



2025 SPRING RULE BOOK

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Midwest Recreational Fastpitch will have the following four (4) divisions:

8U 10U 12U 14U

The players are assigned to a division based upon their age as of **December 31, 2024**. **For example:** a girl born on December 31, 2010 is eligible to play on a 14U team for the 2025 season. Starting fall 2025 we will follow USSSA ages as of September 1.

Midwest Recreational Fastpitch League Philosophy

The communities that comprise the Midwest Recreational Fastpitch League value the importance of teaching young girls the skills, values and fun of the game of fastpitch softball. We encourage team- work, respect, responsibility and positive attitudes from our athletes, coaches, parents and umpires. Our goal is to provide our girls with an atmosphere that encourages skill development and a positive outlook towards the game.

Reporting Scores

[Baseball & Softball Game Report](#)

A: Governing Rules

1. All ASA rules will apply, except as modified by the following.
2. All rules are in effect for both regular season and post season play.
3. **No travel teams** are allowed to participate in **MRF league**.

B: Rosters, Playing Time, Batting Orders

1. Where a town fields more than one team at an age bracket, it should strive to ensure that there is equitable distribution of talent among the teams.
2. All batting orders will be consecutive allowing a space in the lineup for all players at the game.
3. Any player arriving late is added to the order following the last listed player in the batting order.
4. If a player leaves or is unable to bat due to injury during a game, the next player in the batting order will bat without an out being recorded. The manager must inform the opposing manager if this is to occur.
5. For teams that will fall under the minimum player threshold, call ups are encouraged. In divisions without regular season standings (8U), player sharing between teams at the level will be allowed during the regular season. In divisions with regular season standings, coaches will be required to seek approval of the opposing managers prior to the game time for regular season games. Call-ups and subs will not be allowed to pitch.

C: Time Limits

FOR ALL DIVISIONS:

1. Games will have a no new inning after 1 hour and 45 minutes, and will be drop dead at 2 hours
 - a. Playoffs will have a no new inning after 1 hour and 45 minutes, and inning must complete.
 - i. Any ties will continue play until a winner is determined.
 - b. All championship games will have no time limit, and the game must complete.
 - i. 8U, 10U, 12U – 6 innings, and 14U – 7 innings
2. Any innings that start but don't complete because of darkness or weather will revert back to the last completed inning.
3. An official game is 3 innings for a 6-inning game, and 4 innings for a 7-inning game.
 - a. 6-inning game: 2.5 innings if home team is leading
 - b. 7-inning game: 3.5 innings if home team is leading.

D: Defensive Playing Time

1. Managers are to teach every girl at the 8U, 10U levels all defensive positions. Therefore, managers and coaches must play each girl different positions from inning to inning, and game to game.
2. In the spirit of the player's development, we recommend that pitchers be rotated on a game-to-game basis to allow for all players to have an opportunity to pitch. At the developmental levels (8/10U), all players should be allowed to pitch during the season.
3. MRF has categorized defensive position into two specific categories:
 - a. Outfield (LF, CF, RF)
 1. **NOTE:** 8U: 4 outfield players (see O. Divisional Rules for more detail)
 - b. Infield (1B, 2B, SS, 3B, P, C)
4. A defensive inning shall consist of 3 outs by the same team or reaching the maximum run limit.
5. Any player cannot be benched for two (2) consecutive innings in a game, and no player should sit twice before a player sits once.
6. Pitching and catching will follow regulations specific to each age level. Please refer to **ATTACHMENT 2** for details.
7. The maximum run limit is set at 4 runs per inning at 8/10U and 5 runs per inning in 12/14U. This applies to all innings.
8. A player arriving late cannot play any more than a player who arrived on time. Refer to **ATTACHMENT 1** for "Playing Time" and forward questions to your commissioners.

9. **ATTACHMENT 3** is a good resource to use to make sure each player is getting a fair amount of playing time and a rotation of positions. **We strongly encourage** having coaches complete this grid before each game and give to the opposing coach. This will help keep the game running smoothly and help coaches organize their player's time on and off the field.
10. If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.

