

Fall 2024

Girls Softball

Intervillage Recreational League Rules 12U & Under

Batavia, Geneva, & Sugar Grove Park Districts



Girls Softball 12U & Under Intervillage Recreational League Rules

GENERAL GAME INFORMATION

1. Games will be played during the week and on the weekends. Game times will vary per location due to travel and lighted field availability.
2. For Scores and Standings, please visit: <http://www.quickscores.com/girls>
3. The home team bats last and uses the third base dugout.
4. Official score is kept by the home team, but coaches will confirm the score after each half inning.
5. If umpire doesn't show or is late, please email your respective district's athletic supervisor immediately. Please start the game with coaches umpiring behind the pitcher's mound. The batting team's coach will call balls/strikes for their respective team.
6. Accident/Incident Reports – Anytime an injury occurs (games and practices), the coach must notify the Park District within 24 hours. The Park District will get necessary information from the coach and the Park District will fill out the Accident/Incident Reports.
7. Rain outs: Coaches of the home team should check their specific weather hotline or website through their park district.
 - a. Batavia – [Rainout Line](#) – Home page of Website or App
 - b. Geneva – [Rainout Line](#) – Home page of Website or App
 - c. Sugar Grove– [Home page](#) of Website or App
 - d. Please note that just because a game is canceled in one town it does not necessarily mean it is canceled in another.
 - e. If games are canceled because of weather, the coaches must talk with each other immediately to set up a day to make up the game. This needs to be done within 72 hours of the canceled game or teams could run the risk of not getting the game made up. Coaches must let their league representative know what date/s they have agreed upon so it can be confirmed that there is a field available. Games may be played in other towns if field availability for the home team is not available. It is best to come up with multiple options in the event a field is not open.

SPORTSMANSHIP

1. Harassment of the umpires by coaches, parents and spectators will not be tolerated. Coaches may only approach the umpire for an interpretation of the rule in question. If no umpire is available coaches will share umpire duties.
2. Positive chatter is fine, but harassing or negative chatter or cheers are forbidden.
3. No spectators are allowed to stand or sit behind the backstop.
4. No smoking on the field or in dugout by coaches.
5. No coaches or spectators are allowed to stand/sit in front of dugout fence with the exception of base coaches.
6. Parents and Spectators are not allowed to approach the umpire during the game to discuss any call. This feedback must go to the respective team coach and dealt with in a respectful manner. Any behavior that does not support the mission of the G.I.R.L.S. softball league will not be tolerated and that individual may be subject to the removal from games or practices.

7. Only Park District employees can make changes to games, games are not confirmed until they are updated on Quickscores.

EQUIPMENT

1. Players must wear team jersey and gym shoes with laces tied or multi-purpose rubber cleats (no metal spikes).
2. Catcher must wear a mask, helmet, chest protector, and shin guards.
3. All batters and base runners must wear a batting helmet. Intentional removal of the helmet by the base runner shall result in a warning for the player and if it occurs again, an automatic out for that runner.
4. Girls who are pitching must wear a pitcher's mask. Fielders are not required to wear a mask but are strongly encouraged.
5. Hair must be pulled back and out of the players face.

SOFTBALLS

The following softballs will be used in each designated league:

1. 8U will use an 11" Soft Touch Ball.
2. 10U will use an 11" Softball.
3. 12U will use a 12" Softball.
4. 14U will use a 12" Softball.

FIELD DIMENSIONS

The following field dimensions will be used in each designated league:

1. 8U will have a pitching mound at 30 feet and the bases will be 60 feet apart.
2. 10U will have a pitching mound at 35 feet and the bases will be 60 feet apart.
3. 12U will have a pitching mound at 40 feet and the bases will be 60 feet apart.

GAME LENGTH

The following provisions will apply for each division in regards to the length of the game:

1. All 8U games will play 6 innings.
2. All 10U games will play 6 innings.
3. All 12U games will play 7 innings.
4. An official game is that of 4 complete innings or 3 ½ if the home team is winning. If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off.
 - a. Games for 10U-12U, no new inning starts after 2 hours.
 - b. Games for 8U, no new inning after 90 minutes.
 - c. Umpires can stop the game due to darkness or other safety concerns regardless of the game length. Early season/fall season games may not use the entire time limit due to darkness.
 - d. Prior to the start of the game, umpire and coaches must elect someone to keep the official time whether it be through a stopwatch/watch/cell phone.

