

Rules of Play– ALL GIRLS Division

ROOKIE

(7 & 8 year olds)

1. Set-up

- A. Each player will wear a jill and cleats are recommended, and long pants are mandatory;
- B. Before each game the manager will provide a batting line-up. The score will be recorded but not posted.
- C. A game is considered official when three (3) full innings have been played (2 1/2 if the home team is leading). The maximum number of innings played for each game is four (4);
- D. Games will start no later than 3:40 so coaches have time to do warm-up/pre-game drills before the game.
- E. Distance between all bases shall be 60 feet;
- F. The runner must run to the orange side of the safety base and the fielder must use the white side. Runners are out for using the white side unless forced to by the fielder;
- G. The home team will supply a **Volunteer Plate Umpire**. The Visiting team will provide the **Base Umpire**. (Home plate umpire has the final word in any matter concerning the rules. Volunteer umpires are greatly appreciated—Coaches are to ensure the umpire is familiar with the rules).
- H. Lead-offs are not permitted.
- I. There are 10 players permitted on the field defensively. (9 regular defensive players and a “rover” who may be positioned as an extra outfielder or as a second shortstop between 1st and 2nd bases. Teams may play with a minimum of 8 players). **NOTE:** All outfielders (including the “rover”) must start on the grass until the ball is hit. The goal is to provide additional outfield coverage, while still teaching proper infield positioning (discourage the player from just standing on the base).
- J. With a coach pitching, the defensive player covering the pitcher position is called the pitcher guard. That player should be positioned behind and to one side of the coach pitching. That player must wear a batting helmet in the field.

2. Objectives

- A. Provide a welcome and encouraging atmosphere for girls to play while growing their confidence at playing the sport.
- B. Players must rotate through all positions to maintain interest, develop positional skills, and their overall baseball awareness.
Exception: The only exception to the mandatory defensive rotation of players is when it is demonstrably evident that it would be dangerous for a player to rotate into a particular position (e.g. a player who cannot catch or protect him/herself from throws ought not to rotate into Pitcher Guard (PG) or 1B until these skills are developed).

3. Batting and Fielding

- A. Each team will field 10 players for their defensive half of the inning. The positions are as follows: Pitcher-Guard (PG), C, 1B, 2B, SS, 3B, LF, LCF, RCF and RF.
- B. No outfielder may be positioned on the infield dirt. The Pitcher Guard must start within 4 feet of the pitching rubber, and wear a batting helmet.
- C. No infielder may cross the baseline until after the ball has been hit.
- D. There will be no bunting, infield fly rule, leading, stealing, advancing on a dropped third strike, or on-deck batters.
- E. Only the player at bat can hold a bat. Players that are “on deck” and “in the hole” cannot take practice swings or even touch a bat. This is to prevent injuries.

E. A batted ball must travel more than 10 feet to be considered a hit. A radius line should be drawn on the infield to ensure that everyone is aware of this distance. Balls within the radius line are foul. Simply stated-no intentional bunting.

4. Coach Pitching

A. The T will be set up for each batter. If the coach feels the player is able to hit a pitch from a coach, they can use their discretion as to which way the batter will hit (from a T or from the coach).

B. TVB balls will be used at this level (soft T-balls).

C. If a coach is pitching, there will be a maximum of 5 pitches or 3 Strikes. An additional pitch is allowed on a fouled last or subsequent pitch. There will be no strikeouts, after 3 strikes or the 5th pitch, the tee will be used to put the ball in play.

5. Overthrown Balls and Base Running

A. No player will leave their base until the ball is hit;

B. Limit advancing on overthrows to 1 base

C. When any defensive player has control of the ball in the infield area and in the judgement of the plate umpire there is no attempt to make a play on any of the baserunners. TIME WILL BE CALLED, and the base runners, in the judgement of the umpires, will be held on the base they last occupied or the unoccupied base they were approaching when time was called.

D. No sliding into 1st base - this is an automatic out. Players may slide when returning to 1st Base or into 2nd, 3rd or Home Plate.

E. Any runner is out when the runner does not slide or attempt to avoid contact with a defensive player who has the ball and is waiting to make the tag (umpire will use discretion). Runners are not forced to slide, this is a non-collision rule. When the ball is caught by the fielder and is in close proximity to any base/plate and in the umpire's discretion a play is imminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out.

F. Caught *foul tip* is an OUT if third strike or last pitch. A foul tip is when the ball has made contact with the bat and goes sharp and direct to the glove of the catcher and is caught.

G. The ball is considered "dead" immediately upon being returned to the *infield*, unless put back in play.

H. Max runs per inning is 5.

6. Coaches

A. Up to two coaches of the defensive team are permitted in the outfield to instruct their team but may not make contact with the ball.

