



GIRLS SOFTBALL RULES

1ST-3RD GRADE DIVISION

GENERAL PHILOSOPHY

All coaches, parents, and spectators are requested to be constantly aware that the players in the 1st-3rd Grade division are very young. They are beginners in the task of learning and developing softball skills. They are also beginners in the process of developing their attitudes and approach to the game and to their opponents.

It is a goal that these players see themselves as valuable participants in a fun game.

THE PLAYING FIELD & EQUIPMENT

1. Coach pitch distance will be 30'. Bases will be 60'. The player playing pitcher must stand on pitching rubber line (4' alongside of adult pitcher) and can move defensively **ONLY** after the ball has been released. A 16' diameter circle will be chalked and the adult pitcher should remain in that circle at all times.
2. 11" "Incrediball" or "Softie" ball will be used.
3. 1st/2nd division may use T-ball bats due to mild strength of some players.

PLAYERS, SUBSTITUTES & ADULT PITCHERS

1. All Players must be listed on the batting lineup and remain in the same order throughout the game.
2. No player or coach from the opposing team may yell **SWING**.
3. Each team will have an adult pitcher who will pitch to his/her own team.

UMPIRES

Bases will be umpired by the 1st and 3rd base coaches, if available. Work together on the "umpiring" of bases. Thank you

THE GAME

1. Game time is 1 hour and 15 minutes. No new inning may start after 1 hour. If inning starts before that, both teams will bat.
2. Offense:
 - A. All players on a team will bat each inning, or 3 outs on the bases.
 - B. Balls and Strikes—No balls will be called. After each pitch, whether called or swung at, the coach will announce the appropriate pitch count to help girls understand what the "count" is.

- C. Each batter will be limited to 5 good pitches, and there will be no walks. If a batter does not hit the ball within the 5 pitches, their at-bat will end, but it will not count as an out towards the team. Let's keep the game moving for the good of the league. Softball is meant to be played at a quick pace. Only put-outs on the bases will be counted against the 3 outs.

EXCEPTION: THE PLAYERS TURN AT BAT CANNOT END WITH A FOUL BALL.

- D. Base Running—With any ball hit in the infield (inside baselines) the batter/runner may only advance as far as second base regardless of any overthrow. The batter/runner may advance to second base at the risk of being put out. There will be NO base stealing. This does not apply to the last batter. (Example: The batter/runner hits an infield ground ball, the defensive player makes a play to first base where an overthrow occurs. The coach sends the runner to second base and the defense makes an attempt to put out the runner at second base where the ball goes into the outfield. The runner **CANNOT** advance to third base. If other runners already occupy bases at the time of the hit, they may advance at will but risk being put out at any time by the defense.)

DEFENSE

1. A team shall consist of all defensive players whose positions shall be designated as follows: pitcher, first baseman, second baseman, third baseman, shortstop and the remainder to be outfielders. Basically, all normal positions except catcher. Outfielders must start in the outfield grass. Please do not allow players to stand where the infield dirt meets the outfield grass. This destroys the infield.
2. Offensive pitcher will stand near the pitching mound. Each team will use an adult pitcher who will pitch the ball to the batters from a position in front of the pitching mound. The adult pitcher will not participate in any way other than to pitch the ball to the batters. **ANY BALL WHICH STRIKES THE DEFENSIVE COACH OR ADULT PITCHER IS IMMEDIATELY DEAD.** Play will resume with all circumstances as they were prior to the pitch, which the batter hit.
 - A. Any ball touched by a coach or adult is immediately dead.
 - B. A throw to, or an attempted throw, to the pitcher in the circle ends the play. Runners may advance with the risk of being put out.
 - C. An adult from the defensive team may stand behind the catcher to aid in speeding up the process of the game. They may not interfere with a live ball.
3. The player/pitcher will perform all of the defensive tasks except pitching the ball to the batter. Other defensive players will return the ball to the player/pitcher who will hand, **NOT THROW**, the ball to the adult pitcher.
4. No defensive player can play in front of the pitcher until after the ball is hit. One defensive coach is allowed on the field of play. Their job is to position players prior to the pitch and must not physically interfere with the play. If a coach interferes with a play while the ball is in play, he or she will be asked to leave the field after a first warning is given. All effort should be made to keep the game progressing at its normal speed.