



## 2019 Girl's Slowpitch Rules

### I. Team Roster

- a. All participants must be properly registered through Maple Valley Parks & Recreation.

### II. General Information

- a. Umpires will be provided by Maple Valley Parks & Recreation.
- b. Teams shall consist of 10 players: a pitcher, catcher, four infielders and four outfielders.
- c. Teams must start and/or finish the game with a minimum of 8 players. Failure results in a forfeit.
- d. All players must wear Maple Valley Parks & Recreation uniforms at all times while participating.
- e. Jewelry is not allowed while playing. Medical ID bracelets may be worn under a wristband to protect the player.

### III. The Playing Field

- a. The base distance shall be 60 feet.
- b. The pitching distance for 10U shall be 35 feet. The pitching distance for 12U shall be 40 feet.

### IV. Equipment

- a. 10U teams shall play with an 11-inch game ball. 12U teams shall play with a 12-inch game ball. The umpire will provide all game balls.
- b. Softball bats bearing the USSSA 1.20 BPF stamp may be used.
- c. Metal cleats are prohibited.
- d. Catchers are required to wear a facemask, for safety.
- e. Batters and base runners are required to wear batting helmets. Helmets must be NOCSAE approved and a chin strap is suggested.



### V. The Game

- a. Game length is 70 minutes. No new innings may start after 65 minutes.
- b. A regulation game shall consist of 6 innings.
- c. If a game is called before time expires, it will be considered official if three complete innings have been played or if the home team is ahead after the visiting team has batted in the third inning.
- d. Teams will be limited to a maximum of 5 runs scored per inning except during the final inning of the game, as declared by the umpire, when an unlimited

number of runs will be allowed. *To play as many innings as possible, please have your team hustle on and off the field!*

- e. Due to time constraints, teams are not allowed to take infield practice before their game.
- f. If a game is tied at the end of regulation, the game ends as a tie. No extra innings will be played.
- g. **Rainout Line:** All games will be played as scheduled unless postponed due to inclement weather. No decision will be made on cancelation of games until 4:00pm on game day. The Rainout Line can be reached at 425-413-6675.
- h. The home team is responsible for keeping the official scorebook/sheet. The visiting team is responsible for verifying the score between each half inning. Please ensure the scorebook is filled out properly: team name, date, player's first and last name, uniform number, etc.
- i. **Ten Run Rule:** If the home team is ahead by 10 runs after 4 ½ innings, the game shall be called. If the visiting team is ahead by 10 runs after 5 complete innings, the game shall be called.
- j. No protests are allowed. Problems/conflicts must be resolved by umpires/managers before the next legal pitch.
- k. All other USSSA softball rules will prevail unless stated in these official league rules. Managers are not allowed to change or modify any rules even if they are agreed upon before the game.

## VI. Pitching

- a. The count for each batter shall begin as 1-1. Each batter shall receive 1 foul ball after receiving 2 strikes.
- b. The pitching arc shall be 3-10 feet. Any pitch failing to meet these requirements will be called an ILLEGAL PITCH and the umpire will count it as a ball. If an illegal pitch is batted, the ball becomes live immediately.

## VII. Batting

- a. All players in attendance must bat. If a player leaves the game before conclusion, their spot in the batting order is skipped and it is not an out.
- b. Late arriving players shall be added to the end of the batting lineup regardless of how late the player arrives.
- c. Bunting is prohibited. Umpire's judgement.
- d. The infield fly rule shall not be enforced.
- e. Teams shall receive one warning for throwing the bat. Additional instances of throwing the bat shall be ruled a dead ball out. Runners return to the base at the time of the pitch.
- f. Batters are not awarded a walk if hit by a pitch.

## VIII. Baserunning

- a. Baserunners may not leave their base until the ball is hit. **Penalty:** Dead ball out.
- b. Leading off and stealing are prohibited.
- c. Head-first sliding is prohibited.
- d. One courtesy runner is allowed per inning. The runner may be any player in the lineup. If the runner is on base at the time her at-bat occurs, she will be out at

the plate and remain on base. There will be no substitutions allowed for courtesy runners.

- e. Fielders are not allowed to block any base without the ball.

**IX. Manager/Player/Spectator Conduct**

- a. Managers and assistants are responsible for the actions of their players and spectators. Unsportsmanlike conduct by anyone will result in immediate removal from the field and the team will forfeit the game.
- b. Any manager/player/spectator who is ejected from a game must leave the Park, out of sight, out of sound. Person(s) must have the League Coordinator's permission to be reinstated.
- c. The umpire has the authority to assess one out per play against the offending team for the use of casual profanity which is not appropriate in a recreational sports setting. If the team is at bat and profanity is used, the next batter will be declared out. If profanity is used by the defensive team, the first person to bat in the next inning will be declared out. A game may be ended by a casual profanity out.

***\*Maple Valley Parks & Recreation reserves the right to change the league rules at any time before, during or after the season.\****