

# SOUTHTOWNS GIRLS SOFTBALL LEAGUE

## 10-12 Rules of Play

1. Fast pitch with 10 defensive players. A team may 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. All players shall be in the batting order at all times.
7. 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.
8. Bunting is allowed.
9. Walks are allowed. Hit batsmen shall be awarded first base.
10. Dropped third strike is not in effect.
11. No stealing is allowed. A player may not leave the base until the ball leaves the pitchers. Players leaving early or taking more than 8 foot leadoffs will be called out by the umpire and a dead ball will be called.
12. No balks will be called.
13. Runners shall advance only on a hit ball, by being forced by a base on balls or when a play is made on a baserunner.
14. No infield fly rule.
15. Sliding is allowed but feet first only. Avoidable collisions will result in the player being ejected from the game on the umpire's judgment.
16. Benches and playing areas will be kept in good order and clear of all persons except players, coaches, scores and one bat person.
17. Site specific ground rules will be covered by the umpire before each game begins.
18. Umpires will automatically call baserunners out for missed bases. No appeal plays.
19. Reset rule will be in effect for balls and strikes. Reset rule is as follows:

The only time a walk is granted to a batter is if the following situation has occurred:

A batter is thrown 4 balls in a row.

Example: A batter can be 3-0 (or 2-0, or 1-0) and if the pitcher throws a strike, it is RESET to NO BALLS and the original strike-count. This effectively erases the balls on the batter. If 1, 2 or 3 more balls are thrown and another strike is thrown, the count again RESETS to NO BALLS and the strike count.

\*Please note that ANYTIME 4 balls are thrown in a row, that too is considered a valid walk.