



GIRLS 2/3 Rules

Pitching Distance: 30 feet. One coach will be allowed to stand next to the pitcher but will not be allowed to make defensive plays. One coach may stand behind the catcher to speed up play but cannot make defensive plays.

Number of Players required to start game: 8 – once a team has at least 8 players, they must start the game. If a team does not have 8 players within 10 minutes of official start time, that team will be deemed to have forfeited and a scrimmage will be played.

Each team will field no more than 10 defensive players at a time, including up to 4 in the outfield.

Batting order must be maintained throughout the game.

Coach pitching is an option to speed up game.

End of inning: 5 runs or 3 outs; last inning no limits; a lead of 15 runs ends the game.

Coach can stay in outfield

Hit by pitch: batter takes the base; no base if the ball bounces before contact

Pitcher limit: 3 consecutive innings (or 9 consecutive outs). One pitch constitutes a full inning.

Pitcher start: one foot on the rubber – a pitcher once removed from the mound cannot retake the mound later in the game.

Pitcher removal: hitting any three batters in a game.

Bases loaded: count goes to 6 balls for a walk.

Pitcher cannot walk in a run. When bases are loaded, pitch count goes to 6 balls and after 6 balls, coach will pitch until strike out or ball in hit into play.

"Official game: 3 ½ innings

No inning can begin when there is 10 minutes left in the schedule or less - 2 hour game slots

Infield fly: no

Tagging up: no

Overthrow: one base.

Safety Gear: pitcher advised to wear heart guard; face mask on all batters

Dead ball: when ball is in possession of the pitcher in or near the pitcher's circle

Base Distance: 55; safety base at 1st

11 inch safety ball

No girl sits out two innings in a row; no girl sits out twice before every girl sits out once

Stealing – none.

Leading – none.