



SPECIFIC RULES FOR THE Girls 10-12 DIVISION

The league rules shall conform to National Federation High School Softball Rules with the following exceptions:

Ground rules should be discussed between the umpire and head coaches 5 minutes before the start of the game.

Coaches will exchange batting orders before the game. Lineup will consist of players that are present before the start of the game. Coaches will make the opposing coach aware of any player(s) that may show up after the game starts. If a player shows up after the game has started they will be added to the end of the lineup and the coach will let the opposing coach and umpire know of the addition.

If a batter in the lineup cannot bat due to injury there will be no penalty given however if a player leaves the game for any reason besides injury then a recorded out will be given in that vacated spot in the lineup for the rest of the game.

All players will be entered in the batting order and every player will play at least three (3) innings in the field. Ten (10) players will play in the field.

Coaches will NOT be allowed on the playing field during a game with the exception of base coaching from 1st or 3rd, and the adult pitcher when their team is up to bat.

All teams must have seven (7) players to start the game. If both coaches agree, the game may be played with less than seven (7) players.

A game will end after Six (6) innings or (1.5) hours, whichever comes first. Innings begin immediately after the third out of the previous inning. A minimum of three (3) innings will count as a complete game. Games can end in a tie.

Tuesday's start time for the game (7:30) is forfeit time. An inning begins immediately after the third out of the previous inning. No inning shall start after 9:00p.m. All scores revert to the previous inning. Games can end in a tie.

Thursday's start time for the game (5:30) is forfeit time. An inning begins immediately after the third out of the previous inning. No inning shall start after 7:00p.m. All scores revert to the previous inning. Games can end in a tie.

The distance for the base lines will be 55 feet. Pitcher's mound will be 35 feet from home plate. Coaches can call for a time out and enter the field to talk to or change pitchers.

Coaches can only do this twice (2) per inning per pitcher. After entering the field twice (2) to talk to a pitcher, that pitcher must be removed until a new inning.

Five (5) runs maximum are allowed per team per inning. As soon as a team scores their fifth run in an inning the umpire will call time and the inning will end. The five run rule does not apply in the 5th and 6th innings.

Mercy Rule: Teams leading by 10 or more runs after the completion of 5 innings will result in a mercy. There will be a mid-point line between 1st and 2nd, 2nd and 3rd, 3rd and home. At the umpire's discretion, if a

runner has not passed the line before the defense has control of the ball in the infield, the runner will have to return to the last base occupied.

No player may play in the same position more than (3) innings per game.

Entire batting order will bat in order per lineups exchanged before the game (round-robin batting order).

Unlimited substitutions are allowed, however, no base running substitutions are allowed except in the case of an injury.

The pitcher shall stand with at least one foot on the pitching rubber holding the ball in front of her in both hands. She delivers the ball by taking one step forward, with either foot, as the arm moves forward. The pitcher is allowed one backward "rock" step during the pitch. Windmill style pitching is also allowed. No pitcher can pitch more than three (3) innings, only two (2) consecutively. An appearance constitutes an inning.

The pitcher must have one foot on the pitching rubber when releasing the ball.

The pitcher must have on a league issued pitching mask. No exceptions.

There is NO base stealing allowed.

Bunting is not allowed.

There are no appeal plays on failure to touch a base or tag up on a fly ball. The umpire will make the call without appeal.

The infield fly rule is not in effect in this division.

The batter cannot advance to first base if the ball is dropped by the catcher on the third strike.

No practice swings may be taken by any player until they have entered the batter's box on the field. They may take practice swings before their first pitch. If this happens the team will be given a warning. If it happens a 2nd time the team will take an automatic out for that inning. There will be NO ON-DECK CIRCLE!

Players throwing bats will result in one (1) team warning. Any further instances of thrown bats will result in an automatic out. Any player found to throw any equipment in an act of aggression, at the judgment of the umpire, will result in an immediate ejection from the game and the team will record an automatic out for their place in the lineup.

All players will play in the proper positions at all times.

Home team will provide game balls – one (1) new and one (1) used of good condition

All players must have a batting helmet with a metal mouth protector. No exceptions.

Helmets must be worn at all times by runners while on the playing field whether the ball is live or dead. The first violation of the helmet rule results in a team warning. The second violation results with an out being charged against the team.

League provided uniforms, shirts and hats only. All players must have their own glove and batting helmet.

Uniforms will not be altered in any way (example putting names on back of shirts, hats, etc.). If this happens the team will forfeit any wins for the entire season.

Any players intimidating other players shall be ejected from the game based on the umpire's discretion.

The following are important SAFETY RULES:

- Base runners must make every effort to avoid colliding with fielders. Barreling is not allowed. Fielders must not block runners from base paths without possession of the ball.
 - Players are encouraged to wear pants during the game.
 - A batter shall be called out if she takes his place in the batter's box without a helmet. Helmets must be worn by the players at bat at all times while he is on the field of play.
 - Shoes with metal cleats are not allowed.
 - Sandals are not allowed. No exceptions. Players must be wearing tennis shoes or cleats to play. ●
- Wood bats are not allowed
- The catcher must use a helmet, mask, chest protector, and shin guards.
 - Softball bats only are to be used.

Any board member shall cancel games due to inclement weather or unplayable fields. If possible the decisions to play will be made one hour prior to the start of the game. Once the game begins rainouts will be called by the umpire.

Rainouts will not be made up.

Any harassment (whether verbal or physical, overt or implied) of umpires is forbidden. Coaches and players who do not comply shall be subject to expulsion from the league after review by the League Board. It is the coach's responsibility to ensure that the parents and fans comply also. Failure to do so can result in ejection from that game and the next scheduled game and forfeiture of the game based on umpire decision. ZERO TOLERANCE!

RULES AND GUIDELINES FOR COACHES

Be organized. Have your line-up ready and your players prepared to play when it is time for the game to begin. Have your catcher ready each inning when it is time for your team to take the field. Require your players to hustle on and off the field between innings.

Coaches must refrain from making calls such as "ball", "strike", "out", "safe", before the umpire has made their call. The first violation will result in a warning; the second violation will result in removal from the game and a minimum one (1) game suspension.

Any discussion with the umpire will include both coaches and all umpires.

There is NO smoking of ANY kind on the field or in proximity to the field during games and practice. Smoking of ANY kind is NOT allowed on Flushing Baseball premises.

Coaches are responsible for the conduct of themselves, their players, their team parents, and fans. If there is a problem with a parent or fan you should warn them and/or get assistance from a league representative.

Set the tone. Make the game fun for everyone involved. Applaud good plays and good effort by your own players and opponents. Encourage boys who are discouraged. Have fun!

Only coaches and scorekeepers are allowed in the bench area during the game. Coaches must attempt to maintain an orderly and safe bench environment at all times.

Please make sure the bench area is cleaned up after each game. Also, encourage your fans to pick up after themselves at all times.

THESE RULES ARE MADE FOR THE GOOD OF THE LEAGUE AND IN THE BEST INTEREST OF THE PLAYERS

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