



## Girls Major Rules: (11 – 12 Year Olds)

4/3/2024

### Game Specifics:

1. Games shall consist of 6 innings or **1 hr 15 minutes**, whichever comes first. An inning begins with the 3<sup>rd</sup> out of the previous inning. No inning will start after 1 hr and 15 minutes of play. An inning begins with the third out of the previous inning. In the event of a tie game, the time limit is waived and 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 who completed their at bat of the previous inning. If at the end of the league the tie is a factor in the league standings a complete game will be played to resolve the tie.
2. A 12” yellow softball is used
3. The pitcher rubber will have a 16 foot diameter centered around it.
4. In the event of play being stopped for rain or other cause, a game is considered completed if home team is ahead after 3 ½ complete innings or after 4 complete innings otherwise. If play is stopped earlier and postponed, it is to be subsequently resumed from the point it was stopped.
5. There is **limit of 4 runs per inning**, except 6th<sup>th</sup> which is unlimited.
6. **10 run mercy-rule** in effect after 3 ½ innings if home team is ahead or 4 innings if visiting team is ahead, with no time limit. Mercy rule will be in effect in league and tournament play.

### BATTER:

7. All players bat, even if there are more than 9 players on a team.
8. If a player is injured or must leave prior to the completion of the game, the team will just skip this batter in the line-up and will not be penalized unless a player is ejected from the game, they will then be called out with each missed at bat.
9. Batter **may advance** when the catcher **drops a missed 3<sup>rd</sup> strike**.
10. Bunts are legal, after 2<sup>nd</sup> strike if bunt is attempted; it must be fair, otherwise the batter is out.
11. The Infield Fly rule is in effect.
12. **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 batters body is in the strike zone and is hit by a pitched ball, this will be called a strike.

## **PITCHER / PITCHING RULES:**

13. **Pitching:** There is a rolling limit of 6 inning for every 2 games in a calendar week (Mon-Sun). 1 pitch counts as an inning. If a pitcher pitches 4 innings on Monday, she is then restricted to 2 innings on Wednesday (non FKCC league games do not count). If a pitcher pitches 5 innings on Saturday, her innings reset on Monday and she is eligible to pitch up to 6 innings on her next game.
14. 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.
15. Only the starting pitcher may re-enter the game as a pitcher. Once any non-starting pitcher is removed from the pitchers position, she may not return to pitch in that game.

## **BASE RUNNING:**

16. **Stealing:** A base runner may not leave the base until the ball is released from the pitcher's hand. Any player leaving early is to be ruled out by umpire, no warning.
17. Runners may tag up on caught fly ball and advance at their own risk
18. **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. Ejected players will be called out when she is due up to bat. Cleats must be down during slide, no jump slides. Head first slides are legal in Babe Ruth (not Little League).

## **DEFENSE:**

19. **Catcher/Pitcher** May not block home plate unless they have possession of ball.
20. Each player must play in the field (infield or outfield) for at least 3 defensive outs per game. Free defensive substitution except pitcher position
21. 9 players typically on defense. A team must have 6 players to play. If a team only has 6-8 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. If each team has more than 9 players they may opt to play more players in the outfield instead of sitting players.
22. **In Field Fly** rule is in effect.

## **SAFETY:**

23. There is no on deck circle.
24. All batters must wear a face guard on their batting helmet
25. Any player coaching bases, must wear a helmet.
26. Any player warming up a pitcher must wear a catcher's mask / helmet.
27. All warm up pitchers must be guarded.
28. No Steel spikes.
29. The bat shall be marked "Official Softball" by the manufacturer and shall not be more than 34" long, and not more than 2 ¼" in its diameter/barrel.
30. Any player intentionally removing their batting helmet while running the bases or before returning to the dugout will be called out.

31. Any player throwing a bat will receive one warning, if they throw the bat again, then they could be called out at the umpire's discretion.

**TOURNAMENT:**

32. Two umpires will be provided.
33. Home team is determined by a coin flip.
34. No time limit, the entire game will be played.
35. There is still a 4-run limit in each inning, until the last inning which is unlimited.
36. There is still a 10 run mercy rule, after 4 innings of a 6 inning game.
37. The pitching restrictions are the same as in the regular season.