

# Southtowns Girls Softball League

## 10-12 Rules of Play

*\*Revised 3/9/11*

**\*\*\*NSA RULES ARE IN EFFECT WITH THE ADDITION OF THE FOLLOWING\*\*\***

1. Fast pitch with 10 defensive players. A team must start a game with 8 players. If a team cannot field 8 players, they will forfeit.
2. Free substitution at all defensive positions.
3. Defense may not station more than 6 players in the infield (including pitcher & catcher.)
4. Pitching distance shall be 40 feet and base paths 60 feet.
5. Pitchers may pitch no more than 4 innings per game. One pitch or more in an inning counts as an inning pitched.
6. Pitchers will get 5 warm-up pitches before their first inning of work and 3 warm-up pitches every inning after that.
7. All players shall be in the batting order at all times.
8. The offensive team can bat no more than 12 players in an inning. When the twelfth player completes her at bat, the inning is over. This rule is waived in the 7<sup>th</sup> inning of every game. Each team will bat until it makes 3 outs in the 7<sup>th</sup> inning (unless the home team has the lead at the beginning or during the bottom of the 7<sup>th</sup> inning, in which case the game would be over)
9. Bunting is allowed.
10. Walks are allowed. Hit batsmen also shall be awarded first base.
11. Dropped third strike is **not** in effect.
12. No stealing is allowed. A player may not leave the base until the ball leaves the pitcher's hand. Players leaving early or taking more than 8-foot leadoffs will be called out by the umpire and a dead ball will be called.
13. The ball is dead and no runners are allowed to advance when the pitcher has possession of the ball in the PITCHER'S CIRCLE.
14. No balks will be called.
15. Runners shall advance only on a hit ball, by being forced by a base on balls or when a play is made on her. **Advance on overthrows???** **Dead Ball when in pitcher's possession???** **In the infield???**
16. No infield fly rule.
17. Sliding is allowed but feet first only.
18. Non-collision rule is in effect ... base runners must avoid a collision at all costs. This does not mean a runner must slide.
19. Site-specific ground rules will be covered by the umpire before each game begins.
20. Umpires will automatically call base runners out for missed bases. No appeal plays.

21. Catcher speed-up rule in effect ... when the catcher (who is catching the next defensive inning) is on base or reaches base with two outs; she must be pinch run by the last girl on that team that made an out.