GENERAL GAME RULES

1. All rules not covered within will resort to ASA rules.
2. Every girl must play at least three (3) full innings.
3. No jewelry may be worn during practices or games. Medic alert bracelets are allowed as long as they are taped to the skin.
4. Batting order should be continuous and cannot be changed once the game begins.
5. Intentional walks are not allowed.
6. When the pitcher has control of the ball inside of the pitcher's circle, the runners may not advance, the play is dead. If a girl has already rounded a base when the ball becomes controlled in the pitcher's circle, she can either try to take the next base, or return to the one she just rounded. The defense can make a play on the runner once she has rounded a base.
7. Collision Rule— In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner will be called out if she does not avoid contact with a fielder who has the ball and is making a play on the runner. To prevent this, the runner must slide or give herself up.
8. If a batter is hit by a pitch she will be awarded first base unless in the judgment of the umpire she did not attempt to get out of the way of the pitch. If a ball hits the ground first and then the batter, she will be awarded first base. Please note: in 8U, this will be considered a ball and no base will be awarded.
9. A player will receive a warning for throwing her bat.
10. If a batted ball hits a runner, the runner is out.
11. The infield fly rule will be called at 10U and 12U divisions.
12. Dropped 3rd strike will only be played at the 12U division.
13. Any pitcher/player mound visits, must be limited to 1 minute per visit. On the second visit per inning, the pitcher must get switched out.
14. For 10U and 12U if a pitcher hits 2 players in one inning, the pitcher must be removed. The pitcher can re-enter to pitch in the next inning. If a pitcher hits 4 players in a game the pitcher must be removed and cannot enter.
15. Pinch runners can be used for the following innings pitcher and catcher position with 2 outs in the inning, but are not required.

FIELDING

The following number of players will be used in each designated league:

1. 8U-12U all teams must field at least 8 players during the game. The 3 outfielders must remain on outfield grass (regardless of field size) until a ball is put in play.
2. Teams must have a minimum of 7 players in order to begin a game in 10-12U. See Call-up rule for further information.

SCORING

1. The following scoring regulations will apply:
 - a. Limit - 5 runs max per inning.
 - b. Mercy Rule applies when team is up: 15 runs after 4 innings, or 10 runs after 5 innings.
 - c. 8U & 10U Leagues will have a 10 run max limit in the 6th inning only.
 - d. 12u will be unlimited runs in the 7th inning only.

2. It is the coach's responsibility to know that no inning can start after the time limit for that division has been reached. The umpire will inform them of the starting time of the game and thus the time when no inning can be started will be determined.

8U DIVISION-SPECIFIC RULES

1. On an overthrow out of the field of play, players advance one base. On an overthrow in the field of play, players may not advance.
2. If a foul ball is caught, the runner may not advance.
3. If a pitched ball hits a batter it is considered a ball.
4. When the ball is in control in the pitcher's circle, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.
5. Stealing is not allowed.
6. Bunting is allowed.
7. Lead Offs are not allowed. The runner may leave the base only after the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
8. During a team's at bat, they will use 3 outs or 5 runs scored format per half inning. The entire lineup does not have to bat every half inning.
9. There will be a maximum of 4 pitches thrown to each batter. If the batter swings and misses all 4 pitches, she will be declared out. If the batter fouls off the 4th and final pitch, she will also be declared out.

8U PITCHING

1. Coach pitch will consist of 4 pitches max to the players – the goal is to have the girls put the ball into play.
2. The batting team's coach will pitch to their team.
3. All games prior to **September 23rd, 2024** will be coach pitch only.
 - a. Starting **9/23/24** players will begin pitching, however coaches will finish out players at bats if necessary. If a youth pitcher throws (4) four balls outside of the strike zone to a batter, the batting team's coach will finish out the player's at bat with 4 additional pitches. If the coach comes into pitch, the batter gets 4 pitches unless the first, second, or 3rd pitch is put into play – the balls/strikes count do not matter when the coach comes into pitch. The goal is for the girls to put the ball into play. Foul balls DO count as pitches to help keep the game moving. If the 4th coach pitch is fouled it will result in an out. The girl will then pitch to the next and subsequent batters. No walks will be granted at the 8U level.
 - b. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
4. Girls must use windmill style pitching and must start at the pitching motion with at least one foot on the mound.
5. A player removed from pitching is allowed to return to pitching.
6. When using coach pitch, the hitting team's coach's distance for pitching will be with heels touching the front of the pitcher's circle.
7. If 8U teams do not have enough pitcher's available due to young/players), the team can utilize coach pitch and follow the above coach pitch rules.

