

**Sanford Youth League**  
**Sanford, Beaverton, Coleman, Westown, Southtown**  
**MINOR GIRLS SOFTBALL RULES**  
**9-10 Years**  
*Revised 2/2014*

**Official High School Softball Rules will apply with the following exceptions:**

1. All SYL batters must wear a helmet with a facemask.
2. Pitching distance is 35 feet
3. Pitchers can pitch a maximum of three (3) innings per game. One (1) pitch constitutes an inning.
4. The dropped third strike rule is not in effect.
5. Base Stealing: Stealing bases is allowed from day 1, including stealing home. A base runner may attempt to steal one base per pitched ball. If an attempt is made to throw out the runner, the base runner may attempt, at their risk, to advance only one additional base (a base runner may only advance a maximum of two bases per steal attempt).
6. Any offensive player on the playing field must wear a batting helmet.
7. Bat the full roster. An inning consists of three (3) outs or five (5) runs scored. All players will play two (2) defensive innings.
8. No infield fly rule
9. Free substitution is allowed, batting order does not change.
10. Starting time is 6:15 p.m. Game time is forfeit time. No inning shall begin after 2 hours from the beginning of the game. Each game will consist of 6 innings unless called due to darkness or weather. 4 ½ innings constitutes a complete game.
11. Teams can play a game without forfeit with 7 players, but they must list 8 players on their batting roster. If there is not an eighth batter, the team must take an out.
12. Batter or base runner will be out for intentionally throwing of helmet or bat.
13. Coaches and managers are encouraged to assist players while on the field.
14. No illegal pitch shall be called.
15. Bats shall not exceed 2 ¼ inches in diameter. Balls shall be 11", Yellow, non-restricted flight.
16. Minors may use 10 players on defense with the tenth player being an outfielder.
17. Base runners must slide if a play on them is imminent. If they do not slide they will be called out.
18. Any runner on base may not leave the base until the ball crosses home plate or is hit by the batter. The ball remains in play until the pitcher is in the pitching circle.
19. 10 run mercy rule is in effect after 4 ½ innings.
20. No intentional walks.

21. Coaches shall attempt to play games missed due to weather. If games cannot be made up, it will result in a tie. All make up games must be played no later than 1 week after the last scheduled game in that league. If a coach refuses to reschedule a game, it will result in a forfeit for that team.
22. No on-deck batters will be allowed.
23. If a pitched ball bounces off the ground or home plate and hits the batter, the ball is dead and the batter will be awarded first base, as long as the batter makes an attempt to avoid the pitched ball.
24. Home team is responsible for getting the field ready and supplies home plate umpire & field umpire and supplies a new ball.
25. Please see ByLaws for All Star rules – updated 2013
26. Pitching rules will follow NFHS Pitching guidelines outlined in Rule 6 of the NFHS rule book:

**ART. 1 . . .**

Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.

- a. Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.
- b. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
- c. After completing "b" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
- d. The pitcher shall not be considered to be in pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
- e. The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.
- f. The pitcher may remove herself from the pitching position as follows:
  1. before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet;
  2. when the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet;
  3. either foot may be removed first.

**PENALTY: (Art. 1) An illegal pitch is called.**

**ART. 2 . . . About the Pitch:**

- a. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
- b. Once the hands are brought together and are in motion, the pitcher shall not take more than one step which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.

**EXCEPTION:** See Rule 6-1-1f2 - When removing self from the pitcher's position.

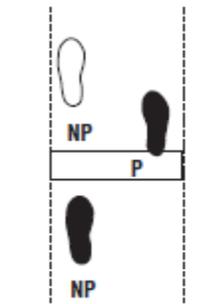
**NOTE:** Towards is interpreted as within or partially within the 24-inch length of the pitcher's plate. (See Figure 6-1)

- c. the pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24-inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

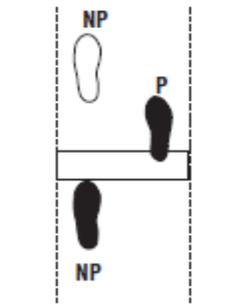
Figure 6-1

P = PIVOT  
 NP = NON-PIVOT  
 STARTING POSITION = BLACK  
 FINISHING POSITION = WHITE

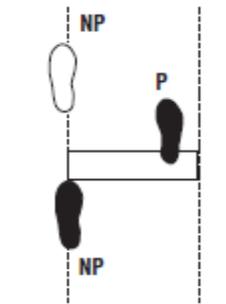
REFERENCE CHART  
 FOR (F.P.) 6-1-1 AND 6-1-2



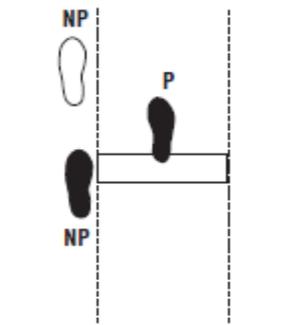
NO. 1 LEGAL  
 P — ON TOP  
 NP — BEHIND/WITHIN



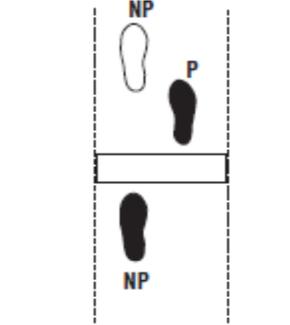
NO. 2 LEGAL  
 P — ON TOP  
 NP — CONTACT/WITHIN



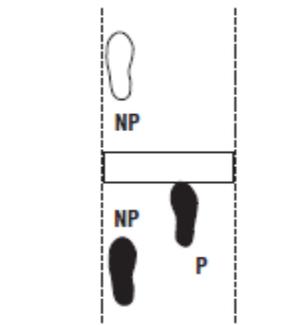
NO. 3 LEGAL  
 P — ON TOP  
 NP — CONTACT/WITHIN



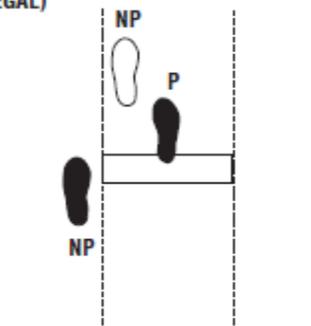
NO. 4 ILLEGAL  
 P — ON TOP (LEGAL)  
 NP — FORWARD STEP TOTALLY  
 OUTSIDE (ILLEGAL)



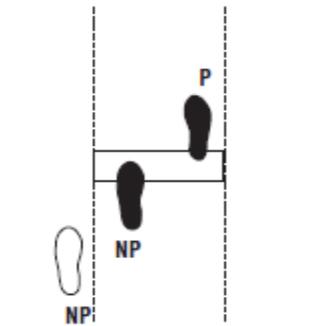
NO. 5 ILLEGAL  
 P — NOT ON TOP (ILLEGAL)  
 NP — BEHIND/WITHIN (LEGAL)



NO. 6 ILLEGAL  
 P — NOT ON TOP (ILLEGAL)  
 NP — BEHIND/WITHIN (LEGAL)



NO. 7 ILLEGAL  
 P — ON TOP (LEGAL)  
 NP — BEGINS TOTALLY OUTSIDE  
 (ILLEGAL)



NO. 8 ILLEGAL  
 P — ON TOP (LEGAL)  
 NP — BACKWARD STEP TOTALLY  
 OUTSIDE (ILLEGAL)