
PRATT RECREATION DEPARTMENT

11-13 GIRLS FASTPITCH SOFTBALL LEAGUE RULES

1. Complete games will be six (6) innings (5 $\frac{1}{2}$ innings if the home team is ahead). No new innings will be started after 1 hour 20 min. Teams are limited to three outs or five (5) runs per inning, but the defensive team must finish the play to end the inning. For example: with bases loaded and two outs, the fielding team must stop play before the inning will end. All runs scored on that play will be allowed. In case of rain, darkness, etc., 4 innings will constitute a complete game (3 $\frac{1}{2}$ innings if the home team leads).
2. The first team listed on the schedule is the home team and will take the third base dugout. Visiting team will take the first base dugout.
3. Pitching distance – 35', base length, 60'.
A 12" girls fastpitch softball will be used.
4. Each player will be entered into the team's line-up and bat each time it is her turn. Nine (9) players will play in the field.
5. Base runners are allowed to steal once the ball leaves the pitchers hand.
No Stealing home - player has to be hit in to score.
6. A pitcher is allowed only five (5) warm-up pitches from pitching rubber in her team's first inning and three (3) pitches each inning there after. Relief pitchers are allowed five (5) warm-up pitches any time a pitching change is made. On the second visit to the pitching rubber by a coach, a pitcher must be replaced. The pitcher may remain in the game at another position but cannot pitch again for the remainder of the game.
7. The infield fly rule will be in effect. Batters cannot advance on dropped 3rd strike.
8. A base runner may not remain on her feet and deliberately attempt to knock the ball out of the possession of a defensive player. In the event of a "crash play" the base runner causing the crash is out and all other runners must return to the base last touched at the time of the collision. If the crash, in the judgment of the umpire is determined to be flagrant, the player will be ejected from the game.
9. A 16' circle will be chalked around the pitchers mound. Once the ball is controlled by the pitcher in the circle base runners must immediately:
 - 1) continue to the base they are going towards or
 - 2) return to the base last touched.Failure to act immediately will cause the base runner to be called out.
10. A courtesy runner will be used for the catcher when there are two (2) outs.