B. The team batting can have a coach or player in the 3rd and 1st base coaching box. One coach must be on the bench at all times. If a team is short a coach then a player with a batting helmet on, may coach 1st or 3rd base.;

MINOR

(9 & 10 year olds)

1. Set-up

- A. Each player will wear a jill and cleats are recommended, and long pants are mandatory;
- B. Before each game the manager will provide a batting line-up. The score will be recorded but not posted.
- C. A game is considered official when three (3) full innings have been played (2 1/2 if home team is leading). The maximum number of innings played for each game is four (4);
- D. Distance between all bases shall be 60 feet;
- E. The **home team** will supply **umpires- plate and base**.
- F. All outfielders must start on the grass until the ball is hit.
- G. If a coach is used to pitch, the defensive player covering the pitcher position is called the pitcher guard. That player should be positioned behind and to one side of the coach pitching.

2. Objectives

- A. Provide a welcome and encouraging atmosphere for girls to play while growing their confidence at playing the sport.
- B. Players must rotate through all positions to maintain interest, develop positional skills, and their overall baseball awareness.
Exception: The only exception to the mandatory defensive rotation of players is when it is demonstrably evident that it would be dangerous for a player to rotate into a particular position (e.g. a player who cannot catch or protect him/herself from throws ought not to rotate into Pitcher Guard (PG) or 1B until these skills are developed).

3. Batting and Fielding

- A. Each team will field 9 players for their defensive half of the inning. The positions are as follows: Pitcher-Guard (PG), C, 1B, 2B, SS, 3B, LF, CF, and RF.
- B. No outfielder may be positioned on the infield dirt. The Pitcher Guard must start within 4 feet of the pitching rubber, and wear a batting helmet.
- C. No infielder may cross the baseline until after the ball has been hit.
- D. There will be no bunting, infield fly rule, leading, advancing on a dropped third strike, or on-deck batters.
- E. Only the player at bat can hold a bat. Players that are "on deck" and "in the hole" cannot take practice swings or even touch a bat. This is to prevent injuries.

4. Pitching

- A. Players will pitch. Pitchers can start at 35' and if the coach feels they are strong enough to pitch from a farther distance, they can move the player.
- B. On ball 4, batters can use a T or have a coach pitch. Batters using the T will swing until there is a hit to keep the ball in play. Batters having the coach pitch will continue the count from the player pitcher.
- C. Standard baseballs will be used at this level.

5. Overthrown Balls and Base Running

- A. Stealing bases is allowed up to third base. Stealing home is not allowed.
- B. Limit advancing on overthrows to 1 base.
- C. When any defensive player has control of the ball in the infield area and in the judgement of the plate umpire there is no attempt to make a play on any of the baserunners. **TIME WILL BE CALLED**, and the base runners, in the judgement of the umpires, will be held on the base they last occupied or the unoccupied base they were approaching when time was called.

- D. No sliding into 1st base - this is an automatic out. Players may slide when returning to 1st Base or into 2nd, 3rd or Home Plate.
- E. Any runner is out when the runner does not slide or attempt to avoid contact with a defensive player who has the ball and is waiting to make the tag (umpire will use discretion). Runners are not forced to slide, this is a non-collision rule. When the ball is caught by the fielder and is in close proximity to any base/plate and in the umpire's discretion a play is imminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out.
- F. Caught *foul tip* is an OUT. A foul tip is when the ball has made contact with the bat and goes sharp and direct to the glove of the catcher and is caught.
- G. The ball is considered "dead" immediately upon being returned to the *infield*, unless put back in play.
- H. Max runs per inning is 5.

6. Coaches

- A. The team batting can have a coach or player in the 3rd and 1st base coaching box. One coach must be on the bench at all times. If a team is short a coach then a player with a batting helmet on, may coach 1st or 3rd base.

MAJOR*

(11/12/13 year olds - *subject to league approvals for those who fall outside of these ages)

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- E. Only the player at bat can hold a bat. Players that are “on deck” and “in the hole” cannot take practice swings or even touch a bat. This is to prevent injuries.

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- E. Any runner is out when the runner does not slide or attempt to avoid contact with a defensive player who has the ball and is waiting to make the tag (umpire will use discretion). Runners are not forced to slide, this is a non-collision rule. When the ball is caught by the fielder and is in close proximity to any base/plate and in the umpire's discretion a play is imminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out.
- F. Caught *foul tip* is an OUT. A foul tip is when the ball has made contact with the bat and goes sharp and direct to the glove of the catcher and is caught.
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- A. The team batting can have a coach or player in the 3rd and 1st base coaching box. One coach must be on the bench at all times. If a team is short a coach then a player with a batting helmet on, may coach 1st or 3rd base.

Differences Between Divisions

Rule	Rookie	Minors	Majors
Leading	no	no	no
Stealing	no	yes	yes
Bunting	no	no	no
Balks	no	no	no
Max # of innings per game	4	4	4
Max # of pitches per day	N/A	1-20 pitches - 0 days 21-35 pitches – 1 day 36-50 pitches – 2 days 51-65 pitches – 3 days 66+ pitches - 4 days	
Batting/Pitching	Start with T, advance to coach pitch at discretion of coach	Player pitches, on ball 4, use the T until ball is hit, coach may pitch instead of using a T	Player pitches, on ball 4, use the T until ball is hit, coach may pitch instead of using a T
Maximum Runs	5 runs / inning	5 runs / inning	5 runs / inning
On Deck Batters	no	no	no
Infield Fly Rule	no	no	no
Batter Can Advance on Dropped Third Strike	no	no	no