

Scarborough Girls Minor's Rules

1. All players present for the game for their respective team shall be in the batting order. A team may bat through their order until 5 runs have been reached if the fielding team cannot get three outs. When the After the 5th run has been scored, the half inning is over..
2. Teams may use 10 defensive players in the game at one time and only six infielders including the pitcher, catcher, first baseman, second baseman, third baseman, and shortstop. The short fielder will play in the short outfield around the second base area. The short fielder will be allowed to touch second base to make a play. All other outfielders must throw the ball to a base to make a play.
3. A runner may not lead off her base until the pitch crosses the plate. In the event a runner leaves the base before the ball crosses the plate, the runner will receive a warning. Upon a second infraction, the runner will be called out.
4. An official game is 6 innings. In the case of rain, time limit or darkness, a complete game consists of 4 innings. If one teams is 10 or more runs ahead at the end of 4 innings (or 3½ if the home team is ahead), the remaining innings may not be played and the team who is ahead shall be awarded the victory. If the score is tied at the end of 6 innings, extra inning(s) may be played only if time remains in the time limit. If no time remains, the game ends in a tie.
5. In the event of an overthrow which remains in the ballpark, a runner may attempt to advance 1 base per overthrow. In the event of an overthrow that goes out of play, the umpire shall award each runner two bases based on the runner's location at the time of the throw.
6. No bunting is allowed.
7. Every player on a team shall wear the same color uniform. No player will be allowed to take the field without proper attire. No player shall wear jewelry, which includes but is not limited to necklaces, earrings, bracelets, and watches.
8. Every player shall wear a batting helmet, while batting, on deck, running the bases or coaching a base.
9. Pitching will consist of 3 innings of machine pitch and 3 innings of girl pitch. A pitcher may be removed from the game and brought back in to pitch later. Pitchers are strongly advised to wear a mouth guard while pitching.
10. The pitching distance will be 35 feet.
11. The coach of the at bat team will call balls and strikes from behind the plate. When a batter receives the 4th ball from the player pitcher, the coach from the opposing team will come out and pitch the remainder of the at bat from the 35' pitching rubber. The batter will remain at bat until they hit the ball fair or strike out. If the batter receives ball 4 from the player pitcher and has strikes against them those strikes will stay when the coach comes out to pitch. For example if a batter has a 3 balls and 2 strike count and the pitcher walks the batter, then that batter will have 2 strikes when the coach comes out to pitch. The coach must throw a fast pitch(No Lobs). If a batter is hit by a pitch, the batter has the option to continue batting or take first base.

12. Once the pitcher has control of the ball in the pitchers circle the play will be dead. If a player has advanced past halfway toward the next base before the pitcher gains control of the ball they may proceed at their own risk of being put out.
13. League shall use 10" yellow softball.
14. No new inning will start after the one hour forty-five minute time limit. If the game is tied at the end of the 1:45 time limit, it will be scored as a tie.
15. The batter may not advance on a dropped third strike. The batter is out.
16. Any fielder covering a base, including home plate, shall allow part of the base to remain open for the runner. The runner must avoid collisions. The base runner who intentionally or maliciously collides with a baseman or catcher will be called out.
17. Any player arriving after the start of a game shall enter the game at the bottom of the batting order. All players in the team's line up must be present at the start of the game or be placed at the bottom of the line up upon arrival.
18. When a bat is thrown in a manner that causes a coach to be concerned about safety, The offending team receives a warning. Upon the next infraction, by that team, the ball will be immediately dead and the player violating the rule shall be called out. All runners will return to the base occupied at the time of the pitch.
19. No participant (player, coach or team representative) may taunt opposing player(s). No participant shall shake or bang on the fence in a distracting manner.
20. Players may be freely substituted in defensive positions.
21. The home team will keep the official scorebook. Teams should reconcile the scorebook after each inning.