reach the batter, the pitch will be declared a ball and no runners may advance. Failure to adhere to this rule will result in a team warning on the first offense. After one team warning the base runner(s) will be called out. If the violation is the 3rd out in the inning, the current batter will be the first batter of the next inning. This is a judgment call made by the umpire and is not disputable.
32. Base runners may advance to the next base at their own risk on any live ball.

33. Leading off is allowed once the ball has crossed home plate.

34. A runner is allowed to advance (1) extra base on an overthrown ball during a live ball situation. Once the runner advances to the next base the umpire shall call a dead ball.

35. Stealing a base is only allowed if the ball passes the catcher and reaches the backstop. Only (1) base will be allowed on a steal. Advancing from third to home on a passed ball shall **NOT** be allowed. A player may **NOT** steal any base or home when a coach is pitching. This includes passed balls.

36. Base runners **MUST** slide to avoid a collision during plays at home or other bases. If the base runner does **NOT** slide and a collision is created, the runner **WILL** be called out by the umpire.

37. All other rules will follow the Little League Softball Rule Book.

** Through the 5th game the following modifications will be in effect:

No Stealing Home

The baserunner cannot steal until the passed ball has made contact with the backstop. (Ump should signal contact has been made) "Thunk Rule"

One base on an overthrow

By policy...

Coaches will instruct their outfield to "make the throw" as outfielder should not be making infield outs. If this becomes an issue a formal amendment will be made to the rule listing.