

Minor Girls League Rules

Modified 04-01-2021
3rd thru 5th Grade

Base Path Distances – To be set at 60 feet.

Pitching Rubber Distances – To be set at 35 feet with a 10 foot diameter circle around it.

Official Ball – The official ball will be a league approved 11 inch optic yellow softball.

- A new ball will be provided by the home team and a good used ball by the visiting team.
- All Locations will use a standardized ball provided by the TCYL.

Official Bat – A fast pitch softball bat.

Uniforms/Equipment

1. All players should be in uniform on game days- Jerseys and Pants/shorts. Visors are not mandatory.
2. No Metal Cleats.
3. All catchers must wear a catcher's helmet w/mask, chest protector and shin guards.
4. The pitcher must wear a face mask. Heart guard is recommended but not mandatory. (Parents Discretion)
5. 1st and 3rd base defenders must wear a face mask.
6. Each batter, on-deck batter and base runner **MUST** wear a helmet with mask. (Chin Straps are optional)

Umpires

1. Umpires have the authority as written or implied by the rule book.
2. The TCYL will provide 1 Sanctioned umpire.

Game Nights

1. Minor Girls game nights are Tuesday and Friday night's @ 6:00 pm.
2. It is important that all games start on time, players should be at the field no later than 5:45 pm.
3. Preferred makeup days are Wednesday's or Saturday's at any time depending on field availability.

Home/Away Team Designation and Obligations

1. The Home team will provide the official score keeper.
 - Lineup is to be turned in to the official scorekeeper no later than 10 minutes prior to game time.
 - LINE UPS MUST INCLUDE NAMES and UNIFORM NUMBERS.
2. Coaches should verify score with each other after each inning to ensure no disagreement.
3. The scorebooks are to be signed by both coaches at the end of the game, including the umpire.
 - Ink pens to be used for final scores, coach/ump signatures and innings pitched books.
 - The home team scorebook is the official book, the visiting scorebook will be used for any disputes.
4. Both coaches must email or text final score to League Secretary within 24hrs of end of game. League Secretary will post league standings weekly on website. Kristin Morrison 740-412-6386 kristindmorrison@yahoo.com <http://www.leaguelineup.com/tcyl2019>
 - New league website is www.leaguelineup.com/TCYL

Cancelled Games – (Prior to a game starting)

1. Coaches need to communicate amongst themselves to cancel a game.
2. The decision to cancel a game prior to game time is up to the home field location and coach.
3. Please let the visiting team know as soon as this decision is made to prevent unnecessary travel.

Suspended Play/Inclement Weather – (After a game has started)

1. The Umpire can call or suspend a game at his/her discretion if there is inclement weather or darkness.
 - Inclement Weather is thunder being heard or lightning being sighted during a game.
 - Once inclement weather is observed the game will be delayed 30 minutes.
 - During delay if thunder or lightning is observed again, time must be reset for another 30 minutes.
2. If a game gets cancelled due to weather or darkness it **must meet 1** of the following criteria to be considered complete or the game is declared a "rain out" and the game will be rescheduled.

There will be NO incomplete games and NO ending in a Tie.

 - If 3 ½ innings have been completed and the home team is ahead (middle of the 4th)
 - OR**
 - If 4 complete innings have been played. After 4 innings of play the score will revert to the last complete inning.
 - **Example:** At the end of 5 innings the Home team is up 5-7. In the top of the sixth inning the visiting team goes up 8-7, but darkness or lightning stops the game. The score reverts back to the last complete inning which is the 5th inning where the score is 5-7. *NFHS rule 4.12(5i)*
3. If the game is declared a "rain out"
 - **Example 1:** Washington vs Pickaway. Game is called in the 2nd inning due to weather. They have not met the criteria for a complete game. Washington and Pickaway can reschedule the game for the following night or a night before they play any other team and pickup exactly where they left off with inning, score, pitcher etc.
 - **Example 2:** Washington vs Pickaway. Game is called in the 2nd inning due to weather. They have not met the criteria for a complete game. Washington has another game the following night with Laurelville. The Washington pitcher must sit what he pitched from the previous game with Pickaway (as normal). When Washington and Pickaway reschedule they do not get to continue the game with same pitcher it left off with due to they still have to sit what they pitched from the previous game with Laurelville. Inning and score will pick up where it left off.

Umpire Calls/Safety Violations

1. Batters must control their bat at all times.
 - o If a batter throws a bat (intentionally or unintentionally) and it significantly impacts (umpire judgment) any player, that batter will be called out. If a batter throws equipment (bat, helmet, etc.) in disgust or in any manner that endangers any immediate persons, that batter will receive one warning and a second offense will result in that batter being called out or possible ejection from the game.

Game Play – All Conference games will be played under TCYL and National Federation of State High School Association Rules (NFHS). TCYL Rules will supersede NFHS rules where noted. You will need to look up the division you are playing in to get familiar with the rules. The TCYL has changed some of the NFHS rules in an attempt to give every player a fair amount of playing time. Please read ALL of the TCYL and NFHS rules to comply with what is expected of your team at game time. Interpretations of rules after season starts will be taken care of through a protest and on a case by case basis.

1. Each team must have 7 players to start a game; all divisions must have a pitcher and catcher.
 - o If starting with 7 players, the 8th and 9th players will be recorded as outs. (2 outs)
 - o If the 8th and/or 9th player arrives after the start of the game but before the batting order has been batted through they may be added to the end of the batting order. Once back to the 1st batter, no players may be added.
 - o If starting with 8 players, team will not be penalized. (0 outs)
 - o If the 9th player arrives after the start of the game but before the batting order has been batted through they may be added to the end of the batting order. Once back to the 1st batter, no players may be added.
2. Full roster batting order will be used. All dressed players must play unless noted on roster.
3. A 9 player defense will be used, free defensive substitution allowed (doesn't include the pitcher)
4. Each player must play at least 2 defensive innings. An inning is 3 consecutive outs.

