

Girls Little League Rules

Batting

1. No continuous bat.
2. All batters must wear a helmet while batting and running the bases.
3. Batters will be given warnings for throwing bats for the first two weeks of the season, and called out for throwing the bats after two weeks.
4. Bunting is allowed
5. The infield fly rule is in effect.
6. Dropped third Strike is in effect. 0 or 1 out and 1st base must be unoccupied. 2 outs must be played out.

Fielding

1. 9 fielders for defense.
2. Free substitution on defense except for pitcher.
3. All players must play 2 innings of a six-inning game.
4. Any player not playing due to disciplinary reasons, the opposing coach and home plate umpire must be informed before the start of the game.

Game Length

1. No new inning will start after 1 hour and 45 minutes of the start of a game. Two-hour maximum game time.
2. All games will be played out, no ties.
3. Games will be official after 4 innings.
4. Games will be called for lightening within a 3-mile radius and rescheduled if necessary.

Umpire

1. Will be positioned behind the plate.
2. No arch of the pitch. Automatic ball called if the ball arches above the batters head.
3. Two adult umpires every game. At least 18 years old or 16 years old if "patched".

Substitution

1. No substitute player will be added with nine players present.
2. Substitutes must be 11 (may be brought up from the intermediate league) or 12 years old, must play the out-field and bat last.
3. Substitutes from the other team are allowed if a team is unable to field 9 players of their own.
4. A maximum of 2 substitutes are allowed.

Base Running

1. Runners must use the safety base to be safe at 1st.
2. Stealing is allowed upon release of the pitch.
3. If a runner leads off and takes one step back towards the preceding base the runner must return to the base before advancing to the next base.
4. Base runners must slide into (feet first) all bases (except first) for close plays. If she does not slide, she will be called out. Close plays are at the discretion of the umpire.

5. If a player s walked, they may advance to second as long as they do not hesitate upon rounding first. One full continuous motion. Players advance at their own risk.
6. A courtesy runner may be used for the catcher at the second out. Or an injured player if agreed upon by the opposing coach. If a courtesy runner is used for an injured player, the injured player may only be replaced if they stop at first. If the injured player proceeds to second they cannot be replaced. The courtesy runner must be the player that made the last batted out.

Pitching

1. 9-inning limit per two game week, an extra 3 innings will be awarded for a third game in a week at the start of the third game (6 inning max per game).
2. Will pitch for m 40 feet.
3. Pitcher may re-enter as a pitcher as long as they have not been removed from the game.
4. One (1) pitch constitutes one (1) inning.
5. Pitching week runs Monday through Sunday.

League

1. Champions of the regular season will be determined by the best record of the regular season. A tiebreaker game will be played if necessary.
2. Tournament champions will be determined by a tournament style competition of all the teams.

Uniform

1. Official team uniform to be worn is: league provided shirt, pants, sox and visor.
2. No jewelry and no metal spikes.

Game

1. Game is over after home team finishes the 3rd inning in which the leading team is ahead by 15 runs, and by 10 runs in the 4th.
2. Home Field will provide 1 new ball and one used for each game.
3. Yellow A.S.A. stamped softballs will be used.
4. Girls Little league will use 12-inch balls.

IHSA rules will prevail unless over ridden by the rules above.