

PWYA GIRLS 7-8 SOFTBALL RULES

1. One-half inning will consist of three outs or five runs, whichever occurs first, after which teams will switch positions. A game score will not be kept. The team batting will run their batting order in a consecutive and continuous fashion. Every player must bat every time through the order.

2. If a player is injured during the game, her spot will be skipped in the batting order without taking it as an out.

3. All team players will play the field on defense, with a pitcher, first, second and third baseman and shortstop stationed in their regular positions. The remaining defensive players will be positioned evenly in the outfield but no extra infielders may be used. The fielding positions must rotate two innings with all players from the five infield positions moving to the outfield and five players from the outfield assuming infield positions. The only possible exception to this rule would be if the defensive team was playing with less than 10 players. Fielders playing more than 2 innings at infield positions must rotate within the infield. No player may play more than 2 innings at any infield position during the course of a game. During the course of the regular season, every player must be provided a chance to play at every position on defense.

4. No throwing of the bat. A thrown bat results in an immediate out. Reasonable radius will be used to determine this. One team warning will be issued to each team. The batting team's coach is responsible for enforcement of this rule.

5. A maximum of 2 bases per batted ball will be allowed during any at bat. This includes overthrows or misplays during the play. Base runners are also limited to advancing a maximum of 2 bases per play.

6. Maximum 13 players per team. Seven players are needed to start a game.

7. Ball size is 11"

8. Game length is 6 innings or a time limit of 1 hour and 15 minutes. No new inning will start after that time. Coaches will agree upon what is the last inning.

9. Base length is 60'

10. The Defensive Coach will call balls and strikes while standing behind the pitcher. Home team will supply base umpire.

11. No infield fly rule.

12. Sliding will be allowed. Runner must slide or attempt to avoid contact. No metal spikes allowed.

13. No stealing or leading off the base. The runner may leave the base only after the ball has left the pitcher's hand.

14. Pitching during league will be a combination of player and coach pitch. The first half of the season will be strictly machine pitch (total number of games determined by the league coordinator). The pitching distance will be 35'. The second half of the season will go as follows. (1) 4 pitches machine pitch, (2) 4 pitches player pitch, and (3) the tee will be used.

16. The strike count will remain the same and walks will be eliminated. The Pitcher must remain on the mound through that batter and keep both feet in the 6-foot circle. Upon the next batter, the coach will return as stated above if necessary.

17. When a batter is hit by a pitch during player pitch, the batter will take her base. (Umpires discretion) No base will be given if a batter is hit by a pitch during coach pitch.

18. There is a limit of 2 innings pitched per player per game. A pitcher may be removed and re-entered at any time Pitching one pitch in an inning is considered to be an inning pitched.

19. Windmill pitching will be allowed.

20. Catchers will be used. The team that is batting must furnish an adult backup catcher

21. Only 2 defensive coaches may be on the field.

22. No player is allowed to coach a base

23. Dead ball rule: The ball is considered dead when it is in the infield (inside the base lines) and an infielder is in control of it within the pitching circle. The runners are limited to the base they are going to.

24. All games must start on time or as close to schedule as possible. Not having sufficient warm-up time is not an excuse to delay the start of a game.

25. All players on defense are required to wear a fielding mask at all positions.