

GIRLS MINORS RULES UPDATED MARCH 2024



GAME SPECIFICS:

1. Games will be 6 innings, or 3 innings (2 ½ if home team leading) if game called due to weather or time limit. **No inning starts after 1 hour 15 minutes.** An inning begins with the third out of the previous inning. In the event of a tie game, ONE additional inning will be played. If the game remains tied after the additional inning, it will be recorded as a tie for both teams. For the additional inning, each team will start with 1 out and a player on second base. The player on second will be the last player that completed their at bat in the previous inning.
2. An 11” yellow softball is used.
3. The pitcher rubber will have a 16 foot diameter circle centered around it.
4. **Warm ups:**
 - 1st game: The visiting team has the field from 5:00 to 5:10 for infield. The home team has the field from 5:10 to 5:20 for infield. The National Anthem will be played at 5:25, and the 1st game will start immediately after that.
 - 2nd game: The visiting team has the field first for 5 minutes, then the home team for 5 minutes. The 7:00 game should start 15 minutes after the first game, allowing 5 minutes for dugout change.
5. In event of play being stopped for rain or other cause, a game is considered completed after 3 innings (2½ if the home team is ahead). If play is stopped earlier and postponed, it is to be subsequently resumed from the point it was stopped.
6. **Run Limit:** 4 runs per inning. Inning 6 (not the last inning played, but the 6th inning) is unlimited.
7. **Mercy-rule** is in effect after 3 innings. The game will end if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings. Mercy rule will be in effect in both league and tournament play.
8. Both teams should keep a scorebook. Score will be kept, and winners determined for each game, but league standings will not be kept.

BATTER:

9. All players bat, even if there are more than 9 players on a team.
10. Batter may **NOT** advance when catcher drops the 3rd strike.
11. **Bunting:**
 - a. Bunting is legal in all innings.
 - b. After the 2nd strike if a bunt is attempted, it must be fair or the batter is out.
 - c. If the pitching machine is used, there will be no bunting off the pitching machine.
12. The infield Fly rule is in effect.
13. **Hit by a Pitch:** If the batter is hit by a pitched ball, even if the ball hits the ground first, a 'dead ball' will be called. The batter is awarded first base. The Batter must make an attempt to avoid the pitched ball; otherwise it will be called a ball. If a part of the batter's body is in the strike zone and is hit by a pitched ball, or if the batter is struck while attempting to hit the ball, this will be called a strike.
14. If a player is **injured** or must leave prior to the completion of the game, the team will skip this batter in the line-up and will not be penalized unless a player is ejected from the game, ejected players will be called out with each missed at bat. If a player arrives late, they can be inserted at the end of the lineup, without penalty.

PITCHER / PITCHING RULES:

15. General Player Pitching (all formats)

- a. There is a rolling limit of 6 innings for every 2 games in a calendar week (Mon-Sun).
 - i. One pitch counts as an inning.
 - ii. If a pitcher pitches 4 innings on Monday, she is then restricted to 2 innings on Wednesday.
 - iii. If a pitcher pitches 5 innings on Saturday, her innings reset on Monday and she is eligible to pitch up to 6 innings in her next game.
 - b. The pitcher will pitch from a distance of **35 feet**.
 - c. A new pitcher is given 7 warm up pitches which must be delivered within one minute. A returning pitcher is given 5 warm up pitches, also with a 1 minute time limit
 - d. Only the starting pitcher may re-enter the game as a pitcher. Once any non-starting pitcher is removed from the pitcher's position, she may not return to pitch in that game.
16. This is a developmental league. Players designated as pitchers during evaluations, players who are taking pitching lessons, and players showing an interest and desire to pitch should be given chances to do so.
17. **"No Walks" Player Pitch:** All innings will be player pitch, but no walks will be issued.
- a. The batter will be out after 3 strikes, as per standard softball rules.
 - b. If 4 "balls" are called before the 3rd strike, a coach for the batting team will enter the field to feed the machine for the remainder of that player's at bat. The player pitcher then moves to the left or right of the machine with at least one foot inside the circle to play defense.

