

## 2009 Flint Hills League Rules

Revised March 8, 2009

### GENERAL RULES

1. Players will play at town in which they go to school. If in a Unified School, they will play in town they went to grade school or the town they would have attended grade school. Any exceptions must be approved by the League Board of Directors and by the waiver form. A waiver form is used to request permission to play in a town they did not attend grade school and/or high school. Upon approval from the Flint Hills League, player will pay an additional fee of \$10.00 to the league.

2. If the town does not have a team for their age group, the player's parents may request that the player be allowed to either play in their age group in another city, or play in the next age group above theirs within their city. All players will only be allowed to play in the division that corresponds with the player's age before January 1 for girls/ MAY 1 for boys. Players are allowed to move to a higher age division.

3. City Presidents must make every attempt to submit official team rosters to the League President no later than May 15 of each year. Each official roster must include names, home cities and birth dates of all eligible players for each respective age division. Each City President is responsible for collecting and maintaining a copy of the birth certificate or birth registration of each player on any official roster for his/her city. These documents will be made available to the Protest Committee in the event that a protest is submitted regarding a player's age and/or eligibility. Protests regarding age and/or eligibility will follow the guidelines outlined in General Rule #30. If the roster is not submitted prior to the first game of the regular season, all games until it is submitted will be recorded as a loss to such team. A player may be added to a team roster **at any time** during the season if he/she has a family residence in the team's respective city or Unified School District as outlined in General Rule #2. The City President must notify the League President, and the player will sit out for the first regular season game after being added to the roster. Violation of this rule will constitute forfeiture of the game and dismissal of the team coach/manager. All players must play **50%** of the regular season games scheduled to be eligible for play in their division tournament. (Preseason games do not count.) **Exceptions for medical hardships with medical release will be considered by the League Board.**

4. Any player, manager, coach or umpire guilty of misconduct before, during or after a ballgame will be brought before the league for investigation.

5. If any spectator is causing a disturbance at a ballgame, the umpire shall instruct the manager to control the spectator. If the manager cannot control the spectator, the umpire may make the team forfeit the ballgame. He may also have the matter brought before the league, and the team or association may be subject to a fine of \$25.00

6. If a game date has to be changed due to rainout, diamond conflict, or completed game the town that the game is to be played in will give the visitors two (2) dates for a make-up game. If the visitors do not take one of the dates, they will forfeit the game. Additional dates may be required in the event that the visitor's team already has Flint Hills League games scheduled for the dates offered as make-up game dates.

7. In case of wet ground, etc. the home team coach will notify the other team's coach. If possible two hours notice is required if a game is not going to be played due to weather conditions.

8. If either team fails to show up for a game 15 minutes after scheduled starting time, game is automatically forfeited.

9. A team may start a game with seven players. If a team starts with less than nine players, automatic outs will be used. Coach can put automatic outs anywhere in the batting order.

10. Official A.S.A. softball rules govern girls' teams except where Flint Hills rules state differently.

11. Official National League rules govern boys' teams except where Flint Hills rules state differently.

12. During the pre-game ground rules, the umpire should make it clear to both managers that no intentional roughness is permitted. If roughness does occur, the player involved will be removed from the game. This will be at the discretion of the umpire.

