

Richfield-Jackson League Specific Rules

Girls Junior Softball League

Age 10-12 / Player Pitch Rules

2008 Season

These rules apply only to the Girls Junior Softball League. They are intended to supplement the Universal Rules for this level of play.

General Rules:

1. Maximum Player Age: 12 years
2. Ball: 11 inch Hi-Visibility Softball
3. Playing Time: All players present at the game must play a minimum of 3 innings in the field. No player shall sit more than two consecutive innings.
4. Base Paths: 60 feet
5. Pitching Rubber: 40 feet from the center of Home Plate
6. Batting Tee: Not used

Equipment:

1. Uniform: Junior girl players will be furnished a team jersey, and a pair of baseball style pants and socks which will be worn to all games. Girls must wear this uniform for the games. The pants must remain long, and not converted to shorts. The players may also be furnished a visor.
2. Bats: Bats must be official softball bats: wood, metal, graphite, or other material approved by the ASA.
3. Catchers Gear: Catchers must wear a protective helmet, catching mask, and chest protector that will be furnished by the league. Shin guards will also be provided by the league and may be worn if desired but are not required.

Games:

1. Innings per Game: Standard games consist of 7 innings. Four and one-half innings is considered a full game if the home team is ahead, five innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning.
2. The umpire will announce the official game start time when the first pitch is made.
3. The intent is for all games to complete the number of innings listed in the appropriate league specific rules.
 - a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs.
 - b. Allow three warm-up pitches between innings:
 - c. Organized position changes, etc.
4. Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:
 - a. Weather – rain, lightning
 - b. Continuation of the game cannot change the outcome (run rule prevents team losing from taking the lead).
 - c. Injuries result in either team not having enough players.
5. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss.
6. Injury Substitutions: A player who is injured during the game may be taken out and a substitute put in her place. If, after resting, she is able to play again, she may rejoin the game. She must, however, have sat out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if she needs a pinch runner or fielder in order to resume play.
7. Each team will have 10 players in the game at all times. In case of injury, a team will be allowed to continue with 8 players. A team will be allowed to play with less than 8 players if both coaches agree. Teams are allowed to substitute Minor players to field a full team..
8. A responsible representative will stand behind the umpire to shag pitched balls. The representative will also remove bats from the playing area. The representative must remain silent while the ball is being pitched.

Batting:

1. Batting Order: Each team shall use a progressive batting order to include all players present. If a player arrives after the game has started, they shall bat at the end of the batting order.
2. Inning Limitations: Three (3) outs or **six (6)** runs.
3. Bunting: Not allowed
4. A batter is out if, at the moment of bat-ball contact, she makes contact with the pitch with any part of her foot touching home plate, even though she may be touching the lines of the batter's box. In addition, she may not contact the pitch when her entire foot is touching the ground completely outside of the batter's box.
5. Junior girls will play four balls and three strikes. Three strikes of any kind whether swinging, called strikes, foul balls or any combination of the three is an out.
6. Four balls in an at-bat allow a player to walk. No more than five walks may be issued in an inning. In the event the walk limit is reached in a given inning, subsequent batters will be pitched to until either three strikes are accrued or the ball is hit into play
7. Helmets: Batters and Runners are required to wear helmets while in the field of play. Intentional removal of their helmet while base running when the ball is live will result in the runner receiving a warning for the first incident and being called out for any further incidents.

Base Running:

1. Leading Off: Not allowed
2. Base runners will be held to the nearest base once the ball is returned to the infield (inside the base paths) *in control of a player*.
3. Overthrows: Players are allowed to advance one base.

Scenario:

- A runner is on first base;
 - The ball is hit by the batter and fielded – not caught on a fly;
 - The runner begins her advance to second base;
 - The fielder throws the ball to second base in an attempt to retire the runner advancing to second base;
 - The fielder covering second base can not field the ball and the ball moves past the fielder;
 - The runner approaching second base can tag the base can make an attempt, at her own risk, for third base. The runner does not automatically advance to third – she is a live runner during any attempt for base advancement on an overthrow.
 - The play is subsequently ended when the ball is returned to the infield (inside the base paths).
4. When the catcher is on base with 2 outs, a courtesy runner may replace her. The courtesy runner shall be the player that made the 2nd out. The catcher is expected to put on her gear.

Pitching:

1. The pitcher must start with one or both feet on the pitching rubber, and then take one step toward home plate as the ball is released. The pitcher's "pivot foot" must be in contact with the pitching rubber during the delivery.
2. A called strike occurs when the pitched ball hits any part of the pitching mat.
3. Pitched balls must have an arc in order to be called a strike. An arc is defined as a minimum of above the pitchers head and a maximum of 12 feet above the ground.
4. The batter has the right to swing at a pitch declared “an illegal pitch” by the home plate umpire, provided the batter makes a legal swing and stays in the batters box.
5. A pitched ball that hits the ground is considered a DEAD BALL and cannot be hit after it has bounced.
6. No player may pitch more than 4 innings per game. Pitching any part of an inning counts as a full inning.
7. No player may re-enter a game as a pitcher once she is removed as a pitcher.
8. **Intentional Walks: Not Allowed.**