

Rules 7th/8th/9th Grade Level
2023 Dodge County Girls Softball League

Field Preparations:

1. Bases are 60 feet apart. The pitcher's mound is 43 feet.
2. A double base will be used at 1st base.

Game Rules:

1. Balls used are Dudley 12", .47 core
2. A half inning consists of 3 outs. Max 7 runs / inning, except the last inning (after being declared) - unlimited runs
3. The count is 3 strikes and 4 balls.
4. Infield fly rule is in effect.
 - a. An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time *when 1st & 2nd bases or ALL bases are occupied*. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the the umpire shall declare "infield fly, if fair." The batter is out, the runner(s) have the choice to advance to the next base or remain at the base they are on.
5. Dropped 3rd strike is in effect, no modifications.
 - a. If the catcher drops the 3rd strike WHEN first base is UNOCCUPIED or there are 2 outs, the batter may attempt to reach 1st base safely. The batter can begin this running (after first forgetting) anytime before she reaches the dugout or fenceline. ONCE the batter has reached the dugout or fence line, or has been touched by a coach, the batter is OUT.
6. If a batter is hit by a pitch, the batter is given first base. Attempts should be made to avoid being hit. Umpire's discretion here will be used.
7. If the pitch hits the ground before crossing the plate and/or hitting the batter it is a *live ball*. If the batter swings and hits the ball, *it is a live play*. If the batter swings and misses, a strike. If hit, batter advances through *live play*.
8. Fielder, if fielding the ball has priority (see long example in general rules for all levels)
9. A walk to first base, the batter may continue to 2nd base as long they do not hesitate/stop motion.

Pitching:

1. The pitcher must start her windup with one foot on the pitching rubber.
2. Pivot foot must be in contact with the rubber or the ground (drag foot) ... only step backward can be taken off the mound!
3. No maximum pitching innings. One pitcher can be used the entire game.

Base Running:

1. Base stealing is allowed after the pitched ball leaves the pitchers hand.
2. A batter reaching 1st base safely and overrunning the base may turn right or toward the dugout to return safely to the base. If an attempt has been made toward 2nd base, but turning left, she may be tagged out.
3. **If a play is being made at home**, runners MUST slide at home to avoid a collision otherwise the umpire will call the runner out. The catcher can NOT block home plate or make a play for the runner if she does not have the ball.