13. No **steel cleats** are permitted in all age groups **with the exception of Little League Boys and B-Girls.**
14. No slick tape on any bats.
15. All teams will wear throat protection on catcher's mask.
16. Batter, on-deck batter and base runner(s) must wear head protection.
17. Home team will furnish all game balls. (Softball: 1 new ball per game. Baseball: 2 new balls per game.)
18. There will be no yelling at the opposing pitcher from the dugout. Team will be warned one time.
19. Coach is limited to two visits to pitcher's mound per inning. On second visit, the pitcher must be changed. (Applies to all ages.)
20. RE-ENTRY – Any of the starting players may be withdrawn and re-entered once provided players occupy the same batting position whenever in the line-up. Player may not re-enter in batting position of a substitute player who has not played two complete innings. If a player stays out nine batters, player can re-enter in any batting position.
21. DEAD BALL APPEAL – A dead ball appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch. Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), or coach with or without possession of the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No base runner may leave his/her base during this period, as the ball remains dead until the next pitch.
22. 8 FT. RADIUS CIRCLE – Failure to immediately return to his/her base or proceed to the next base once the pitcher has the ball within the 8 foot radius of the pitcher's plate will result in the base runner being declared out.
23. DOUBLE BASE – With the approval of the double base at first base, the following rules should be enforced for their usage:
  - a) A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
  - b) Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or orange portion.
  - c) On a dropped third strike, the batter-runner and the defensive player may use either the orange or the white portion.
  - d) Should the batter-runner round the base on a hit to the infield or outfield, he must return to the white portion.
  - e) When tagging up on a fly ball the white portion must be used.
  - f) On an attempted pickoff play, the runner must return to the white portion.
24. BLOOD RULE – A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considerable is left to the umpire's judgment. Uniform violations will not be enforced if a uniform change is required. The umpire shall:
  - a) Stop the game and allow treatment if the injured player would affect the continuation of the game.
  - b) Immediately call a coach, trainer or other authorized person to the injured player.
  - c) Apply the rules of the game regarding substitution, short-handed player and re-entry, if necessary.
25. All players on offense or defense can chatter. Cannot call anyone by his or her name or use foul words at another player or dugout. Can only encourage their own players. One warning from umpires.
26. Umpires must be 16 years of age to umpire PeeWee, C-Girls, Little League and B-Girls. Umpires must be at least 18 years of age to umpire A-Girls.
27. Home team must provide an official scorekeeper at least 16 years of age.
28. All teams will have players, subs and shirt numbers turned into scorekeepers of both teams before game starts.
29. Scorekeepers will check with each other at end of each inning to make sure they agree. Teams must tell the official scorekeeper when there is a change in the line-up.

**30. RUN RULE. THE OFFICIAL GAME ENDS WHEN YOU ARE MATHEMATICALLY ELIMINATED FROM WINNING THE**

**GAME. THIS APPLIES TO ALL AGE GROUPS.**

31. The Flint Hills League Protest Committee will decide all protests. The Committee will consist of two representatives from each city. The current League President will reside over the protest meeting. In the event that any Committee person is involved in the protest, or his/her team would be affected by the decision, he/she will not participate in the protest resolution but may be present, as may any member of the public, to present information on the protested rule infraction.

Umpire judgment calls cannot be protested. All protests regarding an interpretation of the General Rules will be considered only when the protest is made to the game umpire at the time of the rule infraction. Protests concerning the age and/or eligibility of a player must be made prior to the beginning of the fourth inning of the game. In all protest situations the home plate umpire will mark official scorebook and collect a seventy-five dollar (\$75) protest fee. Protests can only be made by a coach/manager. Within 24 hours of the completion of the game the protesting coach/manager will present the protest in written form to his/her City President. The City President will immediately present the protest to the Protest Committee who will meet, review the protest and decide if a rule infraction has occurred. Any person that desires to be present for the meeting must contact their City President and make it known. Within approximately 72 hours of such meeting the Committee will produce a written report to the affected team's City President explaining the basis for the decision. In the event that the protest is allowed, the protest fee will be returned and the game will be replayed from the point of the protest at a mutually agreed upon date and time unless the protest was that of an age and/or eligibility nature.

32. If a player does not show up at practice or on a regular basis at games, coach can drop player. Coach MUST contact their city representative before dropping player.

33. Any make-up game will be played or will count as a zero on win-loss record.

34. Awards will be given to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place teams in regular season.

35. If there is a tie for first place at the end of regular season, there will be a playoff game. This or these game(s) will be played in town where the tournament is scheduled and are for seeding purposes only for the tournament.