E: Field Conditions

1. Home Team Managers shall contact the opposing team manager when questionable weather and/or field conditions exist.
2. The home team organization will make decisions on field conditions and inform individuals through their websites or rainout lines.
3. **Games will be postponed and rescheduled if the Real Feel temperature is lower than 45 degrees.** The decision to cancel the game must be made by 90 minutes before the scheduled time (e.g., 4:30 PM weekdays for 6 PM games) to allow for the opposing manager to contact his/her players. This will also allow time for the home team to cancel the umpire.
4. No games/practices should be held either if the "real feel" temperature is 45 degrees or lower.
5. Rainout Information:
 - a. **Bloomingtondale:** <http://www.thebbsa.com>
 - b. **Carol Stream:** <https://www.csparks.org/field-conditions/>
 - c. **RMSBO:**
 - i. **Medinah:** <http://www.medinahparkdistrict.org/>
 - ii. **Roselle:** <https://www.rparks.org/field-conditions-sports-leagues>
 - d. **Glendale Heights:** <https://www.ghrec.org/facilities/fieldconditions.asp>
 - e. **Bartlett:** <https://bartlettparks.org/>
 - f. **Addison:** <https://rainoutline.com/search/dnis/3312040326>
 - g. **Schaumburg:** communicate with coaches
 - h. **Lombard:** <https://rainoutline.com/search/dnis/6309959491>
 - i. **Itasca:** 630-616-7558
 - j. **Wooddale:**
 - k. **Villa Park:**

F: Game Preparation & Managers' Responsibility

1. The home team manager and coaches are to lay out the bases and pitching mound before each game.
2. The home team will get the playing field for practice first. The visiting team will be given the field for warm up at least 15 minutes prior to the scheduled game time. In the event the field is late in being set up, the home team warm up time is penalized accordingly.
3. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
4. The home team will supply 2 new, yellow ASA approved game balls prior to the start of the game. The home team keeps the balls after the game. For the 8u level, the home team is responsible for providing a hitting tee.
5. No one is allowed directly behind the backstop. It is the responsibility of both managers to help the umpire enforce this rule.
6. The coach may only visit the mound once per inning per pitcher. If the coach goes to the mound a second time in the same inning for the same pitcher, the pitcher must be removed from pitching.
7. Managers are responsible for the conduct of their players, parents and fans. Cheering by players should be directed to their teammates and not the other team. No one is allowed to cheer or talk during a live pitch.

8. Each team is to police the entire field and place any trash in the receptacles provided. **PLEASE CLEAN YOUR DUGOUT AFTER YOUR GAME.**

G: Helmets and Face Masks

1. All hitters and runners must wear an approved ASA caged helmet at all times while on the field. The only time the helmet may be removed is in the dugout. If a player is called "out", they must leave the helmet on until they are back in the dugout. If the helmet is removed prior to time being called and the ball is still live, both teams will be given a warning. The next infraction will result in the player being called out and the player being ejected from the game.
2. Pitchers at all levels are required to wear face masks that will be provided by your town. Face masks are strongly encouraged for all infielders, but not required.

