

**Southern Pines Recreation & Parks Department**  
**GIRLS SOFTBALL (ages 8-12)**  
**League Rules & League Philosophy**

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This league is intended to provide youth girls with an opportunity to participate in a softball league in a wholesome, pressure free, fun environment. The league emphasis is on teaching the fundamentals, team work, sportsmanship and a general understanding of the rules. The welfare and enjoyment of the children will always be top priority.

1. ELIGIBILITY

Girls ages 8-12 as of August 1<sup>st</sup> of playing year. All players must live in Moore County or attend school in Moore County and must have permission from parent/guardian to participate.

2. UNIFORMS/EQUIPMENT

Uniforms and equipment shall be provided by the recreation department. Only tennis shoes or rubber molded cleats allowed. The official ball will be an 11 inch .47 core restricted flight softball.

PLAYING

1. Games consist of (6) six innings, 1 hour time limit, or the 10 run rule after 4 innings of play, whichever comes first. A new inning will not begin with less than 5 minutes to play.

2. All players present will be in the batting line up. Late players will be added to the bottom of the line up. **All players present will play defense. Coaches will fill all infield positions to include : catcher, pitcher, 1<sup>st</sup>, 2<sup>nd</sup>, SS, and 3<sup>rd</sup>. All remaining players must be placed in the outfield. All outfielders must start out in the grass. If a team has 7 or less players they do not have to field a catcher.**

3. Three missed swings when at bat will not be an out, unless the third missed swing is the fifth legal pitch (see #14 below).

4. There will be no grace period and no forfeits. In the event that one team does not have enough to play, players from the opposing team will be added to make an acceptable number of players.

5. One base maximum on an overthrown ball into dead ball territory. Overthrown balls in the field of play, runners will advance at their own risk.

- a. Once the pitcher has control of the ball, runners must return to the previous base if they have not crossed the halfway line between first, second and third bases, and home plate. Runners may advance at their own risk to the next base if they have crossed the halfway line.

**NOTE:** Balls that are overthrown into foul territory are still within the field of play. Dead ball territory indicates areas beyond the fencing or into a dugout, etc.

6. A courtesy runner will be installed for the catcher when the catcher is on base with two outs. Not required when she will not be catching in the next inning.
7. Batting helmets are required anytime a player is batting, running, on deck or coaching in the field of play. This equipment will be provided by the recreation department.
8. Catchers shall be properly equipped with catcher's mask, shin guards and chest protector. This equipment will be provided by the recreation department.
9. Team lineups shall be given to the field supervisor at least 5 minutes prior to the game. The field supervisor will be the official book Games ending in a time will remain a tie.
10. There is a maximum of 5 runs per inning. After five runs are scored or 3 outs, the batting team will take the field. The team on defense will then bat.
  - a. Ex. If the batting team has 3 runs in an inning, then a player hits a home run with two runners on base, only 5 of the runs will be counted.
11. The infield fly rule is not in effect. However, a batter can still be put out if a fly ball is hit into the infield if:
  - a. The fly ball is caught in mid-air.
  - b. The fly ball is not caught, but a play is made at first base before the runner reaches first base.
  - c. Other runners already on base may advance at their own risk, but can also be put out in this situation.
12. Coaches will instruct players not to sling the bats. One team warning will be given and the batter(s) will be called out on the next violation(s).
13. Coaches will pitch to their own players. Pitching distance will be 40 feet from home plate. Coaches will have the option to move to the edge of the pitching circle. Please exercise this option SPARINGLY and AT YOUR OWN RISK.
14. Each batter will receive a maximum of 5 pitches. If the ball is not hit into play after the 5<sup>th</sup> pitch, the batter will sit back down, and an out will be recorded. Balls and strikes will not be recorded. In the event that the umpire calls "No Pitch," an extra pitch may be thrown at the discretion of the coach and umpire.
15. Any rule not covered here is covered by the official ASA rule book.
16. Defensive players playing 1<sup>st</sup> and 3<sup>rd</sup> will not be allowed to move more than 5 ft. in front of the base before the ball is pitched.
17. - No player may play the same defensive position for more than 2 consecutive innings.