

Everett Girls Softball League

RULES OF PLAY

The following rules apply to both the minor and major league.

1. **Time limit:** 7 innings or no new inning may begin after 1 hour and 45 minutes, whichever occurs first. The game will be considered an official game if 3 innings are completed prior to the game being called by the umpire (i.e. inclement weather). Major League Play-Off and Championship Games will go to seven innings. Extra innings will follow USA softball tie-breaker rule.
2. **Incomplete called games:** When the umpire calls the game prior to the completion of the 3rd inning, the elapsed game time should be agreed upon by both team coaches and the umpire. Both the current score and elapsed time need to be reported to league commissioner or league coordinator within 24 hours. Both coaches should keep exact records of baserunners, outs, count, pitcher etc... as the game will be completed from the exact place the game was called.
3. **Playing time:** Each player must play two (2) defensive innings within the first 4 innings of the game.
4. **Insufficient Players:** Failure to field 8 players within 15 minutes after the scheduled start of the game will constitute forfeiture of the game.
5. **Forfeit Score:** Will be 7-0 per USA Softball rules for postseason tiebreaker and seeding purposes.
6. **Base Coaches:** May be either adults or players (players must wear a helmet).
7. **Coaches:** No more than 1 Head Coach, 2 Assistant Coaches and a Team Manager/Scorekeeper are allowed on the field or in the dugout for games.
8. **Mouth guards:** All fielders, not wearing a protective face mask, must wear mouth guards.
9. **Jewelry/Hair:** Jewelry cannot be worn on the field at any time, with the exception of starter earrings, which must be completely covered by tape. Hair must be tied back.
10. **Pitcher's Plate:** Measuring from the tip of home plate, the pitcher's plate will be placed 43 feet away for majors
11. **Warm-up Pitches:** Pitchers are allowed 3 warm-up pitches between innings and 5 for a pitching change. Coaches **must** warm up the pitcher between innings if the catcher is not ready. An umpire may reduce the number of warm up pitches if the catcher or a coach does not immediately begin to warm up the pitcher.
12. **Pitcher:** If a pitcher is removed, the pitcher may not return to pitch in the same inning.
13. **Conferences:** A Coach may have one conference with a pitcher per inning. A second conference with the same pitcher in the same inning requires the Coach to replace the pitcher.
14. **Protective Face Masks:** Pitchers are required to wear protective face masks whenever they are in the pitcher's circle in practice, in a game or any time they are playing the position of pitcher.
15. **Batting order:** All teams will use a continuous batting order. **Late arrivals** will be inserted at the end of the lineup submitted pre-game up until 30 minutes after start time. After that, the player may not play. No out penalties.
16. **Batting Helmet:** All batters and base runners must wear helmets with face cages.
17. **10th Batter:** After the normal course of events of the tenth batter's turn, the offensive team's inning ends. Waived 7th inning and on.
18. **Batting out of Order/Injuries:** All eligible players must be included in the batting line-up, and they must bat in the order listed in the official scorebook. *If an injured player who is taken out of the game can no longer bat, the batting position is passed over and **no** out is recorded.* The coach must notify the umpire, opposing coach, and scorekeeper that a player is being skipped before a pitch is thrown to the next batter in the line-up; otherwise, the USA Softball rule on batting out of order will be enforced by the umpire which will result in an automatic out.

19. **Bunting:** Bunting is allowed.
20. **Thrown bats:** Players will be warned for throwing bats, second offense by same player will result in an automatic out.
21. **Six + Run (per inning) Rule:** An inning will be ended early if a team scores six runs **before three outs are made**. The play on which the sixth run scores will end at its normal conclusion. {Effect, if more than 6 runs are scored in the inning they all count.} The six-run rule is lifted in the 7th inning.
22. **12 + Run after 5:** A regulation "Twelve-run-rule" game shall be declared by the umpire if one team is ahead twelve or more runs after five or more equal innings. Complete innings must be played unless the home team reaches the twelve-run lead while at bat in the last inning. Any hit that results in a twelve-run lead by the home team (after 4½ innings) is treated as a game-ending hit. Whenever the visiting team reaches the limit in the fifth or any inning thereafter, the home team must have its opportunity to bat in the bottom half of the inning.
23. **Courtesy Runners:** A player who is injured while running the bases can be substituted with the player who made the last out, without penalty. If a coach elects to let an otherwise injured player bat and that player reaches base safely, the opposing coach must agree to allow a courtesy runner before a substitution can take place.
24. **Collision/Interference:** Baserunners are required to avoid collisions with fielders. A runner cannot be called out for causing a collision if they slide into a base.
25. **Batter Interference:** Batters can be called out for interfering with a play at home plate. The runner will be returned to third base if interference is called.
26. **Speed Up Rule:** Coaches are expected to keep the game moving quickly. To minimize down time between innings, catchers should put on their equipment before the last out is recorded. Coaches are strongly encouraged to pull their catcher from a base when there are two outs so she can put on her equipment. The last player to make an out will be the substitute runner.
27. **Fielders:** A maximum of 10 fielders are allowed. 4 players must be outfielders and must be positioned on the outfield grass and may not make a forced out by stepping on a base.
28. **Stealing:** Players may steal on the release.

MINOR LEAGUE ONLY – The following rules apply to the minor league only

29. **Ball Size:** An 11" ball will be used in minors
30. **Infield Fly:** NOT in effect
31. **Pitcher's Plate:** Measuring from the tip of home plate, the pitcher's plate will be placed **35 feet away for minors**.
32. **Pitcher:** May not pitch more than a total of four (4) complete innings or 12 outs.
33. **Pitching:** (Regular season only) After 4 walks in an inning, the offensive coach will pitch to their team. Pitcher stays and plays position to field the ball. Coach cannot field the ball. The player's turn at bat will end with either a strike out or hit. A player cannot be walked when coach pitches.
34. **Overthrows:** Runners may attempt to take one base on an overthrown ball from a fielder to any base as long as the ball is in fair territory. Runners may not advance more than one base on an overthrown ball.
35. **Stealing:** Runners may attempt to steal 2nd and 3rd base (not home) after ball passes home plate or on an overthrown return throw to the Pitcher (1 base only). If base runner leaves a base early, it is an automatic out. Runners on 3rd base cannot steal home and may not come off the base to bait the catcher to throw to third. Runners may not steal when the pitcher has control of the ball and is within the pitching circle. The pitching circle is an 8' circle assumed around the pitcher's plate which is positioned 38' from home plate in the Minor League.