H: Line ups, Forfeits, Lightning, Suspended Games, Rain Outs, & Protests

1. Prior to the start of each game the respective managers will submit to each other the game roster that will include batting order. It is strongly recommended that the game grid be utilized to display player positions for the entire game. Players must play the required infield outfield positions by the end of the specific inning in the rules (4th for 8U/10U/12U). Any changes should be given to the opposing manager.
2. Rain outs re-scheduling will be the responsibility of the impacted managers. Once a date is agreed upon, they will contact the home team's commissioner to arrange for a field and umpire for the game. Once the game is confirmed, it will be added to the schedules. Home team manager will inform Anthony Kenny to let him know the rescheduled game date and time to post on Quick Scores.
3. **Umpire No Show:**
 - a. **8U:** The game will be played with coaching acting as the umpire.
 - b. **10U-14U:** If both teams agree to play without an umpire the game will be made official, and a score is to be reported. A coach/parent/spectator can act as an umpire.
4. A minimum of eight players is necessary to start a game. Any team with less than eight players fifteen minutes after the scheduled start time will forfeit that game. If both teams choose to stay and play with less than the required amount the umpire must start and call the game.
5. Once a game begins, in all cases, the umpire's judgement regarding darkness, rain, etc., is final.
6. Cancellation or rescheduling of any league game will only be allowed under special circumstances and will require league approval of the home team league commissioner.
7. If anyone (manager, coach, spectator, or umpire) sees lightning, the game will be suspended for 30 minutes with all participants seeking shelter/safety, off the field. In order for the game to continue, umpires will wait for a minimum of 30 minutes to pass before the last sighting of lightning has occurred. If the umpire sites lightning again after play has resumed, they will stop play permanently for that day. If a field or park uses an automatic lightning detector, play will not resume until the "all-clear" indicator has been signaled. All normal rules apply to suspensions, ties, and legal game decisions.
8. No protests. Umpire's decisions are final.
9. Defensive time outs will not exceed three per game per team. Each defensive timeout past three will result in replacing the pitcher. Whenever a timeout is called and the pitcher is removed then that will not be considered one of the allotted three timeouts. Offensive timeouts are limited to one per inning per team.

Manager's Note: You are responsible for the behavior of your Team, their respective Parents, and fans before, during and after games. The use of alcohol and smoking before, during or after a game on Park District property is strictly prohibited. Violation of this rule will be cause for immediate expulsion from the MRF and its associated events. Please respect and become aware of all towns rules and policies on this matter. *Carol Stream Park District does sell alcohol at McCaslin Park and is allowed, but only purchased through the concession stand.

If an issue arises in your game, the manager will contact their league representative who will, if deemed necessary, bring the matter to the MRF board. Managers will NOT contact an MRF board member outside of reporting scores. If there are any questions, YOU MUST CONTACT YOUR LEAGUE REP FIRST.

I: Pitching/Hitting

1. For all divisions, one pitch in any inning will be counted as a full inning pitched regarding individual game allowances.
2. Multiple innings pitched in a game by a player does not have to be in consecutive order. A pitcher may pitch the first and last inning of a game but cannot return in the same inning. Refer to the Specific Rules Matrix for each division for additional information.
3. In order to move the game along, warm up pitches between innings shall be limited to 5 pitches per inning. Infield warm-up will coincide with the pitcher. Also, if the catcher for the next inning reaches base, she must be replaced by a pinch runner with 2 outs. The pinch runner will be the player who made the last out in the inning.

Note: The umpire will enforce the proper pitching motion. The higher the level the stricter the umpire will be. Walking toward the plate to deliver the pitch will not be allowed. Remember, our goal is to show proper technique for all levels.

Pitching Rules:

1. A CROW HOP is defined as a replant of the pivot foot prior to delivering the pitch. This can be done by (1) sliding the foot in front, but not in contact with, the pitcher's plate; (2) lifting the pivot foot and stepping forward; or (3) jumping forward from the pitcher's plate with the pivot foot prior to starting the pitch. Umpires should look at the location of the pivot foot when the hands separate, the start of the pitch. If the pivot foot is off and in front of the pitcher's plate before the hands separate, this would be a crow hop and an illegal pitch should be called.
2. Prior to the pitch, the pitcher shall take a position with their pivot foot (FRONT FOOT) in contact with the pitcher's plate and their non-pivot foot (BACK FOOT) in contact with or behind the pitcher's plate. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
3. The pitcher must not make 2 rotations of the arm on the windmill pitch.
4. A pitcher cannot wear items distracting to the batter on the pitching hand, wrist, forearm, thighs elbows or head.
5. If a pitcher hits two batters in one inning, she must be removed from pitching. If the same pitcher hits three batters in a game, she must be removed from the pitching position for the remainder of the game.
6. All rules are subject to umpire interpretation.

