

# GIRLS SOFTBALL MACHINE PITCH DIVISION

ASA RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

1. PITCHING DISTANCE - 35'; BASE DISTANCE - 60'
2. SHOES MUST BE WORN. NO STEEL CLEATS!
3. TEAMS MAY START OR CONTINUE A GAME WITH A MINIMUM OF SIX (6) PLAYERS. TEAMS MUST BEGIN AT SCHEDULED GAME TIME IF SIX (6) OR MORE PLAYERS ARE PRESENT AT GAME TIME. IF LESS THAN SIX (6) PLAYERS ARE PRESENT, A TEN-MINUTE GRACE PERIOD FROM SCHEDULED GAME TIME WILL BE ALLOWED IN THE 6 O'CLOCK GAME ONLY.
4. A BATTING ORDER OF ALL GIRLS PRESENT AT GAME TIME WILL BE PRESENTED TO THE SCOREKEEPER. ANY LATE ARRIVALS WILL BE ADDED TO THE BOTTOM OF THE LIST. EACH GIRL WILL BAT IN THE ORDER LISTED. EACH GIRL WILL PLAY TWO (2) COMPLETE INNINGS, FROM START TO FINISH, ON DEFENSE. A CHILD MAY BE REMOVED FROM THE LINE-UP WITHOUT AN "AUTOMATIC OUT" BEING CHARGED TO THE TEAM IN THE CASE OF INJURY, OR A NEED TO LEAVE EARLY. IF A PLAYER IS ALREADY ON BASE AND IS INJURED DURING A PLAY, THEN YOU MAY SUBSTITUTE A PLAYER TO COMPLETE THAT INNING (THE LAST PLAYER TO EITHER HAVE SCORED A RUN OR TO HAVE MADE AN OUT. PLAYERS MAY BE DEPRIVED OF THE PLAYING TIME FOR DISCIPLINARY REASONS OR CHRONIC ABSENTEEISM ONLY WITH PRIOR APPROVAL FROM THE LEAGUE DIRECTOR.
5. A REGULATION GAME WILL CONSIST OF SEVEN (7) INNINGS. EXCEPTION: THERE WILL BE A 60 MINUTE TIME LIMIT ON EACH GAME. NO INNING MAY START AFTER 60 MINUTES, EVEN IF THE GAME IS TIED.
6. DEFENSE WILL USE TEN PLAYERS, BUT ONLY SIX DEFENSIVE PLAYERS ARE PERMITTED ON THE INFIELD DIRT. DEFENSIVE PLAYERS SHALL BE PERMITTED TO WEAR ANY TYPE OF GLOVE AT ANY POSITION.
7. THE CATCHER MUST WEAR A MASK, PROTECTIVE HELMET, SHIN GUARDS, AND CHEST PROTECTOR. ALL BATTERS AND BASE RUNNERS MUST WEAR PROTECTIVE HELMETS, INCLUDING THE ON DECK BATTER. DELIBERATE LOSS OF THE HELMET IS AN AUTOMATIC OUT! ACCIDENTAL HELMET LOSS IS NOT AN OUT. JUDGEMENT OF THE UMPIRE IS FINAL.
8. IN ORDER FOR "TIME OUT" TO BE CALLED, THE BALL MUST BE UNDER CONTROL OF THE PITCHER, WHILE THE PITCHER IS WITHIN THE PITCHER'S CIRCLE, AND ALL RUNNERS HAVE CEASED ADVANCING.
9. A PITCHING MACHINE WILL THROW TO EACH BATTER. IF THE MACHINE THROWS THREE STRIKES TO A BATTER, SHE IS OUT. A BATTED BALL THAT HITS THE PITCHING MACHINE WILL BECOME A DEAD BALL AND ALL RUNNERS ADVANCE ONE BASE WITH BATTER AWARDED FIRST BASE. IF THE MACHINE IS NOT THROWING STRIKES, THE COACH SHOULD ASK THE UMPIRE TO ADJUST THE MACHINE.
10. THREE SUCCESSFUL BUNTS ARE ALLOWED PER INNING. ANY EXTRA WILL BE DECLARED "FOUL BALL"
11. BASERUNNERS MAY LEAVE THE BASE AS SOON AS THE BALL HAS LEFT THE PITCHING MACHINE. A RUNNER WHO LEAVES THE BASE BEFORE THE BALL LEAVES THE MACHINE WILL BE DECLARED "OUT". STEALING IS ALLOWED WITH THE LIMITATION ONE BASE PER PITCH. THERE IS NO STEALING HOME.
12. SIX RUN RULE: IF TIED OR AHEAD, A TEAM CAN SCORE ONLY SIX RUNS IN AN INNING. IF BEHIND, A TEAM CAN SCORE UNTIL IT GETS ONE RUN AHEAD.
13. THERE IS NO DROPPED THIRD STRIKE RULE.
14. TO PROMOTE GOOD SPORTSMANSHIP, ALL VERBAL HARASSMENT DIRECTED TOWARDS AN OPPOSING TEAM BY PLAYERS, COACHES, OR FANS IS PROHIBITED. CHEER AS LOUD AS YOU WANT FOR YOUR TEAM, BUT DO NOT DIRECT NEGATIVE COMMENTS TOWARD THE OTHER TEAM.