36. All teams will have their win-loss records turned in to their own city president at the end of last completed round robin. If not turned in, you will go to the bottom of bracket.

37. Players in Adv. Girls & Boys, Midget Girls & Boys, C Girls and Pee Wee will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division's rules.

38. All batting helmets must have a chinstrap. Each batter/base runner must properly wear chinstrap.

39. Each team is allowed 7 minutes for pre-game infield warm-up. In all 6:45 p.m. games, the visiting team must have completed infield warm-up no later than 10 minutes prior to scheduled game time. In the event a game runs over the time limit, each team of the following game will be allowed 7 minutes for infield warm-up after the field and dugouts have been cleared from the preceding game.

40. SMOKING IS PROHIBITED IN THE DUGOUT AREA.

41. SICK AND/OR INJURED PLAYER:

If a player becomes injured or sick and leaves the game there will not be an automatic out for the batter/base runner provided there are at least nine other players in the line-up. If there are less than nine players in the line-up there will be an automatic out for that player.

42. ALL AGES – No new inning is to be started with five or less minutes remaining in regulation game time. **The beginning of the next inning will be at the immediate end of the previous inning.**

Example: Game time of 1 hour and 30 minutes. **If the game starts at 6:45 – no new inning shall start at 8:10 or after. Game time begins immediately prior to the first pitch to the first batter in the top of the first inning. The umpire will resolve any disagreement in scoring or time.**

**43. Umpire clarification: If a pitched ball hits the ground prior to a batter hitting it, it is a live ball.**

## **TOURNAMENT RULES**

1. In each tournament game the team with the highest seed will be the home team. (I.e., Seed #1 Vs Seed # 16. Seed #1 will be the home team.) Once bracketing of the seeded teams has been completed no changes will be made unless it has been determined that a team was incorrectly seeded. In the event that a team is disqualified or removed, voluntarily or involuntarily, from the tournament after such bracket has been completed, the bracket

will remain intact without change.

2. All umpires on the field shall be neutral. No one who coaches a team can umpire the tournament in which their team is playing. NO UMPIRES CAN BE PARENTS/GUARDIANS, BROTHERS OR SISTERS TO ANY PLAYER OR A COACH PARTICIPATING IN A TOURNAMENT THEY ARE UMPIRING.
3. There will be two umpires for all games, except for consolation and the championship, which will have three.
4. There will be no time limit on the championship games. The consolation games will follow time limit rules for each division. The championship game will be the normal number of innings for the respective age bracket. Run rule will be in effect for all games.
5. Towns must provide an official scorekeeper's spot where the official scorekeeper will sit.
6. Each town will provide an official scorekeeper at least 16 years of age.
7. Teams must tell the official scorekeeper when there is a change in the line-up.
8. If child has played during the regular season, coach cannot remove that child from the roster for tournament play. League will determine action taken. (I.e., suspension of coach and/or forfeit of game.)
9. Awards will be given to first, second, third and fourth place teams in tournament play.

### **TOURNAMENT DIRECTORS**

1. All tournament director(s) must attend post season, pre-tournament meeting scheduled for July 16 at 1:00 p.m. at Burlingame Allen County Community College.
2. All tournament director(s) cannot be affiliated with a team in the tournament.
3. Each tournament shall have a tournament director(s) and it will be their obligation to enforce game and sportsmanship rules and take action if those rules are broken.
4. The tournament directors have the authority to schedule tournaments as they see fit, in accordance with League Rules. This includes rainout and other unforeseen circumstances beyond their control.