Exception - This rule is negated in the case of run rule or time
5. Once a player starts an inning they must complete the inning unless injury, illness or ejection prohibits it.
 - o If a player has an obvious injury and leaves the game, their team doesn't have to take an out.
 - o If a player chooses to stay in the game but can't bat at that moment, they have to take an out until they can continue. If they can't continue, they take an out the rest of the game.
 - o If a player should be ejected or becomes ill, an automatic out will occur in their place in the lineup.
6. When a player is ejected, their position in the batting order will be skipped with an automatic out.
7. Run rules are as follows: 15 runs after 4 innings of play or 10 runs after 5 innings of play.
8. 6 Runs scored or 3 outs made = a complete inning.
9. There will be a 1.5 hour time limit.
 - o The sixth inning and/or the inning starting after 1.5 hours becomes the last inning.
 - o There will be no 6 run rule in this inning and will be played till 3 outs have been made.
 - o Example: Game starts at 10am, at 11:30 the 3rd inning is set to start. This becomes the last inning and will be played like the 6th inning.
10. The following speed up rules will be enforced at ALL diamonds:
 - o Pitcher gets 3 warm up pitches between innings.
 - o When a new pitcher is brought in during an inning they get 5 pitches unless the previous pitcher was removed due to injury in which case an additional 5 pitches are awarded.
 - o Any more than 5 pitches and the umpire may call "Ball" for each pitch thrown.
 - o Both teams must be ready to start game on time. The umpire will enforce the game pace.
 - o If 2 outs have occurred and the catcher is on base he will be substituted by the player with the last out.
 - o The catcher is to return to the dugout and put on catcher's equipment.
 - o Runners are not to dance on bases to delay game. Coaches are to control this situation.
11. If a player shows bunt, they must bunt. They cannot pull back and swing away.
12. Slap Hitting is allowed.
13. No infield fly rule in effect.
14. No Lead Offs.
15. No Look Back Rule enforced by an out.
16. Stealing will be permitted after the ball crosses the plate except for stealing home.
17. No walks permitted. After the 4th called ball is delivered, the Adult pitcher will come in and deliver the remaining strikes. Every pitch delivered by the adult pitcher is considered a strike. Adult pitching rules apply.

Adult Pitching Rules

- o If a batted ball touches the adult pitcher, the ball is dead and declared no pitch.
- o If a thrown ball touches the adult pitcher the ball is dead and the runner must return to the last base touched. If the batter has not reached 1st base than the batter is awarded 1st, unless in the umpire's judgment the adult pitcher did not make a reasonable attempt to avoid being struck, in this case the batter is called out.
- o The adult pitcher must end with both feet in the pitching circle.
- o The player pitcher must have 1 foot in the pitching circle until the ball is hit.
- o The adult may instruct the batter only when the ball is dead and the adult pitcher is in the pitching circle and the batter is in the batter's box.
- o The adult pitcher should make every attempt possible to leave the field of play (outside of the baseline) OR try to move to a position as not to interfere with the play if at all possible.
- o If the adult pitcher was able to leave the field of play they are not to step back onto the playing field until "Time" is called by the umpire.

Kid Pitching Rules

1. For the safety of the players and fair play, the following will result in removal of the pitcher for the remainder of the game and they may not re-enter as a pitcher.
2. Hit 3 batters in a single game
3. Crow hopping is an illegal pitch.
4. There will be no drop 3rd strike at this level
 - o Definition: a replant of the pivot foot prior to delivering the pitch.
 - o A crow hop occurs when any of the following happen prior to the start of a pitch.
 - o Sliding the foot in front but not in contact with the pitchers plate.
 - o Lifting the pivot foot and stepping forward.
 - o Jumping forward from the pitcher's plate with the pivot foot.

Innings Pitched- This is for the safety of the player and to promote fair play.

- o Delivery of a single pitch = 1 inning pitched.
- o A pitcher is allowed to pitch up to 6 innings per game.
- o A pitcher cannot pitch again until they rest the same amount of innings they pitched, they can however be placed in a different position on the field.
- o ONLY a starting pitcher can reenter the game as a pitcher AFTER they rest the same amount of innings they pitched.

Example 1:

- o Pitcher #1 pitched on Monday all 6 innings.
- o Pitcher #1 cannot pitch again until the team has played 6 more innings.
- o If the teams' next game on Thursday is only 4 innings, she would still not be eligible to pitch until the team completes 2 more innings in the next game.

Example 2:

- o Pitcher #1 pitched innings 1 & 2.
- o Pitcher #2 was brought in to pitch inning 3.
- o Pitcher #1 cannot pitch again until inning 3 and 4 are complete. (**Sit what they pitch**)
- o Pitcher #2 must continue pitching or another pitcher brought in till the 5th inning.
- o Pitcher #1 can now reenter the game. (**Only starting pitcher can reenter the game**)

Coach Violation

If you violate the innings pitched rule the following actions will occur:

- o 1st offense, a forfeit will apply to the game.
- o 2nd offense by the same coach, the coach will be removed from the league.

Protests – **NOTE- Any coach not at MANDATORY coaches meeting shall forfeit the right to protest. **

1. A protest must be made **AT THE TIME OF INFRACTION**, to the umpire and noted in both scorebooks.
2. A written protest must be filed within 24hrs with a \$50.00 fee (Returned if protest is successful).
3. A protest cannot be made on judgement calls only on rules interpretation.
4. Protests must be filed through the local president.
5. The rules committee will determine the date and time for the protest hearing.
 - o The committee consists of each local president.