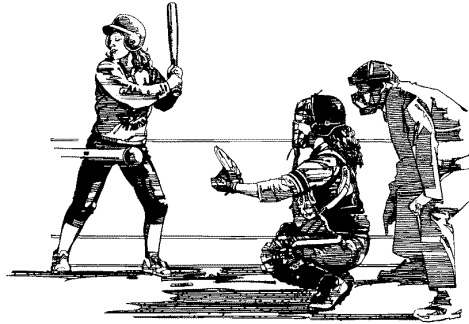


# TRI-COUNTY YOUTH LEAGUES

## GIRLS 10 & UNDER



### GENERAL TRI COUNTY RULES

1. Any player transferring from one league team to another without changing residence will be ineligible for one year. (See By Laws for exceptions.)
2. A player must play in the regular league of the league he plays for in the Tri-County League and participate in at least 60% of their league games.
3. A player will not show any unsportsmanlike conduct of any kind.
4. No metal spikes.
5. The home team will furnish two (2) new balls each game.
6. The home team will furnish the both umpires: **Not using parents to umpire home plate is recommended. Umpires minimum age is 18 years old. All umpires need to be qualified.**
7. All diamonds must be lined for each game, including a batter's box.
8. Forfeit time is 30 minutes after time listed on schedule.
9. Both teams should report their scores to their league's Tri County Representative who will report them to the Boys & Girls Commisioners..
10. All teams are required to have birth certificates available at all games. A game may be played in full, but if a birth certificate is not produced by the end of the game it will be a forfeit.
11. All teams are required to attend the tri county tournament or let the Tri County board know that they are unavailable to play by the deadline. Failure to do so places the coach on suspension for the next season.
12. All teams that win their division are required to attend All Star All Star Night, unless proper notification is given to the Tri County Board. Failure to do so places the coach on suspension for the next season, and they forfeit their trophies.
13. Games must be played at the scheduled date and time. If there is a conflict, the 1<sup>st</sup> option is to check with other town to see if their diamonds are playable. 2<sup>nd</sup> option is to make up the games on the following Saturday or Sunday, at home field first and visiting field second. Games must be rescheduled within 72 hours of a cancellation and the rescheduled date/time must be reported to the comissioners.
14. Cancellations must be done as soon as possible. If not weather related, the opposing team must be notified 48 hours in advance.
15. Roster and entry fee must be turned into Tri County Board no later than the deadline specified by the board for the current season.
16. It is the coaches' responsibility to give a list of rules to the umpires. It is recommended that a copy of rules be kept in the concession stand.

## 10 & UNDER GIRLS SOFTBALL RULES

17. A player must not turn eleven (11) years of age before January 1 of the current year.
18. Bases are to be 60 ft, pitching machine at 40 feet, set at a speed of 34-36 mph or 45-47 rpm with the minimal arc and in agreement by both coaches within this range varying with each machine. 1<sup>st</sup> three innings will use a pitching machine at the 40ft mound; inning 4 will begin live pitching with the mound at 35 feet.
19. A complete game in six innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 7 runs after 5 innings or 13 runs after 4 innings. No inning shall start after 2 hours.
20. Half of an inning will consist of three outs or six runs.
21. A starting team shall consist of ten (10) players, (four outfielders). The minimum is seven (7) players, less than seven is a forfeit. Outfielders must be positioned in the grass until contact with the ball.
22. The home team will furnish two new 11" yellow softballs.
23. Catchers must wear full protective gear. Face guards are required on all batting helmets.
24. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
25. All players on the roster, which are present for the game, shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss her turn at bat due to illness, she may return in her spot in the batting order without taking an out. If a player arrives late, she will be placed at the bottom of the batting order.
26. A player being played on while advancing to a base other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.)
27. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
28. A player must have at least one foot in the circle and not be in front of the machine until after the ball is put into play.
29. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
30. No stealing. Runners may leave the base only as the ball crosses the plate. Leaving a base early will result in an out with no team warnings issued. A ball not hit is considered a dead ball and does not become live again until the pitcher is in her motion to pitch.
31. Infield fly run will not be enforced.
32. No dropped third strike.
33. Player throwing bat: one warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if the ball is hit in fair territory.
22. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead, otherwise the inning must be completed when the weather permits. If the minimum innings have not been played, play will pick up where the game was stopped. EXCEPTION: Play off games will be played to completion.
34. At the end of play, the ball must be returned to the defensive team's player at the pitcher's position to be handed to the coach.
35. During the 3 innings of machine pitch, any infielder can call time once the momentum of the leader runner has stopped. During the remaining innings of live pitch, IHSA base running rules apply.
36. Infielders cannot play any closer to the batter than a radius in line with the pitcher, except when bunting.
37. Each batter will get five pitches to hit fair or strike out, a foul ball on the fifth pitch constitutes another pitch or pitches until the batter hits fair or strikes out. If the pitched ball cannot be hit, the pitching machine may be adjusted at any time at the umpire's discretion. (Three strikes is an out.)
38. There are no intentional walks allowed.
39. If any coach intentionally interferes with a ball put into play at the umpire's discretion, the batter will be called out and the runners will return to their original base. Any coach being hit accidentally, the ball will be declared dead and all runners will get one base.
40. Bunting is allowed during the innings that a pitcher is used. No Slug bunts.

**Rules interpretation:** Slap hitting and Slug bunting

When the pitcher steps on the plate a batter may do the following:

1. Slap hitting/drag hitting or slap bunting/drag bunting are all considered a legal hit ball.

Interpretation: This is done by a left handed batter, when she is in her normal batting stance, she may run up and slap, drag, or bunt at softball while starting from the batter's box at time of pitch being released.

2. Slug bunting is illegal. If this is spotted by an umpire, play will be considered dead, there will be an automatic out, whether contact is made with softball or not, and if runners are on base, they will return to base occupied before pitch, this will supersede any ball hit live on the current pitch also.

Definition of slug bunt: to square around at the plate and showing/or offering bunt to the opposing defense for the sole purpose of drawing the infield/defense into a bunt situation, then free swinging into the opposing drawn in defense/infield.

Note if you square around to bunt, you must do the following: bunt, take a pitch, or avoid being hit

41. A delivered ball from the pitching machine that hits the batter shall be a strike if the batter swings at the pitch or a ball if the batter does not swing and attempts to avoid being hit by the pitch.
  42. No infield ball after first inning.
  43. Each team must wear matching uniforms, shirt with tails tucked into pants, with matching hats.
  - 44. IHSAA Regulations shall apply to all situations and rules not covered above.**
  45. A game must have a declared winner; no game can end in a tie.
  46. If the ball hits the machine, all runners advance one base even if there is an open base.
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