## NOVICE BOYS

1. Ages: 5 & 6. Cannot be 7 before MAY 1.
2. Normal game time is 6:45 p.m.
3. Bases: 60 ft.  
Pitching Distance: 35 ft.  
Field dimensions: 84' 10" from home plate to second base and first base to third base.
4. There will be a 35-ft line from pitching rubber to coach's boxes. No player can go in front of it until ball is hit.
5. **There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players possession and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.**
6. There will be a 10-ft half circle for pitcher to stay in until the ball is hit.
7. **Runners starting at third base may not steal or advance home on a passed ball.**
8. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:15) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
9. Coach will pitch to their own team. **Coaches must pitch from the rubber and may pitch overhand or underhand.** Batter will get five pitches. If the player does not hit one he is out. Exception: if batter fouls off the 5th pitch, he is not out. A hit ball or strike out ends his turn at bat.
10. Three outs or five runs constitutes an inning.
11. Player cannot leave base until ball crosses the plate or he is out. No stealing at any base.
12. If a ball is overthrown at any base, a base runner may advance no more than one base at his own risk. (Example: Batter/runner on 1<sup>st</sup> base can advance no farther than 2<sup>nd</sup> base on an overthrown ball at his own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)
13. Dead ball appeal applies. (See general rules for explanation.)
14. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. In the event of a tie the game is replayed from the start If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**
15. Double base applies in this league. (See general rules for explanation.)
16. Bunting is permitted.
17. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.
18. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3<sup>rd</sup>) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.
19. Bats Marked T-Ball will be allowed.
20. **Run rule. See General Rule 30.**
21. **READ GENERAL RULES AT FRONT OF BOOK.**

**Note: Regular baseballs will be used in this division beginning in 2009.**

DIAGRAM OF DIAMOND IS ON THE BACK COVER.

## ADVANCED BOYS

1. Ages: 6, 7 & 8. Cannot be 9 before MAY 1.

2. Normal game time is 6:45 p.m.

3. Bases: 60 ft.

Pitching Distance: 38 FT.

Field dimensions: 84' 10" from home plate to second base and first base to third base. **8' CIRCLE: An 8 ft. circle will be marked around the pitching rubber to identify the area the pitcher must start in while the coach is pitching to the batter. Player may move from this area after the ball is hit.**

4. Standard game will be no longer than 5 innings or one hour and thirty minutes (1:30) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.

5. Three outs or five runs constitutes an inning.

**6. Player cannot leave the base until ball leaves pitcher's hand. If he does, he is out.**

**7. Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they are off the base.**

**a) A runner attempting to advance beyond the one base they are entitled to advance or steal:**

**EFFECT: May be put out while between bases. A runner cannot be put out while in sole contact with the base.**

**b) After all play ceases and the ball is dead, if a runner occupies the base beyond the one the runner was entitled to advance or steal:**

**EFFECT: The runner will be returned to the correct base without liability to be put out.**

**c) If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher:**

**EFFECT: The batter is out and the ball is live.**

**d) A batter, who receives a base on balls, cannot advance past first base. If the batter/runner advanced further, once the ball becomes dead, return the batter/runner to first base.**

**e) Awarded bases will apply to all runners.**

**f) Runners can only score on: a batted ball, a base on balls, hit batter with the bases full or an awarded base.**

**8. There will be no walks. If pitcher pitches four balls to a batter the coach will enter the game, assuming the strike count, and pitch no more than three pitches. Third strike foul rule still applies. Example: If player has one (1) strike and four (4) balls – coach will pitch up to two (2) pitches.**

**On a full count, Coach will be allowed (2) two pitches, where batter will have the opportunity to take the first pitch, if the batter swings and misses batter is out, if batter takes 1<sup>st</sup> pitch, he must swing at 2<sup>nd</sup> pitch. If a foul ball happens on either pitch, third strike foul rule applies. Base runner may not steal any base while a coach is on the field pitching to a batter. Coach must pitch from the rubber and must throw overhand.**

9 Pitcher can pitch TWO (2) innings per game (does not have to be consecutive innings). If pitcher leaves the game he may re-enter the game but cannot pitch.

