**Smithville Girls Softball**

**Ages 9-10**

**Updated - 2.9.21**

**General Rules**

1. The maximum age for players is 10 years old before January 1st of the current year. The minimum age will be 9 years old by January 1st of the current year. All exceptions must be approved by Smithville Board of Directors.
2. Each game will consist of 6 innings or 1 hour and 30 minutes, whichever comes first. No game will end in the middle of an inning. Home plate umpire will call official start time of game out loud at the beginning of the game.
3. Regular season games can end in a tie after 1 hour and 30 minutes of play or 6 complete innings whichever comes first.
4. In the event of inclement weather, 4 innings constitutes a complete game. If the home team is ahead, 3 and 1⁄2 innings constitutes a complete game.
5. If a game is suspended, the completion of the game will be rescheduled and played to the length of time remaining or completion of the innings, whichever comes first. The rescheduled game will pick up where the original game left off and the game will resume until complete.
6. The first game will start at 5:45 pm. All warm ups must be done before game time. The second game is to start as scheduled or immediately after the first game is completed. If it is past the scheduled start time, then no field warm ups will be permitted. Games with 5:45 pm start time will have on field practice time divided as follows: visitors 5:15 to 5:30 pm and home team 5:30 to 5:45 pm. Teams involved in the second game will divide the time equally before the scheduled start time.
7. An official 11 inch hard ball will be used in the league and tournament play.
8. All bats must be stamped with 1.20 bpf. These are the only approved bats per the Little League Softball rulebook.
9. Coaches are not allowed to aid a runner by touching the runner in any manner until time has been called or play has been stopped by the umpire(s). If the coach aids the runner by touching her, a warning will be given by the umpire(s). After one team warning, it will be an automatic out on the next infraction of this rule.
10. First and third base coaches must remain in the coaches boxes while their team is batting.
11. The batting order shall be exchanged between teams prior to the start of the game and must be followed for the entire game. The lineup will include the following: players first and last names and corresponding uniform number.
12. A team MUST field a minimum of 7 players to play a game. The 8th and 9th spot can be vacant but will be called an OUT for each designated 8th and 9th at bat. Any team fielding less than 7 players will automatically forfeit the game. If a game has been declared a forfeit, a practice game can still be played with available players. The games will include umpire(s) as in a normal game situation. All rules will still be in effect with the exception of no outs being taken in the batting order. Game may be ended early, if Board of Directors needs the field to keep the games on schedule. No practice games will occur during tournament play.
13. If before any regular season game, a team is unable to field a full team of 9 players a maximum of two fill-in players may be used according to the following: A fill-in player must be league age 8 to fill in the 10U league. The 8U League Manager will provide a list of available players to the 10U League Manager or the Board of Directors prior to the first rain out date. If needed before that date, League Managers or Board of Directors can make exceptions as needed.
14. Forfeit rules apply for teams with less than 7 players. Teams can only use fill-in players to get the team back to a maximum of 8 with 6 of the original players.
15. A fill-in player may play outfield only. No infield position or pitching will be allowed for any reason.
16. A fill-in Player must bat last.
17. Once the game begins and a team is down a player, no fill-in player can be added. The only exception to this rule is when a roster player shows up late to the game but before the 5th inning. That player will then be allowed to join the game and is added to the end of the batting lineup.
18. If a team with a fill-in player(s) (which makes up 9 players) has a roster player show up late to the game, but before the 5th inning, the result is the roster player being added to the lineup and fill-in player removed from game so as not to go over 9 players.
19. A board member on duty will handle any issues regarding fill-in players before the game. If an issue cannot be resolved before the start of the game, no fill-in player will be allowed to join that game.
20. No fill-in players will be allowed in tournament play . Any exceptions to this rule will need to be approved by the Smithville Board of Directors.
21. Except for injury there will be no pinch runners allowed. In case of injury the pinch runner will be the last batted out.
22. There will be NO protested games. All disputes will be resolved on the spot by the umpire(s) and/or league officials.
23. Home team will keep the official scorebook. Scores will be compared at the end of each inning and any discrepancy in the score will be settled by the home plate umpire before the game resumes.
24. Smoking and the use of chewing tobacco is prohibited inside the dugout and on the playing field.
25. Both the visiting team and the home team will be responsible for cleaning up the dugout, stands and surrounding areas at the completion of their game.
26. The batter and runners on base will wear batting helmets with a facemask. This is mandatory. It is “recommended” for girls to have their own batting helmet with facemask, fielder’s facemask, slider shorts and pads. This is NOT required but strongly recommended. All other players on the team that are batting shall remain on the bench in the dugout. (Kid pitcher must wear a fielder’s facemask.)
27. A catcher’s mask, throat protector, shin guards, chest protector, and helmet shall be worn by the catcher while in the field.
28. The batter shall remain in the dugout until the umpire calls for her to come to home plate.
29. Any player who interferes with play at home plate shall be automatically called out. No warning will be given.
30. Bases shall be 60 feet and pitching shall be set at 35 feet. It shall be the responsibility of both head coaches to check the pitching distance prior to the start of the game.
31. Pitchers are limited to two (2) consecutive innings per game and no more than three (3)innings total per game.
32. Pitchers, once removed, are only allowed to re-enter as a pitcher one time. After they are removed a second time, they are no longer eligible to pitch that game, even if they’ve pitched less than 3 innings
33. Each inning will consist of 3 outs or a 5 run limit per inning. No run limit in the 6th inning.
34. During tournament play only, ties will be broken with an extra inning. Each team will start the extra inning with one (1) out and a base runner on 2nd base. The base runner is the last at bat player for the batting team. The first hitter is the next at bat in the batting order. Should another inning be required, each team starts with two (2) outs and a base runner on 3rd base. This will continue until the tie is broken. Each extra inning is unlimited runs.
35. The mercy rule is in effect: if a team is leading by 15 runs after four (4) complete innings OR a team is leading by 10 runs after 5 complete innings, the game is ended.
36. Regular season standings and tiebreakers:

