

Intermediate Girls' League

Batting

1. Continuous batting of the lineup.
2. Bunting is allowed.
3. No in-field fly rule.
4. All batters must wear a helmet while batting and running the bases.
5. Batters will be given warnings for throwing bats.
6. All base runners must use the safety base to be safe on 1st base.
7. Innings will end after 4 runs are walked in within one inning (do not have to be consecutive).

Fielding

1. 10 fielders for defense.
2. Free substitution on defense.
3. The short center position will be played.
4. All players must play 3 innings of a 6-inning game.

Game Length

1. No new inning will start after 90 minutes of the start of a game.
2. 1 hour and 45 minute game time maximum.
3. If tied after the time limit or 6 innings have expired, the game will end in a tie.
4. In tournament play, games will not end in a tie. They will be played out.
5. Games will be official after 4 innings.
6. Games will be called for lightening within a 3-mile radius and rescheduled if necessary.

Umpire

1. Will be positioned behind the plate.
2. BIG strike zone will be enforced.
3. Do not question balls and strikes.
4. No arch of the pitch. Automatic ball called if the ball arches above the batters head.
5. Two adult umpires over the age of 18 for every game unless they are "patched" then they may be 16.

Substitutes

1. No substitute player will be added with nine players present.
2. Substitutes must be nine (9) or ten (10) year olds only. They must play the outfield and bat last in the line-up.
3. A maximum of 2 substitutes are allowed.

Base Running

1. No drop third strike.
2. No stealing.
3. Base runners must slide into (feet first) all bases when necessary. For close plays at home the runner must slide or she will be called out. Close plays are at the discretion of the umpire.
4. Lead off s only allowed after the ball leaves the pitchers hand.

5. 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.
6. Runners may take a two step lead off (see rule 4 of base running).
7. One (1) base maximum for any overthrow. Runners advance at their own risk.
8. 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. 3-inning limit per game.
2. 6-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.
5. Pitchers will pitch from 35 feet.
6. Pitchers will wear a heart guard.
7. Pitchers must have one foot on the rubber until release of the ball.
8. Pitching week is 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 or 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 at the end of 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. Intermediate league will use 11-inch balls.

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