10. Balk rule does not apply to this age group.

11. Cannot steal on an overthrow back to pitcher (umpire's judgment).

12. Batter cannot run on third strike if catcher drops the ball.

13. No infield fly rule in this age group.

14. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at his own risk. (Example: Batter/runner on 1<sup>st</sup> base can advance no farther than 2<sup>nd</sup> base on an overthrown ball at his own risk. **If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.**)

15. Dead ball appeal applies. (See general rules for explanation.)

16. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. . If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**

17. Double base applies in this league. (See general rules for explanation.)

18. Bunting is permitted.

19. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.

20. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3<sup>rd</sup>) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.

21. Bats Marked T-Ball will be allowed.

**22. Run rule. See General Rule 30.**

**23. READ GENERAL RULES AT FRONT OF BOOK.**

## MIDGET BOYS

1. Ages: 9 & 10. Cannot be 11 before MAY 1.
2. Normal game time is 6:45 p.m.
3. Bases: 60 ft.  
Pitching Distance: 46 ft.  
Field dimensions: 84' 10" from home plate to second base and first base to third base
4. Standard game will be no longer than 5 innings or one hour and thirty minutes (1:30) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
5. Three outs or five runs constitutes an inning.
6. Player cannot leave the base until ball **leaves the pitchers hand**. If he does, he is out.
7. Pitcher can pitch **THREE (3)** innings per game (does not have to be consecutive innings). If pitcher leaves the game he may re-enter the game but cannot pitch.
8. Balk rule does not apply to this age group.
9. Re-entry rule applies. (See general rules for explanation.)
10. Cannot steal on an overthrow back to pitcher (umpire's judgment).
11. Batter cannot run on third strike if catcher drops the ball.
12. No infield fly rule in this age group.
13. Dead ball appeal applies. (See general rules for explanation.)
14. Each player will play two innings of defense. All players must be in the game by start of third (3<sup>rd</sup>) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
15. Double base applies in this league. (See general rules for explanation.)
16. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**
17. All players will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.
18. Ten (10) players may be on the field to play defense. (Four (4) outfield positions.)
- 19. Run rule. See General Rule 30.**
20. **READ GENERAL RULES AT FRONT OF BOOK.**

## PEE WEE BOYS

1. Ages: 11 & 12. Cannot be 13 before MAY 1.
2. Normal game time is 8:30 p.m.
3. Bases: 70 ft.  
Pitching Distance: 50 ft.  
Field dimensions: 99' from home plate to second base and first base to third base
4. Standard game will be no longer than 6 innings or one hour and forty-five minutes (1:45) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
5. Three outs or five runs constitutes an inning.
6. Re-entry rule applies. (See general rules for explanation.)
7. Base runner can steal any base.
8. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
9. Infield fly rule applies.
10. Dead ball appeal applies. (See general rules for explanation.)
11. Each player will play two innings of defense. All players must be in the game by start of fourth inning and cannot come out until they have played two consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
12. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**
13. Pitcher can pitch FOUR (4) innings per game (does not have to be consecutive innings). If pitcher leaves game he may re-enter the game but cannot pitch. If a player pitches one pitch during an inning that constitutes one inning pitched.
14. Balk rules apply for this age group.
15. All players will be in the batting line up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.
- 16. Run rule. See General Rule 30.**
- 17. READ GENERAL RULES AT FRONT OF BOOK.**

## LITTLE LEAGUE

1. Ages: 13,14 &15. Cannot be 16 before MAY 1.
2. Normal game time is 8:30 p.m.
3. Bases: 80 ft.  
Pitching Distance: 55 ft.  
Field dimensions: 113' from home plate to second base and first base to third base
4. Standard game will be no longer than 7 innings or two hours (2:00) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
5. Three outs or five runs constitute an inning.
6. Re-entry rule applies. (See general rules for explanation.)
7. Base runner can steal any base.
8. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
9. Infield fly rule applies.
10. Dead ball appeal applies. (See general rules for explanation.)
11. Each player will play two innings of defense. All players must be in the game by start of fourth (4<sup>th</sup>) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
12. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**
13. Pitcher can pitch FIVE (5) innings per game (does not have to be consecutive innings). If pitcher leaves game he may re-enter the game but cannot pitch. If a player pitches one pitch during an inning that constitutes one inning pitched.
14. Balk rules apply for this age group.
15. Extra Hitter (EH)

The intent of the EH rule is to allow an additional player to participate in the game.

