

Tri-Conference Rules **Rookie Girls (7-8)**

1. IHSA Rule Book will govern play with the following exceptions.
2. A standard game will not exceed six (6) innings in length except in the case of a tie. If a game is called due to inclement weather, four (4) innings is considered a complete game. The first game will begin at 6:00p.m., the second game at 8:00p.m, or 10 minutes after the completion of the first game if it runs over. No new inning will begin after one hour and forty-five minutes of play has elapsed. At this time the game will be determined as a complete game. In the case of a tie, the game will proceed until a winner is determined. Teams may start a game with a minimum of eight (8) players. Teams must finish a game with no less than eight (8) players. If starting with 8 players, an out does not have to be taken when the ninth spot comes up in the batting order. The only way an out shall be taken is when a team starts with 9 players and one is ejected or leaves the game for reasons other than illness or injury
3. Suspended games will resume at the point at which it was suspended and will continue in accordance with the amount of time and innings that are remaining for a standard game.
4. No designated hitter
5. No dropped third strike
6. If three outs have not been reached and the 10th batter comes to the plate, the “10 Batter Rule” is in effect, and the other team bats. The 10th batter either hits or strikes out. A natural out must be recorded for the inning to end. Natural means, strikeout, fly out, force out, or tag out.
7. Pitching mounds are set at 35 feet. The pitching machine will be used for the entire game. The speed of the pitching machine shall be set at 30 miles per hour. The speed of the machine must be set prior to the start of the game with the radar gun. The umpire shall get with both teams before the game to set the the speed. The offensive coach shall feed the machine. This must be an adult. No coaching shall be done by this adult after the pitch has been made. The batters will get 4 pitches or 3 strikes to hit the ball. If after 4 pitches they still have not hit the ball, they are out. If the 4th pitch is a foul, they will get another pitch. In the event of a wild pitch, the umpire shall declare a “No Pitch.” The pitcher’s helper must have at least one foot in the circle and positioned to the side of the machine at the time of the pitch. Should the ball come to rest within the legs of the machine, the ball will immediately become dead. The batter receives 1st base and all other runners advance 1 base. Hash marks will be drawn between the bases. If the pitcher has the ball with at least one foot in the circle and the runner is past the mark, they must advance to the next base. If not, then they must return to the base that they came from. The pitcher must have the ball with at least one foot in the circle to stop play. Adjustments to the machine shall only be made at the top of an inning. If the need arises for mid-inning adjustments, they must be made by the umpire and only on pitches that are consistently out of the strike zone.

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8. No stealing. Base runners may leave when the batter makes contact with the ball. On a live batted ball, play continues until the pitcher has control of the ball with at least one foot in the circle.
9. If desired, a team may field ten (10) players using four (4) outfielders. The four (4) outfielders must play in the grass.
10. The official 11-inch softball will be used as the game ball.
11. Every player will be in the batting order throughout the game. If a player becomes ill or injured and is removed from the game, her place in the batting order may be skipped with no penalty. Once removed for illness or injury, they may not re-enter the game.
12. The “10 Run Rule” is in effect after five (5) innings. The home team must bat if behind.
13. In a six (6) inning game each player must play at least six (6) outs, that is two (2) full innings. Within these two (2) innings, a player shall be allowed to play defensively in the field throughout the two (2) innings. The only exceptions are games that are governed by the “10 Run Rule.” Violation of this rule is a forfeit.
14. Hats or visors are an optional part of the uniform.
15. If a player is not allowed to participate, yet sits in the dugout dressed to play, then a written explanation must be received by the umpire prior to the start of the game.
16. All players must stay in their respective dugouts when not participating on the field.
17. Steel spikes are not allowed.
18. Every player must wear protective headgear while batting or running the bases. If a helmet is taken off purposely, the runner is out. All players, or legal minors, that are used to coach the bases, must wear protective headgear. Face masks are required on every batting helmet. No player shall be allowed to come to the plate without one.
19. Both teams will receive the same warning from the umpire for a player leaving the base too early. On the second infraction by either team, the player is out.
22. If a team is short of players, the coach may pick up (limit of 4) from the t-ball division. Picked up players may play any position with the exception of pitcher and bat after regularly rostered players. A player may not be picked up when the time of the game is in conflict with the players regularly scheduled game. Players that are picked up may not start before a regular roster player. The consequences of an infraction of this paragraph are forfeiture. **Teams may only pull players up if they have less than 11 players at game time.**
23. **A legal line up in 10 players. If one team has less than 10 players the team with the 10 can still play all 10 players.**
24. Games will be cancelled due to weather related reasons only. Any sign of lightening by an umpire, coach, or league administrator, the game will be cancelled. The second game will then be placed on a “wait and see” alert. If the weather is still threatening, that game

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shall be cancelled as well. If weather breaks, and the grounds permit, the second game may resume as scheduled. Games shall not be cancelled due to the lack of players, or upon "coaches' agreements." When rainouts occur, it is the responsibility of the home teams' board to reschedule the games. Games must be made up before the second Saturday following the rainout.

25. If the game is not rescheduled, it is forfeiture by the home team. If the game is rescheduled and any team fails to show, the game is a forfeiture for the team(s) that fail to show.
26. It is important that if you wish to file a protest that you follow the following rules:
 1. The coach must notify the umpire at the time of the rule infraction that he/she is protesting a rule violation.
 2. You have 24 hours to submit a Tri-Conference Protest form to a Tri-Conference board member, along with the protest fee of \$20.00.
27. No infield fly rule.
28. There is no bunting off of the pitching machine.
29. The courtesy runner may be used for the catcher. The person making the most recent out shall be used as the courtesy runner for the catcher if the catcher is on base with 2 outs.
30. These rules are intended for the benefit of the young athletes and timely proceedings of the game. These rules are not in place to be manipulated for personal gain. Any protest will be handled with the intent of this rule.

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