

NEOSHO VALLEY PIGTAIL GIRLS RULES Revised March 2023

AGE: 3rd and 4th grade girls during the current year are eligible to play.

TEAM: The defense may play the game with a maximum of 10 players in the field. They must set up a regular infield with no player closer to home than the pitcher. The outfielders shall play behind the baselines. The pitcher must have at least one foot within the 8' radius circle around the pitching rubber at the time of the pitch when an adult pitcher is needed to finish an at bat.

BATTING: The offensive team shall bat until there are three outs or until they score 6 runs. All players present shall be in the batting order with any 10 taking the field each inning. Players will be ruled out after three strikes. There shall be no walks allowed. **Bunting is not permitted.** A batted ball that hits the adult pitcher is a dead ball with runners being able to advance one base if forced. If teams have less than 9 players in their batting lineup they will take an out each time those spots come up in the batting order.

PITCHING: This is a fast pitch league with the pitcher pitching from 35'. No walks will be allowed. If the youth pitcher throws 4 balls an offensive team coach will pitch the remainder of the at bat. The adult pitcher must be in contact with the pitching rubber and use an underhanded throwing motion while pitching. The batter will be called out on strikes for failure to swing at good pitches. This includes strikes thrown by the adult pitcher. If any batter is hit by a pitched ball thrown by a youth pitcher they will be awarded 1st base.

BASERUNNERS: Stealing is **not** permitted and runners must remain in contact with the base until the ball is put into play. Runners are expected to avoid contact with fielders. They may run around them if they are attempting to field a ball, provided they are not avoiding a tag. On close plays at a base, the runner is expected to avoid contact. Excessive contact from failure to slide shall result in the runner being ruled out.

STOPPING PLAY: A play is stopped when the defense gains possession of the ball when in the 8' radius circle around the pitching rubber. Runners must continue on to the next base they were headed for, with the liability of being put out, or immediately return to the last base touched.

BASES: Bases shall be 60' apart.

PITCHING: The pitching distance is 35'.

BALL: 11" softball shall be used.

BATS: Softball bats must bear a current ASA or USSSA certification mark on its taper. All certification marks must be permanently applied to the bats by the manufacturer and may not be a sticker or decal.



HELMETS: All girls batting helmets must be equipped with an attached facemask.

PROTECTIVE EQUIPMENT: Batters shall wear batting helmets at all times, even when they are On Deck. The catcher shall wear full protective gear including a helmet, mask with an attached or loose throat guard, chest protector, and shin guards.

LENGTH OF GAME: Games shall consist of 6 innings or an hour and fifteen-minute time limit. Tied games will be allowed to continue for 1 extra inning. Games will be ruled over when the run rule makes the score mathematically out of reach.

MISCELLANEOUS RULES:

1. There is no infield fly rule.
2. There is no dropped third strike count.
3. Infield practice will only be allowed if time permits and if both teams get the same opportunity.
4. **A back-up adult catcher will be allowed on the field, out of play, for the purpose of returning pitches in an effort to speed up the game.**
5. Neosho Valley leagues are tobacco and alcohol free.