- a) The EH is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EH is used, the EH must be used the entire game. If a team fails to complete the game with 10 batters due to an ejected player or injury, an automatic out is taken for any batters less than 10.
- b) If the EH is used, all 10 of the starting line-up must bat and any 9 of those 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
- c) The EH must begin playing defense no later than the start of the fourth inning and play a defensive position for at least two consecutive innings. The EH is then replaced by a member of the starting line-up. The starting EH may re-enter the EH position after playing two consecutive innings of defense.

**16. Run rule. See General Rule 30.**

**17. READ GENERAL RULES AT FRONT OF BOOK.**

## NOVICE GIRLS

1. Ages: 5 & 6. Cannot be 7 before January 1.

2. Normal game time is 6:45 p.m.

3. Bases: 60 ft.

Pitching Distance **30 ft.**

Field dimensions: 84' 10" from home plate to second base and first base to third base.

4. There will be a 35-ft line from pitching rubber to coach's boxes. No player can go in front of it until ball is hit.

5. **There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players possession and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.**

6. There will be a 10-ft half circle for pitcher to stay in until the ball is hit.

7. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:15) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.

8. Coach will pitch to their own team. **Coaches must pitch from the rubber.** Batter will get five pitches. If the player does not hit one he is out. Exception: if batter fouls off the 5th pitch, he is not out. A hit ball or strike out ends his turn at bat.

9. Three outs or five runs constitute an inning.

10. Player cannot leave base until ball crosses the plate or she is out. No stealing is allowed at any base.

11. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. (Example: Batter/runner on 1<sup>st</sup> base can advance no farther than 2<sup>nd</sup> base on an overthrown ball at her own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)

12. Dead ball appeal applies. (See general rules for explanation.)

13. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**

14. Double base applies in this league. (See general rules for explanation.)

15. Bunting is permitted.

16. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.

17. An 11" ASA approved **fast pitch** softball will be used.

18. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3<sup>rd</sup>) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.

19. Bats marked T-Ball will be allowed.

**20. Run rule. See General Rule 30.**

21. **READ GENERAL RULES AT FRONT OF BOOK.**

DIAGRAM OF DIAMOND IS ON THE BACK COVER.

## ADVANCED GIRLS

1. Ages: 6, 7 & 8. Cannot be 9 before January 1.

2. **Normal game time is 6:45 p.m.**

3. Bases: 60 ft.

Pitching Distance: 35 ft.

Field dimensions: 84' 10" from home plate to second base and first base to third base.

4. There will be a 35-ft line from pitching rubber to coach's boxes. No player can go in front of it until ball is hit.

5. **There will be an infield line 5 ft. outside of base path. This will determine the infield and outfield. When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area and is in a defensive players possession and said defensive player is not attempting to make a play on a base runner, the ball is dead and runners may not advance to the next base unless they are completely past the 20-ft. hash mark between bases prior to the ball being declared dead. Runners that have not past the hash mark before dead ball was declared must return to their previous base.**

6. There will be a 10-ft half circle for pitcher to stay in until the ball is hit.

7. Standard game will be no longer than 5 innings or one hour and fifteen minutes (1:15) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.

8. Coach will pitch to their own team. **Coaches must pitch from the rubber.** Batter will get five pitches. If the player does not hit one he is out. Exception: if batter fouls off the 5th pitch, he is not out. A hit ball or strike out ends his turn at bat.

9. Three outs or five runs constitute an inning.

10. Player cannot leave base until ball crosses the plate or she is out. No stealing is allowed at any base.

11. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. (Example: Batter/runner on 1<sup>st</sup> base can advance no farther than 2<sup>nd</sup> base on an overthrown ball at his own risk. If a fielder makes an attempt at a play at any base, the runner can advance no further than one base.)

