General Rules:

- 1) All rules fall under ISHAA regulations unless superseded by specific rules below.
- 2) Except in the case of a tie game, games will be played for 6 innings, or after a complete inning ends upon the game clock reaching 1 hour 45 minutes, or after the conclusion of the final inning as declared by the umpire, whichever comes first (see timing rules below).
- 3) Only the umpire or a board official can suspend the game due to weather.
- 4) If weather suspends a game to where it cannot be played on the original day scheduled, it will be considered complete if 4 innings were played or 3 1/2 innings with the home team leading.
- 5) Games will be called complete by the umpire if a team is ahead by 15 runs or more after 4 innings or 10 runs or more after 5 innings.
- 6) Six runs scored by the offense or three outs recorded by the defense, whichever comes first, will constitute the end of an inning unless the final inning has been declared by the umpire. During the last inning as declared by the umpire or the 6th inning, unlimited runs can be scored by the offensive team except for the home team scoring the winning run thus ending the game.
- 7) If the score remains tied at the end of regulation (either the 6th inning or after the completion of an inning once the game clock reaches 1hour 45 minutes), extra innings will be played until the tie is broken. At the start of every subsequent inning, the offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
- 8) Each player in attendance is required to play 6 defensive outs during a complete six inning game.
- 9) Teams are allowed to field up to ten defensive players. No more than six players are allowed in the infield including the pitcher and catcher. All remaining fielders must start in the outfield.
- 10) Free defensive substitutions are permitted except for the pitcher (see pitching rules below).
- 11) Teams must bat through all available players.
- 12) No new innings will be started after 10:45pm. Game must be stopped promptly at 11:00pm and rescheduled picking up where the game ended.

Player Eligibility Rules:

- 13) Player must be 10 years old or younger as of January 1st of the current year to be eligible for the Minor Girls Division. Any exception requires board approval, and a player granted an exception will not be eligible to pitch.
- 14) A team must have a minimum of eight players to start a game the game will be declared a forfeit. If a player is added late, she will be added at the bottom of the batting order.

- 15) Teams may only bring up players from their own park's 8U Prep League. Using players from another 10U minor team or a child who is not registered at their own park's baseball program is not allowed. Called up players cannot pitch but can play any other defensive position.
- 16) If a sick or injured player leaves the game and a substitute is not available, that position in the batting order will be skipped and will not count as an out. The injured/sick player may not return to the game. If injured on the basepaths, the last recorded out will take the place of the sick/injured player.

Equipment Rules:

- 17) The home team must supply the umpire one new Tournament or Competition Grade 11" softball prior to the game. The visiting team will supply one Tournament or Competition grade 11" softball for backup which can be a used ball in acceptable condition. Acceptability of the ball's condition will be determined by the umpire.
- 18) Bases will be spaced 60 feet apart with the 24" pitching rubber set at 35 feet from home plate.
- 19) A 16' diameter pitching circle drawn in chalk around the center of the pitching rubber.
- 20) A defensive facemask must be worn by the pitcher. Facemasks are also encouraged, but not mandatory, for the other infield positions.
- 21) Batting helmets with facemasks must be worn all batters.
- 22) Metal cleats are not allowed. Cleats must be of rubber or molded plastic construction.
- 23) No jewelry is permitted except if required for medical or religious purposes. If needed, permitted jewelry then must be taped down.

Timing Rules:

- 24) Start time of the game will be declared by the umpire just prior to giving the ready for play signal prior to the first pitch.
- 25) For the purposes of time, the next inning begins at the time of the third out in the bottom of the previous inning. Any inning that starts after the game clock reaches 1 hour and 30 minutes will be declared by the umpire as the last inning of regulation (thus allowing the offensive team to score unlimited runs see rule 6). No new inning will start after 1 hour and 45 minutes, regardless of if the last inning was declared by the umpire or not, unless the previous inning ended in a tie.
 - Clarification for Umpires: The final inning must be declared prior to the start of the inning and not in the middle of
 an inning. All innings that are started will be finished regardless of the amount of time elapsed. Umpires should
 not speculate as to how long the current or subsequent inning(s) will last.

Additional Timing Rules for Games Ending in a Tie Ballgame:

- If another game is scheduled on the same field after the current tied game, only one extra inning will be played. If the game is still tied after that inning, the game will be rescheduled and resumed from the point where the game stopped.
- If there is not a game scheduled after the current tied game, the game may be played out for up to two and half hours, until the tie is broken. If the game is still tied after two and half hours the game will be rescheduled and resumed from the point at which the game stopped.
- 26) Upon a weather delay, the game clock is stopped. The game clock will restart at the time the umpire signals ready for play after the delay.
- 27) Tournament games will follow regular season timing rules except for the championship game. The championship game will be played the entire 6 innings regardless of time.

Pitching Rules:

- 28) Pitchers are limited to 4 innings per game.
- 29) One official pitch will constitute one official inning towards the pitcher's game total.
- 30) A pitcher who has been removed from the mound may not return to pitch for the remainder of the game once a replacement pitcher delivers one legal pitch, unless she is the starting pitcher.
- 31) When pitching, the pitcher may step back on non-pivot foot without penalty.
- 32) A "No walk" rule is in place during the *regular season* when the bases are loaded. A baserunners may not advance on "Ball 4". When "Ball 4" is declared, the batter's coach will enter the game to finish pitching to the batter. The strike count will remain the same (If 3 balls and 2 strikes with a 4th ball, the coach will enter with 2 strikes on the batter's "count"). The batter will be given up to 4 more pitches. Regardless of the 4th pitch (foul ball, not "hittable") the batter will then be out if the ball is not put "in play". The umpire will still call a strike even if the batter does not swing (if it is a strike). If the call results in strike 3, the batter is out. After the regular season, this rule will no longer be in effect and a runner can come home on a bases loaded "Ball 4" on the batter.
- 33) Coach's mound visits are permitted. A pitcher must be replaced upon the second visit in the same inning or the third visit in a game.

