

# LEAGUE SPECIFIC RULES/GUIDELINES

## GIRLS MINORS

Limited to girls in grades 3 - 5

**Baseline length:** 60 feet

**Pitching distance:** 35 feet

**Ball:** 11" softball is used

### Game Format

- A) Games are **7 innings** in length.
- B) No new inning may start after **90 minutes** of play.
- C) Although Fast Pitch is generally played with 9 fielders, Minors may use up to 10 players (four outfielders)
  - Outfielders must position themselves at least 10 feet beyond the base paths, typically on the outfield grass.
- D) No balks are enforced at this level.

### Scoring Rules

- A) Runners may score only as a result of a batted ball, a force play or a defensive play
  - If a runner crosses home for any other reason, she must return to the last legally occupied base without liability to be put out. Any other runners advancing improperly must also return.
  - No automatic outs are awarded on these returns.

### Live Ball / Dead Ball Situations

- A) A defensive play is any play where a fielder initiates action by throwing the ball or pursuing a runner with the ball in hand. When the defense initiates a play, the ball is **live**, and runners may advance at their own risk until "time" is called.  
**Example:** If a defender throws to third to tag a runner who led off, the runner may advance home because the defense initiated a play.
- B) If the catcher is returning the ball to the pitcher and the throw is missed or errant (and not an attempt at a defensive play), the ball is **dead** and runners may not advance. Runners who attempt to advance must return without liability to be put out.
- C) The ball becomes dead once it is returned to the pitcher and she is in the vicinity of the pitching rubber (her legal pitching position).
- D) If ball four is issued due to a **hit-by-pitch**, the ball is dead; runners may only advance if forced.
- E) In the absence of a defensive play (in which case the ball is "live") a runner may not leave a base until after the pitch has reached home plate or is hit by the batter, and must return to the last base legally occupied when the play has ended and before the next pitch.

### Base Running

- A) A runner may not leave the base until the pitch reaches home plate or is hit.

- B) **Leading off is allowed only after the pitch reaches home plate.** Stealing is **not allowed.**
- C) If a runner leaves early, the **penalty is an automatic out.**
- D) All runners must return to their bases once the pitcher assumes a legal pitching position.

### **Batting Rules**

- A) A batter is **out** on a dropped third strike; the batter may not attempt to advance to first.
- B) Infield fly rule is **not enforced.**

### **Coach Pitch After Walks**

If a batter receives a **base on balls (walk)**, coach pitch will be used under the following conditions:

- A) **4-0 Count Walk:** If the batter is walked on a **4-0 count** (no strikes), they will receive **up to 3 coach-pitched balls.** The batter will continue to hit until they:
  - i. Put the ball in play,
  - ii. Swing and miss three times, or
  - iii. Receive all 3 pitches without swinging (they're out if they don't swing).
- B) **4-1 or 4-2 Count Walk:** If the batter is walked with **one or two strikes** (e.g., 4-1 or 4-2 count), the batter continues with **the number of strikes they had at the time of the walk** and will receive **only the remaining number of swings before striking out.**
- C) Example: A walk on a 4-2 count gives the batter **1 remaining strike**—they may only see **1 pitch** (if they swing and miss or take it, they are out).

**Note:** There are **no walks to first base**—coach pitch is used to give the batter a chance to hit, while preserving the integrity of the at-bat and strike count.

\*\*\* No general league rules or Minor League division rules may be changed or modified by coaches at game time. \*\*\*