12. Dead ball appeal applies. (See general rules for explanation.)

13. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**

14. Double base applies in this league. (See general rules for explanation.)

15. Bunting is permitted.

16. Team must have a player in the pitcher and catcher positions if they are playing with less than 9 players.

17. An 11" ASA approved **fast pitch** softball will be used.

18. Every player will be in the line-up to bat during the complete game. Example: If a team has 13 players at the game, all 13 players will be in the batting line-up the entire game. Teams may play with ten (10) defensive players. This extra defensive player is optional. If used, this player must be placed in an outfield position. All players must be in the game to play defense by the start of the third (3<sup>rd</sup>) inning. This player cannot come out of the game until he or she has played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning.

19. Bats marked T-Ball will be allowed.

**20. Run rule. See General Rule 30.**

21. **READ GENERAL RULES AT FRONT OF BOOK.**

DIAGRAM OF DIAMOND IS ON THE BACK COVER.

## MIDGET GIRLS

1. Ages: 9 & 10. Cannot be 11 before January 1.

2. **Normal game time is 6:45 p.m.**

3. Bases: 60 ft.

Pitching Distance: 35 ft.

Field dimensions: 84' 10" from home plate to second base and first base to third base.

There will be an 8-ft radius circle around the pitchers mound (See general rules for explanation).

4. Standard game will be no longer than 5 innings or one hour and thirty (1:30) minutes unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. **See Rule 42 in General Rules.**

5. Three outs or five runs constitute an inning.

6. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.

7. Re-entry rule applies. (See general rules for explanation.)

8. Player cannot leave the base until ball leaves pitcher's hand. If she does, she is out.

9. Cannot steal on overthrow back to pitcher (umpire's judgment).

10. Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they are off the base.

a) A runner attempting to advance beyond the one base they are entitled to advance or steal:

EFFECT: May be put out while between bases. A runner cannot be put out while in sole contact with the base.

b) After all play ceases and the ball is dead, if a runner occupies the base beyond the one the runner was entitled to advance or steal:

EFFECT: The runner will be returned to the correct base without liability to be put out.

c) If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher:

EFFECT: The batter is out and the ball is live.

d) A batter, who receives a base on balls, cannot advance past first base. If the batter/runner advanced further, once the ball becomes dead, return the batter/runner to first base.

e) Awarded bases will apply to all runners.

f) Runners can only score on: a batted ball, a base on balls, hit batter with the bases full or an awarded base.

11. Batter cannot run on third strike if catcher drops the ball.

12. No infield fly rule in this age group.

13. Dead ball appeal applies. (See general rules for explanation.)

14. If a ball is overthrown (on a batted ball) at any base, a base runner may advance no more than one base at her own risk. This rule was implemented to encourage teams to make plays on runners trying to steal second base.

15. Each player will play two innings of defense. All players must be in the game by start of third (3<sup>rd</sup>) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.

16. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**

17. Double base applies in this league. (See general rules for explanation.)

18. An 11" ASA approved **fast pitch** softball will be used.

19. All players will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.

20. Ten (10) players may be on the field to play defense. (Four (4) outfield positions.)

21. There will be no walks. If pitcher pitches four balls to a batter the coach will enter the game, assuming the strike count, and pitch no more than three pitches. Third strike foul rule still applies. Example: If player has one (1) strike and four (4) balls – coach will pitch up to two (2) pitches.

On a full count, Coach will be allowed (2) two pitches, where batter will have the opportunity to take the first pitch, if the batter swings and misses batter is out, if batter takes 1<sup>st</sup> pitch, he must swing at 2<sup>nd</sup> pitch. If a foul ball happens on either pitch, third strike foul rule applies. Base runner may not steal any base while a coach is on the field pitching to a batter.

