

Mid Kansas Recreation 1st and 2nd Grade Girls' Softball Rules

- **General Rules**

- Age is determined by grade completed.
- Game Length
 - 4 innings or 60-minute time limit, whichever occurs first.
 - No new inning will start after 55 minutes.
- An inning will consist of 3 outs or 6 runs.
- Free substitutions are allowed and do not need to be reported to umpires.
- Score will not be kept.
- Teams must have a minimum of 7 players to play a game. If a team does not have 7, it may borrow players from the opposing team to play the game.
- Field Dimensions
 - 60 foot basepaths
 - Defensive pitcher (player) should play around the 35 foot pitching distance
 - Coaches should pitch from 15 feet or more. A chalkline at 15 feet designates this minimum distance.
- Helmets for batters and runners are required.
- Catchers must wear a helmet and mask.
- 1 coach from the defensive team can take a position in the outfield to help coach but must not interfere with play.
- An 11" level 10 softball is used.
- Safety bags will be used when present.
- No chanting is allowed once the pitcher is in the circle.
- No walkup music is allowed.
- A coach or designated person older than 16 from the defensive team should stand well back from the player catcher and umpire to gather passed balls to save time. This person should never be involved in any action other than gathering passed balls.

- **Batting**

- Each batter will receive 4 pitches.
- There are unlimited foul balls.
- If the 4th pitch is fouled, the batter continues to hit until the ball is hit into fair territory or the batter swings and misses for a strike out.
- Every batter present will be in the batting order.

- **Defense**

- A coach, or someone designated by the coach, will pitch to their team.
- Ten players will take the field on defense - catcher, a fielding pitcher, four infielders and four outfielders.
- Outfielders must remain in the grass until the ball is hit.
- All players must play at least two defensive innings each game.

- The ball must be in the infield and controlled by the defense for time to be called by the umpire.
- When the last batter of the inning hits the ball, the defensive team must either get an out or cause the lead runner to stop by stepping on home plate with control of the ball before play stops.

- **Base Running**

- Stealing is not allowed.
- No base can be advanced except on a fair hit ball.
- Runners can not leave the base until the ball is hit. If a runner does leave early, time will be called and the play will be replayed.
- The dropped third strike rule is not applied.
- The infield fly rule is not applied.
- Squeeze plays are not allowed.
- Suicide plays are not allowed.
- Runners are allowed a limit of one base on an overthrow.
- A courtesy runner may be used for the catcher of the batting team if she reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner.
- All batted balls are live.
- There is no bunting allowed.
- 1 base on an overthrow.