Batting Rules:

- 34) The batter may not square to bunt or "show bunt", pull back, and then take a full swing. (Also known as "slash bunting"). If this occurs, even if only on an unsuccessful attempt, the batter will be out.
 - Clarification: Both bunting and slapping is allowed all year. Slapping being defined as when the hitter is moving through the box while swinging.

- 35) A batter and team will be warned for throwing the bat upon the first occurrence. The second team infraction will result in the current batter being declared out and all baserunners being returned to their previous bases.
- 36) If a batted fair ball goes out of Field of Play (either under or over the fence), the defensive player is to put their hands up as a signal to the umpire. If confirmed by the umpire, the batter will be awarded ground rule double. The umpire may also declare the ball out of play at his or her own discretion.

Base Running Rules:

- 37) Advancing to 1st after a batted ball, runners must use the orange bag (when provided) if there is going to be a play at first base.
- 38) If a runner has passed a base as the pitcher is going into the circle, the runner may continue to the next base, but is fair play for the next base if she has not touched the base to which she was initially running before the pitcher entered the circle. Once the pitcher is clearly in the circle, the runner must immediately commit to either advance to the next base or return to the previous base. If they advance, the runner must be tagged as it is not a force play. When the pitcher is in the circle with the ball with no advancing baserunners, play is stopped.
- 39) Lead offs are not permitted once the pitcher has control of the ball inside the pitching circle.
- 40) Base runners may steal a base but not until after a pitched ball has crossed home plate.
 - Before May 12th, 2025, baserunners may not steal home unless a play is being made on another baserunner. The throwback from the catcher to the pitcher does not constitute a play being made on another baserunner.
 - On May 12th, 2025 and following, a baserunner may steal home while the ball is in play.
- 41) Baserunners may only steal one base per legal pitch unless a play is attempted on the baserunner and the ball is overthrown. In the event of an overthrow, the play stops when the ball is in the pitcher's possession in the circle.
- 42) Baserunners may not steal while the "No Walk Rule" is in effect (see rule 33).
- 43) If a runner leaves to steal a base before the pitched ball crosses home plate, the team will receive a warning for first offense with the runner being returned to the base they were stealing from. The team's 2nd offence for leaving a base early will result in the runner being called out.
- 44) Base runners to 1st base may be considered at risk or live and may be tagged out for turning toward second while in fair territory. Coaches should encourage teaching runners to run through first base and turn toward the 1st base dugout.
- 45) Baserunners must avoid contact. Runners do not have to slide if there is a play being made on them. However, intentionally running over or into defensive players is not permitted and will be

- cause for player ejection at the umpire's discretion. Unintentional contact with a defensive player will result in a team warning with all subsequent infractions being declared as outs by the umpire.
- 46) Headfirst sliding is not allowed when advancing to a base. A player who headfirst slides into an advancing base will be called out. However, a player may dive back headfirst to a base he has previously reached.
- 47) It is an automatic out if a player intentionally takes off her helmet. Players are to keep their helmet on until they are in the dugout.
- 48) The infield fly rule does not apply and will not be enforced.
- 49) The "dropped third strike" rule does not apply and will not be enforced.
- 50) If a ball is thrown out of play by the defensive team, the runners are awarded up to one additional base, beyond what the runner would've accomplished at the umpire's discretion.
- 51) Teams must have a coach at first and third base. Players are not permitted to coach the basepaths.

Administrative Rules:

- 52) Weather and mandatory school functions are the only acceptable reasons to cancel a game. Weather cancelations are to be communicated by the hometown board to the visiting team's board 1 hour or more prior to game time. The coaches of both teams should coordinate a rescheduled date and time within 7 days. If the game is not rescheduled within 7 days, coaches should escalate to their park's board president for assistance.
- 53) The division representative (sometime called the "league rep") will gather results, maintain standings, and post the league standings in public forum.
- 54) Coaches are responsible for reporting game scores to the division representative.
- 55) League standings are based team's overall record. If two teams finish with the same record, the tie breakers in order of priority will be: head-to-head record, defensive runs allowed, offensive runs scored. League Standings will also determine seeding for the end of season tournament.
- 56) There will be no "coaches' option" regarding these rules. Coaches who agree to override any league rules will result in an automatic forfeit for both teams.
- 57) Trophies will be given out for the Champions and Runner's Up for both the regular season and the end of season tournament.

Conduct Rules:

- 58) Any coach who is ejected from a game by an umpire shall serve a one game suspension for the next available game.
- 59) No alcohol or smoking in the proximity of the playing areas, concessions or areas where families and players gather. Coaches, managers, and/or scorekeepers will be immediately ejected including a once game suspension if caught smoking or drinking on park grounds.
- 60) In an effort to promote good sportsmanship, cheers and chants from players in the dugout are allowed and should always be in direct support of your own team. Negative cheering directed at the opposing team's players, including the pitcher, is not acceptable. Coaches are always responsible for the good sportsmanship of their players.