Hitting Rules:

1. The batter must make an effort to get out of the way of a pitch. A batter hit by a pitch that hits the ground first is awarded first base as long as, in the umpire's judgment, the batter made an appropriate effort to get out of the way. After the pitch hits the batter, it's a dead ball.
2. A batter hit by a pitch in 8U will not be awarded first base.
3. Bunting is not allowed at the 8U level, but is allowed at the 10U, 12U and 14U levels.
4. A batter who swings at a pitch and is hit by the ball in the hands on the swing is not considered a hit by pitch. If the ball is in fair territory, it must be played as a fair ball. If the ball is in foul territory, it is considered a foul ball.
5. A batter who swings and misses at a pitch and is then hit by the ball after the swing is given a strike and not a "hit by pitch" call.

J: Player Movements

1. Players **must** be moved up one level to play in another division (8U softball can use lateral subs) when there is a shortage of players for games. The player that was called up can never play in the field more innings than any regular team member.
 - a. **Playoffs:** A player cannot be used from the same division from another team, must use a call-up
2. In the event a team cannot field at least 8 players the game will count as a **FORFEIT**.
3. The called-up player must hit in the last position of the consecutive batting order, and cannot pitch.
4. If a player is suspected to be a sub from the SAME division, the opposing team is required to call it out prior to the game starting
 - a. If the player is found to be an illegal sub after the start of the game, they will be removed from

the game, and it will be an out when up in the order.

5. Once the game is over, a team can no longer contest a suspected player.
6. All illegal instances must be reported to your league commissioner.

K: Sportsmanship

NOTE: A coach, player, substitute, attendant, or other bench personnel shall not use words or act to incite or try to incite spectators to demonstrations or use profanity or remarks which reflect upon the opposing player, umpire, or spectator. After an initial warning the umpire will eject anyone as “in-appropriate” to maintain control of the game and help ensure the safety of its participants. It is the organization’s intention to deal with disciplinary measures based upon the severity of each occurrence. It is therefore our policy to follow prescribed guidelines that may appear within this document or elsewhere; however, the MRF will take whatever disciplinary action is necessary for any given circumstance, including further suspensions or expulsion.

COACHES ARE NOT ALLOWED TO USE PROFANITY AT ANY TIME.

1. Poor Sportsmanship (excessive arguing, profanity, equipment throwing, etc.) by any participant (manager, coach, player, parents) is strictly forbidden. The umpire will warn both teams after the first offense. The second and subsequent occurrences will result in a game ejection. Any incidents of poor sportsmanship, fighting, and/or violence are subject to disciplinary action of the MRF.
2. Players from the opposing team may not taunt nor direct derogatory comments to the pitching while they are in their pitching motion. Proper enforcement of this rule is at the umpire’s discretion, and violations can result in warnings, ejections, or suspensions.
3. The home team manager must contact their commissioner to let them know if he/she or any parent has been ejected from a game within 24 hours.
4. An initial incident of bat throwing will result in the umpire issuing both teams a warning. The second and any further incidents will result in an automatic out and possible game ejection.
5. Any player, parent ejected from a game for any reason is automatically suspended for the next game that is played by the team.
6. Any coach or manager ejected from a game for any reason is automatically suspended from participating as a manager, coach or spectator **for at least one (1) game.** The ejected player, parent, manager, or coach must leave the field of play immediately. Failure to comply with this rule will result in a forfeit by the offending team and possible additional disciplinary action by the MRF.
7. Commissioners will be notified and review all incidents.
8. An ejection (same coach or same player) from a game for the second time in a season will result in that individual being suspended for a minimum of the next **three (3) games** that is played by the team, and he/she will be required to meet with the respective Commissioner and subject to disciplinary action **by your towns representative with the assistance of the MRF League.** Failure to meet with the Commissioners may result in expulsion from the League.
9. An ejection from a game for the third time will result in expulsion from the League for the remainder of the current season.

L: Uniforms

1. The respective approved park district or association uniform is required to be worn in order to participate in all regular and post-season games

M: Sliding

1. Safety is the number one concern
2. As a rule of thumb, the base runner should avoid contact with a player. Sliding is not mandatory, avoiding player contact is. Slide when the play is going to be close.

