

**2011 DISTRICT 32  
GIRLS MINORS DIVISION SOFTBALL  
INTERLEAGUE RULES**

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**GENERAL RULES**

1. Games are 6 innings.
2. All game results: scores & innings pitched must be reported the night of your game by the winning team. Instructions will follow on how to do this.
3. Weeknight games will start at 6:00 P.M. (Unless otherwise noted).
4. Time limit – no inning will start after 8:00 P.M. for 6:00 PM games, and 8:15 PM for 6:30 PM games until May 15<sup>th</sup>. Thereafter no inning will start after 8:15pm. This is all up to the umpire’s discretion.
5. Time limit for weekend games is 2 hours if there is a game following your game. No Inning will start after two hours. If no game follows, keep on playing until the game is over.
6. **Innings are 3 outs or 4 runs scored, whichever occurs first. However, 3 outs must be made in the last inning. Both Managers and the umpire must agree before the inning begins that it will be designated the “last inning”.**
7. Only the manager or acting manager of the game may approach the umpire for any reason.
8. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
9. There is **ZERO** tolerance policy for any type of abuse towards an umpire. Managers are responsible for behavior of the parents and spectators of their team. No egative chanting allowed.
10. No one not on your team can ever practice/play/workout or participate with your team unless they are registered little league players. Only drafted up players are permitted to play with your team. No siblings can participate with your team practices.
11. All girls must be dressed in full uniform. Hats, socks, team jersey and softball pants that were distributed by the league.

**PITCHING:**

1. Regulation 11” softball will be used.
2. Pitcher’s mound distance will be 35 feet.
3. Pitchers are restricted to 9 innings per week (Week is Sun. to Sat). If the pitcher throws **1 pitch it will constitutes an inning**
4. Pitcher may not pitch on **back-to back games** (Exception see rule #5).
5. If a pitcher pitches **2 innings or less**, she is entitled to pitch in the next game. If a pitcher throws 1 pitch it will constitute as an inning.

6. A pitcher will be removed, as a pitcher for the game and is no longer eligible to pitch in that game, if she hits **3** batters in an inning or **5** in a game. This is up to the umpire's discretion that batters have made attempts to avoid the pitch.
7. All players are eligible to continuously leave and re-enter the game in the field.
8. Once a pitcher motions for a pitch, all dugouts must be quiet until the umpire has called the pitch. No positive or negative chanting or cheering allowed.

### **FIELDING:**

1. 10 Players in the field.
2. Outfielders must play 4 across.
3. A team **must** field at least 8 players. If one of the 8 players gets injured, the team still can play with 7 fielders. We want the games played. If there is a team short please lend a fielder and play. You win, but play the game.
4. Each player must play at least 2 innings in the infield and 4 innings total.

### **BATTING:**

1. Universal batting will be in effect throughout the entire season.
2. On a dropped 3<sup>rd</sup> strike the batter is out. Runners may advance at their own risk.
3. Infield fly rule will be in effect.
4. Base runners may tag up on fly ball outs and advance to any base.
5. Bunting is allowed.

### **BASE RUNNING:**

1. Bases will be set at 60 feet.
2. Runners may not lead, but may steal when the ball passes over home plate.
3. Each team may steal second base 3 times per inning. (No restriction for stealing third base). Runner can't advance on an overthrow at either second or third base. No base runner may advance two bases on a play initiated by a steal – we want catchers throwing balls on attempted steals to develop them and not fearing overthrows which would result in them holding the ball while the runner advances. A steal is defined as any advancement on a non-batted ball.
4. There is no stealing home.
5. Time is out when the ball is returned to the pitcher on the mound and the pitcher calls time and the umpire calls “time out”. It is not automatic.
6. A runner more than half way to the next base when time is called will be awarded that base. A runner less than half way will return to the previous base.

7. When stealing 3<sup>rd</sup> base, no runner may advance to home on an overthrow from the catcher.
8. If a runner is stealing 2<sup>nd</sup> base with a runner on 3<sup>rd</sup> base and the ball is overthrown, then the runner on 3<sup>rd</sup> base can't advance home.
9. If the opposing team's catcher is on base after two outs have been recorded that player will be replaced with a courtesy runner. The courtesy runner will be the last recorded out. (The catcher will then re-apply her equipment & be prepared to play as soon as the third out is recorded).
10. No stealing permitted after a team is up by more than 8 runs. No advancing on passed balls or wild pitches. Base runners can advance only on a batted ball.
11. Pete Rose Rule - If there is a play at a base a runner must slide or surrender.

### **MERCY RULE:**

1. The 13 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead.
2. If the Visiting team is ahead by at least 13 runs after 4 innings, the home team will bat.
3. If the home team comes within 12 runs or less, the game will continue.