

**2006 DISTRICT 32
GIRLS MAJOR 11-12 YEAR OLD
INTER-LEAGUE RULES**

GENERAL RULES

1. Weeknight games will start at 6:00 P.M.
2. Time limit – no inning will start after 8:00 P.M. until May 15th, thereafter 8:15 P.M.
3. Time limit for weekend games in 2 hours if there is a game following your game. No Inning will start after two hours. If no game follows, keep playing.
4. If team is going to be short girls, you may borrow girls from another team, however player must bat at the end of the line-up. Also, player can only play 3 innings in the infield. She cannot pitch nor can she catch.

PITCHING:

1. Regulation 11” softball will be used.
2. Pitcher’s mound distance will be 40 feet.
3. Pitchers are restricted to 9 innings per week (Week is Sun. to Sat) – BBAI
4. Both 11yr olds & 12 yr olds may pitch an entire 6 inning game.
5. Pitcher may not pitch on **back-to-back games**.
6. Pitcher may not pitch for a school team & LL team on the same day.
7. A pitcher will be removed if she hits **3** batters in an inning or **5** in a game.
8. All players are eligible for re-entry.
9. 1 pitch constitutes an inning.

FIELDING:

1. 10 Players in the field.
2. Outfielders must play 4 across.
3. A team **must** field at least 8 players (6 inning game).

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. On a dropped 3rd strike the batter is out. Runners may advance at their own risk.
3. Infield fly rule will be called at the discretion of the umpire.
4. Base runners may tag up on fly ball outs and advance to any base.

BASE RUNNING:

1. Bases will be set at 60 feet.
2. Runners may not lead, but may steal when the ball passes over home plate.
3. Each team may steal second 3 times per inning. (No restriction for stealing third base & home).
4. Time is out when the ball is returned to the pitcher on the mound.
5. A runner more than half way to the next base when time is called will be awarded that base. A runner less than half way will return to the previous base.
6. A base runner may not score from third base on an overthrow from the catcher to third base.
7. On steals, player can only advance one base.
8. If the opposing team's catcher is on base after two outs have been recorded that player will be replaced with a courtesy runner. The courtesy runner will be the last batter out. (The catcher will then re-apply her equipment & be prepared to play as soon as the third out is recorded).
9. NO NEGATIVE CHANTING
10. Once pitcher motions for pitch, all dugouts must be quiet.

MERCY RULE:

1. The 13 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead.
2. If the Visiting team is ahead by at least 13 runs after 4 innings, the home team will bat.
3. If the home team comes within 12 runs or less, the game will continue.

CONTACT PERSONS:

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