3. Managers/Coaches should spend time teaching sliding and encourage it on all any possible close plays.
4. The penalty of running over a fielder will be ejection.
5. Covering this rule with the umpires before every game as part of the ground rules is strongly encouraged.

O: Division Rules

8U

1. **Pitching:** Pitchers are allowed to pitch one (1) inning per game.
 - a. Each batter in each inning receives pitches from an opposing player, and the batter's coach.
 - i. Until May 26th, batter will receive 2 pitches from the opposing player, and 3 pitches from their coach. If ball is not put in play, tee will be used.
 - ii. After May 26th, batter will receive 2 pitches from the opposing player, and 4 pitches from their coach. If ball is not put in play the batter is out unless the last pitch is a foul ball, and then player will receive another pitch.
 - b. The coach pitcher must have a foot on the mound, and a legal pitching delivery shall be a ball that is delivered to the batter in an underhand motion and encouraged to mimic softball windmill pitching motion.
 - c. A 15-foot arc should be drawn in front of home plate. Any ball hit off the tee that does not pass the arc is considered a foul ball and re-placed on the tee until put into play.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the fourth inning. If it is noticed that a player has rotated within these rules please refer to **D: rule 10** for repercussions.
3. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs, and that includes the last inning.
 - a. **Playoffs:** The maximum runs a team can score in any innings is four (4) runs, except the last called inning will be unlimited runs.
4. **Ball:** An 11" safety (softy) ball will be used at this level.
5. **Stealing:** No stealing. Runners must stay in contact with the base until the ball is hit.
6. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
7. **Standings:** Standings will not be maintained for the regular season.
8. **Post Season Tournament:** A bracket will be drawn at random and wins and losses will be maintained for the tournament.
9. Managers and/or coaches are allowed to be on the field with the players during the entire season. Coaches on the field should consist of a pitcher and one to stand near the batting for the team at bat, in addition to base coaches. For the defensive team, one roving infield and one roving outfield coach are allowed.
10. 10 players are allowed on the field (P, C, 1B, 2B, 3B, SS, and 4 outfield). The 4 outfield players should be fanned evenly throughout the field and stand 20 ft. from the baseline or lip of the infield.
11. An outfielder may not cover any base and cannot force out a runner at any base. Infielders can only cover a base. An outfielder can only throw a ball to a base, or catch a fly ball.
12. The play ends and runners may not advance any bases when the ball reaches the infield, inside the base line during a defensive play. Until the ball reaches the inside of the base line, the player can advance to other bases. Any ball thrown past an infielder is a dead ball and no runner may advance. Runners that aren't more than halfway to the next base will be returned to the preceding base.
13. If the Coach does pitch, he/she must have one foot in contact with the pitching rubber when throwing a pitch. The coach pitcher will pitch with a windmill style rotation. The pitcher will still be a defensive position and a player should be assigned to the pitcher position every inning.
14. The player/pitcher should stand next to the coach pitcher ready to field the ball when hit. Coaches, please be sure the player/pitcher is ready prior to the delivery of the pitch. If the coach pitcher is hit by a batted ball, the play will be ruled a dead ball and the batter returns to the at bat.
15. Obstruction includes any type of interference that does not allow the runner to advance to the next base. The base path and base must be clear at all times despite any defensive players attempting to make an out.

