

# NEOSHO VALLEY JUNIOR GIRLS RULES Revised March 2023

**AGE:** 8<sup>th</sup> thru 10<sup>th</sup> grade girls are eligible to play.

**TEAM:** All teams can play 9 players in the field.

**LINEUPS:** Each coach has the option of putting all his players in the batting order if they choose to do so, however they must have at least a 10 player lineup if they have enough players on their bench. 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. Any 9 players in the batting lineup may play the field each inning. Any players not in the batting order shall have to use the standard re-entry rule, which says that a substitute may enter the game for a starter and the starter may re-enter the game at a later point, but must be entered into the same spot of the batting order. One team will bat until they obtain three outs.

**RUN RULE:** A 15 after 3 and 8 after 4 run rule will be in effect.

**BASE RUNNING:** Courtesy runners will be allowed in this league. We will also allow courtesy runners for pitchers and catchers. These rules will follow KSHAA rules for reentry into the games.

**PITCHING:** The pitching distance is 43'. ASA rules regarding fast pitch pitching shall be in effect. Five warm-up pitches are allowed between innings.

**STOPPING PLAY:** Once the pitcher has the ball in the '8 radius circle around the pitching mound runners must immediately advance to the base they are going or proceed immediately back to the previous base touched. Any hesitation will result in an out being called.

**GAME LENGTH:** All games will be doubleheaders of 5 innings each. There will be a 1 and ½ hour time limit on each game and both games count towards your league records for tournament seeding. Seeded games will not be double headers and will be 7 innings with a 2 hour time limit. If the game is tied at the end of the time limit or regulation it will be completed by using the international tie- break rule which states that the last completed batter of the last inning will be placed on second base to start any new half inning. If a runner were to be called out on the base bath, the last batter would not start on 2<sup>nd</sup> because they would be up to bat. There will be 10 minutes between games, teams must be ready to start play after this time period.

**BASES:** The bases shall be 60' apart.

**BALLS:** White or optic yellow 12" fast pitch softball will 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 batting helmets must be equipped with an attached facemask.



## MISCELLANEOUS INFORMATION:

1. Infield fly rule.
2. Dropped third strike rule.
3. Runners are responsible for avoiding contact with fielders on close plays. They may move around fielders provided they are not avoiding a tag.
4. Runners may steal as long as they don't leave the base before the ball leaves the pitcher's hand.
5. Steel cleats are permitted. **(NO STEEL CLEATS ON TURF)**
6. Neosho Valley leagues are tobacco and alcohol free.