



Yorkville Youth Athletic Association

Girls Softball

General & Administrative

1. **The Field:** The pitching rubber is placed 35-feet from the plate.
2. **The Umpire:** At least one umpire will be assigned to each game. It is the umpire's job to keep track of strikes, foul balls, and the number of pitches thrown to each batter. It is also the umpire's responsibility to call base runners out or safe, and will keep track of the number of outs. Umpires will have the final say on any call.
3. **The Teams:**
 - a. At least **seven (7)** players are required to start a game. If a team cannot field 7 players within 10 minutes of the scheduled starting time, they forfeit the game.
 - b. Every player present at the start of the game must appear in the line up. Players arriving late will be added to the bottom of the list (end of the batting order).
 - c. Every player will bat in her position in the line up, regardless of whether or not she is playing in the field in that inning.
 - d. The game is played with 10 fielders on the playing field.
 - e. Each team bats their entire lineup of batters throughout the game. There are no substitutions.
 - f. Players may be freely positioned, per the discretion of the coaches, and are not held to their positions throughout the game. Outfielders must be positioned on the outfield grass.
4. **The Game:**
 - a. Games are six (6) innings: Games are player-pitch, unless 3 pitchers each walk 3 batters in an inning.
 - b. No FULL inning (starting a new inning) may begin after 1hour and 45min from the start of the game.
 - c. After the defensive team is awarded 3 outs, the inning is completed and the opposing team takes the field.
 - d. There is NO pitch count.
 - e. To keep games moving, it's expected of the offensive team to have the catcher gearing up after two (2) outs. If this involves removing base runner, then please do so.
5. **Coaching:**
 - a. No more than 4 coaches, and absolutely no parents, are allowed in the dugout or on the field during the game.
 - b. Coaches are not allowed on the field during the game, EXCEPT, when visiting the mound or changing pitchers.
6. **Equipment:**
 - a. The ball used is an 11-inch WORTH SOF-DOT ball
 - b. All batters must use softball bats.

Pitching

1. There is a maximum of 3 walks the pitcher can allow PER INNING. Once 3 walks happen, the pitcher is removed for the remainder of the inning and another player will replace her. There will be no more than THREE pitchers used in ONE game. After the THIRD pitcher has pitched THREE walks, the coach will finish the game.
2. Underhand pitching is required. Pitchers may choose to pitch modified or windmill, but must not change their motion during an at bat.
3. The pitcher must touch the rubber at one point in her motion, but does not have to start on the rubber.
4. Balks are not applicable at this age group
5. During the innings of the game, when a coach pitches (no player not pitching), one fielder must take the pitcher position, lining up somewhere in the pitchers circle.
6. When coaches pitch, NO WALKS. Both called strikes and swinging strikes apply.

Hitting

1. Each player present at the game gets to bat. However, not every player may get the chance to bat every inning.
2. **A maximum of 10 players may come up to bat in a half-inning.**
3. The batter may strike out, either by swinging strikes or called strikes, per the umpires discretion.
4. A ball is hit in play upon contact with the batter's bat, and touches ground in play.
5. Four balls, called by the umpire, award the batter First Base.

Fielding

1. The team in the field will use ten (10) fielders. Four of those must be outfielders. Use of an extra infielder is NOT permitted.
2. A ball fielded in fair territory is a live ball, and therefore a play can be made.
3. The fielder has the authority to field the ball over the runner who may be advancing.
4. Should a runner interfere with a fielder, the field umpire will make a ruling on a case-by-case situation.
5. If a fly ball is caught in foul territory, the batter is out.

Base-Running

1. Players must run through First Base.
2. The ball must make contact with the bat before a runner can begin to advance.
3. Players must run in the base line when advancing to the next base, EXCEPT when to avoid interference with a fielder actively making the play.
4. When a legitimate hit is made, players may advance MORE than one base at the base coach's discretion.
5. A runner is awarded 1 base when a ball is thrown into dead ball territory. The umpire will designate the dead ball area.
6. A player cannot advance on errors.
7. Coaches are not allowed to touch base runners during a play.
8. During a close tag play at home, or a base, players must slide or give themselves up. Players may give themselves up by stopping their run and walking to the next base, or stopping completely, allowing the opponent with the ball to tag them.