10U

1. **Pitching:** Players will only be allowed to pitch two (2) innings per game. Each player must be given an opportunity to pitch during the regular season. As a coach, it's your responsibility to try and develop as many pitchers at this division.
 - a. **Prior to May 26th** If a pitcher WALKS a batter, the offensive team's coach will finish out their players at bat with 3 additional pitches resulting in a ball in play or a strikeout. THE COUNT IS NOT INHERITED by the coach. A foul ball on the 3rd pitch and any subsequent pitch will result in an additional pitch until the ball is put in play or missed. The pitcher will then pitch to the next and subsequent batters.
 - i. If a pitcher hits a batter the player doesn't receive automatic first base, but the offensive team's coach will finish out the players at bat with 3 additional pitches.
 - ii. If the player that gets hit is unable to continue the at bat the last batted out will take over the at bat.
 - iii. The coach pitcher must have a foot on the mound, and a legal pitching delivery shall be a ball that is delivered to the batter in an underhand motion and encouraged to mimic softball windmill pitching motion.
 - b. **After May 26th** there will be no more coach pitch.
2. Play stops when the pitcher has control of the ball in the mound area, an 8 -foot circle centered by the pitching rubber. Runners that aren't more than halfway to the next base will be returned to the preceding base. The umpire's judgment and decision is final.
3. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the fourth inning. If it is noticed that a player has rotated within these rules please refer to **D: rule 10** for repercussions.
4. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs, and that includes the last inning.
 - a. **Playoffs:** The maximum runs a team can score in any innings is four (4) runs, except the last called inning will be unlimited runs.
5. **Stealing:** Base runners must always stay in contact with the base until the ball is hit or passes home plate. Base stealing is allowed only after the ball passes home plate. Players detected leaving early will be sent back to their original base. For the entire season runners may attempt to steal 2nd or 3rd base but may only steal one base per batter. **ON AN OVERTHROW ON AN ATTEMPTED STEAL, THE RUNNER CAN NOT ADVANCE TO THE NEXT BASE.** No stealing of home or stealing while the coach is pitching will be allowed at any time.
6. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will **revert back** to a 0-0 count.
7. **Bunting:** Bunting is allowed. **SLASHING IS NOT ALLOWED.** *Slashing* is defined as a batter showing bunt, then pulling the bat back and taking a swing. *Fake Bunting* is showing bunt, then pulling the bat back but NOT taking a swing at the pitch. **ANY PLAYER THAT ATTEMPTS TO SLASH WILL BE EJECTED FROM THE GAME, AS WILL THE MANAGER OF THE OFFENDING TEAM.**
8. **Overthrow:** On an overthrow to a base, runners may only advance ONE base,
 - b. **EXCEPTION:** NO ADVANCEMENT ON AN ATTEMPTED STEAL.
9. **Standings:** Standings will be maintained for the regular season.
10. **Post Season Tournament:** A seeded bracket will be assigned at the completion of the regular season and wins and losses will be maintained for the tournament.

12U

1. **Pitching:** Players will be allowed to pitch a maximum of three (3) innings per game.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the fourth inning.
 - a. **EXCEPTION:** Starting pitcher/catcher if pitches/catches maximum innings must sit in the 4th inning and play the outfield in the 5th inning. If it is noticed that a player has rotated within these rules please refer to **D: rule 10** for repercussions.
3. **Run Limit:** The maximum runs a team can score in any innings is five (5) runs, and that includes the last inning.
 - a. **Playoffs:** The maximum runs a team can score in any innings is five (5) runs, except the last called inning will be unlimited runs.

4. **Stealing:** Base runners are allowed to steal after the ball has crossed the plate. Stealing home and direct steal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
5. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 8-foot circle and facing the base runner (or at umpire discretion), the base runner must either advance to the next base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.
6. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will **revert back** to a 0-0 count.
7. **Bunting:** Bunting is allowed. **SLASHING IS NOT ALLOWED.** *Slashing* is defined as a batter showing bunt, then pulling the bat back and taking a swing. *Fake Bunting* is showing bunt, then pulling the bat back but NOT taking a swing at the pitch. **ANY PLAYER THAT ATTEMPTS TO SLASH WILL BE EJECTED FROM THE GAME, AS WILL THE MANAGER OF THE OFFENDING TEAM.**
8. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
9. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second (or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule, it is a judgment call.
10. **Overthrow:** Runners can advance when the ball is overthrown (including home plate). If the ball is overthrown (beyond the boundary lines) all runners will be awarded two bases and the award will be governed by the position of the runners when the ball left the fielders hand.
11. **Standings:** Standings will be maintained for the regular season.
12. **Post Season Tournament:** A seeded bracket will be assigned at the completion of the regular season and wins and losses will be maintained for the tournament