22. *Run rule. See General Rule 30.*

23. READ GENERAL RULES AT FRONT OF BOOK.

## C-GIRLS

1. Ages: 11 & 12. Cannot be 13 before January 1.

2. **Normal game time is 8:30 p.m.**

3. Bases: 60 ft.

Pitching Distance: 40 ft.

Field dimensions: 84' 10" from home plate to second base and first base to third base.

There will be an 8-ft radius circle around the pitchers mound (See general rules for explanation).

4. Standard game will be no longer than 6 innings or one hour and thirty minutes (1:30) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.

5. Three outs or five runs constitute an inning.

6. Player cannot leave the base until ball leaves pitcher's hand. If she does she is out.

7. Re-entry rule applies. (See general rules for explanation.)

8. Base runner can steal any base.

9. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.

10. Infield fly rule applies in this age group.

11. Dead ball appeal applies. (See general rules for explanation.)

12. Each player will play two innings of defense. All players must be in the game by start of fourth (4<sup>th</sup>) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.

13. If game is called due to bad weather conditions, it will be considered a completed game after 45 minutes or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**

14. Double base applies in this league. (See general rules for explanation.)

15. A 12" ASA approved **fast pitch** softball will be used.

16. All players will be in the batting line-up at all times. Players are still required to enter the game to play defense at the time stated in their division rules.

17. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.

**18. Run rule. See General Rule 30.**

**19. READ GENERAL RULES AT FRONT OF BOOK.**

## B-GIRLS

1. Ages: 13, 14 & 15. Cannot be 16 before January 1.
2. Normal game time is 8:30 p.m.
3. Bases: 60 ft.

Pitching Distance: 40 ft.

Field dimensions: 84' 10" from home plate to second base and first base to third base.

There will be an 8-ft radius circle around the pitchers mound (See general rules for explanation.)

4. Standard game will be no longer than 7 innings or two hours (2:00) unless there is a tie. If an inning ends prior to the time limit, next inning will be played in full. See Rule 42 in General Rules.
5. Three outs or five runs constitute an inning.
6. Player cannot leave base until ball leaves pitchers hand. If she does she is out.
7. Re-entry rule applies. (See general rules for explanation.)
8. Base runner can steal any base.
9. Batter can run on third strike if catcher drops ball and first base is not occupied. If there are two outs with first base occupied batter may run if catcher drops ball.
10. Infield fly rule applies.
11. Dead ball appeal applies. (See general rules for explanation.)
12. Each player will play two innings of defense. All players must be in the game by start of fourth (4<sup>th</sup>) inning and cannot come out until they have played two (2) consecutive innings. Failure to do so will result in an automatic out at the start of the next inning. All illegal players will be taken out of the game when noticed and correct players will be placed in their place on the field or in the line-up.
13. Double base rule applies.
14. If game is called due to bad weather conditions, it will be considered a completed game after one hour or four complete innings. **The final score is determined by reverting to the last completed inning. If the game is not complete or is tied, the game will be replayed from the start. The game shall be rescheduled per General Rule 6.**
15. A 12" ASA approved **fast pitch** softball will be used.
16. There is no limit on the number of innings any one pitcher can pitch in a game. If pitcher leaves the game she may re-enter the game but cannot pitch.
17. Extra Hitter (EH)

The intent of the EH rule is to allow an additional player to participate in the game.

- a) The EH is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EH is used, the EH must be used the entire game. If a team fails to complete the game with 10 batters due to an ejected player or injury, an automatic out is taken for any batters less than 10.
- b) If the EH is used, all 10 of the starting line-up must bat and any 9 of those 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
- c) The EH must begin playing defense no later than the start of the fourth inning and play a defensive position for at least two consecutive innings. The EH is then replaced by a member of the starting line-up. The starting EH may re-enter the EH position after playing two consecutive innings of defense.

**18. Run rule. See General Rule 30.**

**19. READ GENERAL RULES AT FRONT OF BOOK.**