

Goddard Baseball / Softball

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14-16 Kid Pitch Girls Rules

2010

1. Pitcher's mound shall be forty feet (40') from home plate and bases shall be sixty feet (60') apart. A twelve inch (12") softball will be used.
2. **The home team will provide the official scorekeeper. The official score keeper will also be the official timekeeper along with the plate umpire. The visiting team will provide a base umpire.**
3. **Infield practice will be limited to 5 minutes per team. No infield practice after the 6:00 pm games.**
4. A game will consist of six (6) innings or two (2) hours, whichever first occurs. **No new inning shall start after one hour and fifty minutes.** The last inning will be completed. Extra innings will be played if the game ends in a tie, regardless of the time limit.
5. **In order to keep the game moving umpires will allow two (2) minutes to change sides. After two minutes the umpire will start to call a "ball" if the defensive team is not ready and a "strike" if the team at bat is not ready. The umpire will wait 20 seconds in between pitches until regular play has resumed.**
6. **Mandatory courtesy runner is to be used for the catcher when there are two (2) outs. The player who made the previous out is to be the runner.**
7. **Five (5) warm-up pitches is the maximum between innings. A new pitcher will be allowed seven (7) warm-up pitches. The plate umpire shall keep count on the number of pitches used.**
8. A team scoring six (6) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
9. Once a starting pitcher or a sub-pitcher has been removed from that position, she may re-enter that position one (1) time in the same game.
10. Free substitution can be used. All players reporting in time for the game must bat in rotation. Any player coming late to the game will be added to the bottom of the lineup at the time she arrives. **If the player is not there at the time of the last batter in the line-up, the team can NOT add the player. If the player was submitted in the original line-up and hasn't shown up at the time of their turn in the batting order the player's team has the option of scratching the player for the game and/or taking the automatic out. If the player leaves the**

line-up (game) for ANY reason other than injury, the team must take an automatic out when their player's turn is up to bat.

11. Each player must play at least six (6) outs or two (2) innings in the field unless the game is shortened due to weather or run rule. **Note - by the 3rd inning, every player must have been fielded at least one (1) of their two (2) innings**

12. If after completion of a team's turn at bat in the third inning, they are behind fifteen (15) runs or more {ten (10) runs at any inning thereafter}, the game shall be terminated and considered a complete game.

13. The infield fly rule will be enforced.

14. Each team must field at least eight (8) but not more than ten (10) players. Fielding less than ten (10) players does not constitute an automatic out in the batting order. **If fielding ten (10) players, four (4) of them must be in the outfield thus only allowing six (6) to play infield.**

15. The runner is out if she fails to touch a base in the judgment of the umpires; she will be called out when the ball is dead.

16. Bunting is allowed.

17. Bats used shall be softball bats with the diameter of the bat at the thickest part 2 ¼ inches or less.

18. All offensive players must have a helmet on at all times while on the playing field during a live ball. A team's batter/runner that removes their helmet during a live ball will be given a team warning then any other occurrences the runner/batter will be called out. Non-Adult base coaches not wearing a helmet will not be allowed to coach a base.

19. The team will be allowed 3 conferences during any game and only 2 during any one inning. Penalty for this rule is that the pitcher shall be removed as the pitcher for the duration of the game.

20. No metal cleats are allowed. A player wearing metal cleats will not be allowed to play.

21. A glove/mitt worn by a pitcher that is “**entirely**” gray, white or optic in color is illegal. A gray, white or optic colored circle on the outside or inside of the glove/mitt that gives the appearance of a ball or is judged to be distracting by the umpire is illegal.

22. The illegal pitch rule will be enforced as defined by the National Federation of High Schools Baseball Rules Book. Umpires will be instructed to work with pitchers. Pitchers will be given a warning first. The next illegal pitch, the rules will be enforced (Base to the runners and a ball to the batter).

23. The dropped third strike rule will be enforced.