10U DIVISION-SPECIFIC RULES

1. Players may steal when the ball crosses home plate and players cannot steal home. Leaving early will result in the runner having to go back to the base. Players/team are only allowed to steal 3 total bases in an inning. There is no advancing on an overthrow from the catcher on a steal. There is no stealing home and no steal when the coach comes in to pitch. There is no stealing home plate, and no advancing to home on an overthrow from a steal.
2. Leading off is not allowed; runner may advance once the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
3. Bunting is allowed, no slap hitting. Slap hitting will result in an out (there is no bunting when the coaching comes in to pitch).
4. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
5. If a batter is hit by a pitch, she will be awarded first base. This includes a pitch that hits the ground first. If the player does not attempt to get out of the way of the ball, a ball will be awarded and they will continue the at bat. This is at the umpire's discretion.
6. Base running: on an overthrow either in or out of the field of play, players may only advance one base.

10U PITCHING

1. From the start of the season, girls will pitch, however coaches will finish out players at bats. If a youth pitcher throws (4) four balls to a batter, the batting team's coach will finish out the player's at bat with 3 additional pitches. If the coach comes into pitch, the batter gets 3 pitches unless the first pitch is put into play – the balls/strikes count do not matter when the coach comes into pitch. The goal is for the girls to put the ball into play. Foul balls DO count as pitches to help keep the game moving. If the 3rd coach pitch is fouled it will result in an out. The girl will then pitch to the next and subsequent batters. No walks will be granted at the 10u level.
2. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
3. When using coach pitch, the hitting teams' coaches' distance for pitching will be with heels touching the front of the pitcher's circle.
4. Girls must use windmill style pitching and must start with both feet on the mound. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step which must be forward toward the batter.
5. A player removed from pitching is allowed to return to pitching.

12U DIVISION-SPECIFIC RULES

1. Bunting and slap hitting are allowed.
2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
3. Look back rule is followed.
4. Leading off and stealing is allowed after the ball has left the pitcher's hand. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put into play the runner returns to the base that she started at. A girl may steal second base after a walk if the ball is not controlled in the pitcher's circle when she reaches first base. There will be NO stealing home plate. Players can steal 1st to 2nd base or 2nd to 3rd base only. Runners can advance to home plate on a passed ball only.

5. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based on the position of the runners at the time of the throw.
6. If a batter is hit by a pitch, she will be awarded first base. This includes a pitch that hits the ground first. If the player does not attempt to get out of the way of the ball, a ball will be awarded and they will continue the at bat. This is at the umpire discretion.

12U PITCHING

1. No pitcher may pitch more than four (4) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning. In the case of an extra inning game, pitchers will be allowed to pitch a fifth (5th) inning.
2. Girls must use windmill style pitching and must start with both feet on the mound. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step which must be forward toward the batter.
3. A player removed from pitching is allowed to return to pitching.

ADDITIONAL INFO

1. When teams are short players they may utilize call-overs for a player within the same division on a different team to play on their team. Teams should utilize call overs first before calling up from a younger division.
2. If a team is going to be short players, they must notify their league representative 48 hours (or as soon as possible) before the game. Teams must get permission to bring a player from another team to sub on their team in order to reach the minimum needed. Any player brought in as a sub must bat last in the line-up and only play in the outfield for the game.
3. If any community has travel players who are participating in the recreation league, they will not be allowed to pitch in the GIRLS league. If there are any questions regarding that rule, please talk with your community representative.
4. To find schedules, standings, coach's info, field locations and league representative information please visit: <http://www.quickscores.com/girls>.
5. It is the best practice to communicate with other coaches prior 24-48 to hours prior to each game. This is to ensure nothing is changed with field location or field condition.
6. In the event you need to re-schedule a game due to a rainout or lack of players, please communicate with opposing coach first. Then propose a date to the home team supervisor to ensure a new date/time can be worked. No coaches can add, cancel or change any game without communicating with their league representative.

FAQ

1. DROPPED THIRD STRIKE:
 - a. Dropped third strike is when the catcher fails to catch what would be the 3rd strike call before it touches the ground when there are fewer than 2 outs AND 1st base is unoccupied OR anytime there are two outs, the batter can run to 1st base. The batter will be called out if tagged by the catcher with the ball or if the batter "checks" herself out by walking to the dugout (or out of the baseline). The catcher may pick up the dropped ball and attempt to throw the batter/baserunner out at first.
2. IN-FIELD FLY RULE:
 - a. Infield fly rule is when there are runners at 1st and 2nd OR bases are loaded with less than 2 outs and the ball is popped up into the infield. The umpire shall call "Batter is out" or some variance thereof, and the runners may advance at their own risk.
3. LOOKBACK RULE:
 - a. When the Pitcher A) Has control of the ball, B) Is in the Pitcher's Circle and C) Is not making a defensive play, the Look Back Rule is in effect. This requires a Runner who is in between bases to either advance to the next base or retreat to their previous base. If the Runner is already on a base, they must stop. If the Runner does not either advance or retreat, or if they leave their base, they are out.

2024 League Representative info

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