14U

1. **Pitching:** Players will be allowed to pitch a maximum of 4 innings per game.
2. **Defensive Playing Time:** Each player must play at least, but not limited, two different defensive positions during a game - one infield and one outfield position by the 4th inning.
 - a. Starting pitcher/catcher if pitches/catches maximum innings must sit in the 5th inning and play the outfield in the 6th inning. If it is noticed that a player has rotated within these rules please refer to **D: rule 10** for repercussions.
3. **Run Limit:** The maximum runs a team can score in any innings is five (5) runs, and that includes the last inning.
 - a. **Playoffs:** The maximum runs a team can score in any innings is five (5) runs, except the last called inning will be unlimited runs.
4. **Stealing:** Base runners are allowed to steal on the release of the pitch. Stealing home and direct steal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
5. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 8-foot circle and facing the base runner (or at umpire discretion), the base runner must either advance to the next base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.
6. **Intentional Walk:** Intentional walking is allowed.
7. **Bunting:** Bunting and slashing is allowed. Slashing is defined as a batter showing bunt, then pulling the bat back and taking a swing.
8. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
9. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second (or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with

ordinary effort. The umpire must invoke the rule, it is a judgment call.

10. **Overthrow:** Runners can advance when the ball is overthrown (including home plate).
11. **Standings:** Standings will be maintained for the regular season.
12. **Post Season Tournament:** A seeded bracket will be assigned at the completion of the regular season and wins and losses will be maintained for the tournament

ATTACHMENT 1

“Equal Playing-Time” Chart for all Girls Divisions [regulation 6 or 7 inning game]

# Of Players (At Game Time)	Minimum # of Innings Maximum # of Innings
8U/10U/12U	6 Inning Regulation Game
9	All players on the field for the entire game
10	4 players on the field for 6 innings 6 players on the field for 5 innings
11	10 players on the field for 5 innings 1 player on the field for 4 innings
12	6 players on the field for 5 innings 6 players on the field for 4 innings
13	2 players on the field for 5 innings 11 players on the field for 4 innings
14U	7 Inning Regulation Game
9	All players on the field for entire game
10	3 players on the field for the entire game 7 players on the field for 6 innings
11	8 players on the field for 6 innings 3 players on the field for 5 innings
12	3 players on the field for 6 innings 9 players on the field for 5 innings
13	10 players on the field for 5 innings 3 players on the field for 4 innings

ATTACHMENT 2

Divisional “Snapshot” Rules Matrix

Category	8U	10U	12U	14U
Bases	55 Feet	60 Feet	60 Feet	60 Feet
Stealing	No	Yes*	Yes	Yes
• Delayed	No	No	Yes	Yes
• Direct	No	No	Yes	Yes
• Stealing Home	No	No	Yes	Yes
• Leadoffs	No	No	No	No
Pitching				
• Innings/Game	1	2	3	4
Defensive Innings				
• Max Infield time	3	4	4	Manager Discretion
Illegal pitch	No	Yes	Yes	Yes
• Mound Distance	30 Feet	35 Feet	40 Feet	43 Feet
Dropped Third	No	No	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Bunting	No	Yes	Yes	Yes
Mercy Rule	No	No	Yes	Yes
• Runs/Inn	N/A	N/A	15/5	15/5
Innings per Game	6	6	6	7
Regulation Game	3	3	3	4
Runs Per Inning	4	4	5	5

See individual divisional rules (Section O) for more details and/or exceptions.

ATTACHMENT 3

Batting Order & Positions

Player Name and Number	1	2	3	4	5	6	7

**PLEASE REFERENCE YOUR SCOREBOOK FOR THE PROPER WAY
TO MEASURE FOR BASES**

8U PITCHING MOUND DISTANCE TO HOME: 30'
10U PITCHING MOUND DISTANCE TO HOME: 35'
12U PITCHING MOUND DISTANCE TO HOME: 40'
14U PITCHING MOUND DISTANCE TO HOME: 43'