- c. The number of machine pitches delivered will be "4 - (# of strikes)". **Example:** 3 balls and 2 strikes from player pitch. Machine pitches allowed after that will be 2 ($4 - 2 = 2$). In this example though with 2 strikes from a player pitching, only one more strike is allowed (3 strikes total) so the formula allows the batter to watch a pitch from the machine if needed for timing purposes before swinging at the last pitch.
- d. If a player fouls the last machine pitch, another pitch will be delivered. This can continue until the batter swings and misses (strike), fails to swing at a pitch (called strike), or puts the ball into play.
- e. The **pitching machine** will be set and checked by both teams prior to the start of the game.
 - i. It may be adjusted at the beginning of each inning, after being struck by a batted ball, or at the umpire's discretion for the batter to receive a hittable pitch.
 - ii. Machine will be set at the 40' (tips of front legs on 40' line)
 - iii. Machine will be set at 42 mph
- f. If the pitching machine is struck by a batted ball, the ball is dead; the batter is awarded first base. Any base runner advances only if forced.
- g. If the coach is struck by a batted ball, the ball is dead, the batter is not awarded 1st base, and the ball is re-pitched with the same count as before.

18. **Full Player Pitching:** After one half of the regular season games have been played all games will be full/regular player pitch (no machine will be used and walks are allowed).

BASE RUNNING:

- 19. **Stealing:** A base runner may not leave the base until the ball crosses the front of home plate. Any player leaving early is to be ruled out by the umpire, no warning.
- 20. **Stealing HOME:** A base runner on 3rd base may steal home while a player is pitching. There is no stealing home when a machine is used for pitching.
- 21. Runners may tag up on caught fly ball and advance at their own risk.
- 22. Once the lead runner has been stopped and the pitcher has the ball in the pitcher's circle, the runners must return to the previous base or advance to the next base. There is no baiting the pitcher to make a throw. This runner will be called out.
- 23. **Sliding:** Runner must slide at home if there is a legitimate play. After one warning per team, players will be called out (umpire's discretion). Any base runner intentionally contacting a defensive player in a malicious manner will be called out and ejected from the game. An ejected player will be called out when she is due up to bat. Cleats must be down during slide, no jump slides. Head first slides while advancing are illegal.

DEFENSE:

24. **Catcher/Pitcher** May not block home plate unless they have possession of ball
25. Outfielders must start in the outfield as each pitch is delivered, but are allowed to come into the infield to field the ball or cover a base.
26. Coaches are encouraged to give every player an opportunity to play infield positions. Every player should be given the opportunity to play one inning of defense in an infield position each game, to the extent safety is not a concern. Players shall not sit the bench as substitutes in consecutive innings.
27. Defense should field 10 players on defense if available, but no more than 10. A team must have 6 players to play. If a team only has 6-9 players, the coach may position them however he/she chooses as long as there is a pitcher and catcher and no more than 6 players in the infield.
28. If a team has fewer than 9 players, they may – but do not have to – seek one or more substitute players from other FKCC 9-10 Minors teams to get up to 9 players. All substitute players must play outfield positions for the entire game and bat last in the lineup.

SAFETY:

29. There is no on deck circle.
30. All batters must wear a face guard on their batting helmet
31. Any player coaching bases must wear a helmet.
32. Any player warming up a pitcher must wear a catcher's mask / helmet.
33. All warm up pitchers must be guarded.
34. No Steel spikes.
35. The bat shall be no more than 33 inches in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20.
36. Any player intentionally removing their batting helmet while running the bases or before returning to the dugout will be called out.
37. Any player throwing a bat will receive one team warning, if any player on that team throws the bat again, they will be called out at the umpire's discretion.

TOURNAMENT:

38. The season ending tournament will be seeded with a blind draw held on the day of the player draft.
39. No new inning may start after an **hour and forty-five minutes**.
40. There is still a run limit in each inning, until the 6th inning which is unlimited.
41. The rolling limit of 6 innings pitched for every 2 games still applies, but pitched innings are reset to zero for all players to start the tournament.
42. Pitching format will be the same that was used for the last half of the season.
43. During tournament play, all players must be present at first pitch, and late players may not be added to the lineup. No substitutions are allowed during tournament play.

All other Little League rules for this age group apply.

COACH RESPONSIBILITIES:

Both teams (of the last game of the day/evening) must rake the field.

Level out all areas that are low such as the batter's box, around each of the bases and the pitching mound. This will prevent water from pooling if it rains and improve chances that the field will be playable if it does rain. Turn off lights as you leave the field.

Get out and set up the pitching machine for the 1st game and return the machine to the shed after the last game.