



9-10 year old

Girls Softball Rules

Uniforms and Equipment

1. All players will wear PARDS issued socks, visors, and shirts. Shirt tails will be tucked in and visors worn properly.
2. Players can wear either shorts or pants.
3. Players will be required to wear athletic shoes or cleats. If cleats are worn, they must be rubber cleats. **NO METAL CLEATS ALLOWED!**
4. All bats will be aluminum. **2 5/8" and 2 3/4" bats are allowed. The bat must be manufactured by an approved USSSA Bat Licensee.**
5. League will use an 11" softball.

Field Dimensions

1. The bases will be 60 ft apart.
2. The pitching rubber will be 35 feet from home plate (back corner of home plate to the front of the pitching rubber.) The league commissioner can allow a pitcher to pitch from 30 ft if he feels it is appropriate.

Official Game

1. A game will consist of six innings or a 1 hour and 20-minute time limit. An official game will be 4 innings (3 1/2 if the home team is ahead). If the time limit expires before 4 innings are completed, the game will be an official game. Games stopped before being official will be scheduled for make-up by the league commissioner.
2. The time limit for the games will be 1 hour and 20 minutes. If the time expires during an inning the following procedure should be followed:
 - A. Home team is batting
 1. If the home team is ahead - the player at the plate shall finish the at bat and the game is over after the at bat.
 2. If the home team is behind - finish the inning.
 - B. Visiting team is batting - complete the inning.
- * **A new inning will not be started after 1 hour and 10 minutes.**
3. There will be a 10-run rule. If either team is ahead by 10 or more runs after four innings, the game will be over. The home team must bat in the fourth inning no matter how many runs they are behind.
4. **Teams will be limited to 6 runs per inning. After 6 runs, the teams will switch sides and continue playing.**

Rules and Regulations

- * Official Babe Ruth Softball rules will be used except for the following:

1. Each coach will submit a copy of their line-up to the scorekeeper 15 minutes prior to the start of the game. All the players who are at the game will be on the line-up card.
2. The players will bat in the order they are placed on the line-up card. The scorekeeper will inform the coaches if a player is batting out of turn. If a player arrives after the line-up has been turned in, the player will be added to the bottom of the line-up card. An inning is 3 outs or 9 batters.
3. At the end of the 2nd inning, all players who have not played must enter the game and play two innings. A player can re-enter the game at any time. The player cannot enter the game for a player who has not played their two innings. The players re-entering can re-enter at any position.

NOTE - a player removed from the game as a pitcher can pitch again as long as they are removed on the first trip.

Upon the second conference to the mound in an inning, the pitcher must be removed as a pitcher only.

4. A pitcher is allowed 5 pitches between innings and a relief pitcher is allowed 8 pitches to warm up. If a pitcher is injured, the relief pitcher is allowed as many warm up pitches as the umpire feels is necessary.

5. Pitchers cannot:

wear sweat bands on the throwing hand, use a white or grey glove, wear batting gloves, wear a long sleeve white shirt or any other material different from her uniform.

6. All ground rules will be discussed by the umpire prior to the start of the game.

7. The umpire's decision is final. No protests are allowed.

8. Game time is forfeit time. Teams are required to be at the field 15 minutes prior to the start of the game. The second game of the evening will start 10 minutes after the ending of the first game.

9. Batters cannot run on a dropped third strike.

10. After the pitcher throws 4 balls to the batter, the coach or designated pitcher will pitch to the batter. This means there are no walks. Runners can only advance by hitting the ball. The coach can pitch a maximum of 3 pitches to the batter. If the ball strikes the coach, the batter must bat over.

11. If a player is hit by a pitch that is thrown by a player pitcher, that player will be awarded first base.

12. The scorekeeper will sit where they can observe the entire playing field and the league scorebook is the official scorebook.

13. No stealing is permitted.

14. Each team can only have 3 coaches.

15. When a team is on defense, the coaches must remain in the dugout.

16. The umpire has the authority to remove any coach or player for misconduct or foul play. The head coach is responsible for the actions of his/her assistant coaches. Any coach or player using profanity shall be ejected immediately. Any ejections shall be reported to the league commissioner. The commissioner and director shall review the ejection and determine sanctions against the coach or player.

17. A team warning will be given the first time a player slings a bat. All future violations by any team member will result in an out.

18. All games that are tied at the end of regulation will end in a tie. Exception: If the time limit has not expired, one extra inning may be played.
19. No unauthorized person will be allowed on the field. If such a person refuses to leave the field and has a child on the team, the game will be called. If violence is caused, the parent will be banned for the season and on probation for the following season.
20. Any player who intentionally runs over another player shall be ejected from the game.
21. Bunting is allowed
22. PARDS rules take precedence over all other rules.