● Season Win-Loss-Tie Percentage

● Head to Head

● Season fewest runs allowed. Through first equal amount of games played

1. Each team must bat their entire roster.
2. The entire roster will have the opportunity to play defensively. Teams will consist of 10 defensive players with unlimited substitutions. No one player can sit on the bench for two (2) consecutive innings.
3. Dropped 3rd strike is NOT allowed.
4. Bunting is allowed when a player is pitching. A player may NOT bunt when the coach is pitching.
5. No walks are allowed. After 4 balls, an offensive coach will come into the game and get two (2) pitches.
6. There will be one team warning per game for any player that throws a bat. All players throwing the bat will be called out. When the out is called, it will be considered a dead ball. No runners may advance. No runners may score. This will be a judgement call made by the umpire(s).
7. The player pitcher must have one foot in the circle while the coach is pitching.
8. The following rules will apply when the coach is pitching:

● If the 2nd pitch is a foul ball, the coach will continue to pitch to this batter as long as the batter continues to hit foul balls.

● Coaches will pitch from 35 feet.

● Base runners are allowed to leave the base once the pitched ball is released by the pitcher, but may NOT advance without contact being made by the batter. Base runners need to return to their base before the next pitch. Not doing so will result in an out called by the umpire(s). iv. Bunting will NOT be allowed when a coach pitching.

● Stealing will NOT be allowed when the coach is pitching. This includes passed balls between coach-pitcher and catcher.

● If hit by pitch, the batter does NOT receive 1st base while the coach is pitching. 4

1. Time will be called by the umpire(s) and play stopped when the defensive team stops the lead base runner from advancing.
2. Time out cannot be called by a coach while the ball is in play. There cannot be more than one (1) time out per inning.
3. Injuries are not considered a time out.
4. Base runners may advance to the next base at their own risk on any live ball.
5. There is NO overthrow rule. Runners may advance at risk until the umpire calls time.
6. Runners may not advance during an overthrow from the catcher to the pitcher following a pitch. This is not a live ball.
7. Base runners may advance to the next base if they are over halfway mark between bases when time is called by the umpire.
8. Leading off is allowed once the pitched ball is released by the pitcher. If the runner leaves the base early, one team warning will be given and any additional runners leaving early will be called out. This is a dead ball, “no pitch,” and the runner will be called out.
9. Stealing a base is only allowed if the ball passes the catcher and reaches the backstop (Ump should signal contact has been made). Only (1) base will be allowed on a steal. Advancing from third to home on a passed ball shall NOT be allowed. A player may NOT steal any base or home when a coach is pitching. This includes passed balls.
10. If the defensive team attempts to make a play on a runner stealing a base, the ball is live and the runner may advance additional bases at their own risk, including home.
11. Base runners MUST slide to avoid a collision during plays at home or other bases. If the base runner does NOT slide and a collision is created, the runner WILL be called out by the umpire.
12. All other rules will follow the Little League Softball Rule Book.

By policy... Coaches will instruct their outfield to “make the throw” as outfielder should not be making infield outs. If this becomes an issue a formal amendment will be made to the rule listing.