



# 2025 JACKSON GIRLS SOFTBALL

## 9/10U RULES

1. Use 11" core ball
2. Bases are 60 ft. and pitchers' mound are 35 ft.
3. No inning may start after 75 minutes or 6 innings.
4. Maximum of 5 runs of 3 out per inning
5. Games are 7 innings with a 12 run rule after the 3rd, 10 runs after the 4th and 8 runs after the 5th.
6. Games ending in a tie will play 1 extra inning and then it is a tie if still tied.
7. A team with 7 players or less will forfeit. A forfeit will be called 10 minutes after official game time. No automatic outs for less than 10 players.
8. Stealing will be allowed all season, except there will be no stealing to home plate. An overthrown ball to a base or the pitcher is not considered stealing. For stealing, the ball must be to the catcher, a passed ball or wild pitch before a runner can leave the base. A runner will be called out immediately if she leaves the base too soon.
9. Stealing is NOT allowed while the player pitcher is delivering pitches. There is no stealing while the coach pitcher is in the game.
10. **NO infield fly rule**
11. Dropped third strike rule is **NOT** in affect
12. Catchers must wear full protective equipment at all games.
13. After a second defensive conference in the same inning you must change pitchers.
14. The pitcher is in the pitching position when she has her hands apart, her pivot foot in contact with the pitcher's plate, both feet on the ground within the 24-inch length of the pitcher's plate and her hips in line with first and third bases, and the catcher is in position to receive the pitch. While the pitcher takes the signal, her stride foot may be on or behind the pitcher's plate as far back as desired. Once the pitcher initially sets the toe of her stride foot, she cannot move it to increase the distance behind the pitcher's



plate. In addition, the pitcher must take or appear to take a signal while in the pitching and signal-taking positions.

15. No girl can pitch more than 3 innings in one game. Any part of an inning constitutes one inning.
16. A pitcher must be pulled if she hits 3 batters in one inning. She may return to pitch the following inning until she hits a total of 5 batters in a whole game, at which time she can no longer pitch in that game.
17. **No Walk Rule:** There are no walks. If a batter receives 4 balls, a coach or designated adult pitcher will deliver a maximum of 3 pitches. A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. A coach pitch may be called a strike even if the batter does not swing, if it does pass through the strike zone. (I.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out.)
18. **Adult Pitcher:** The coach pitcher is allowed 3 pitches. The coach's pitch must be delivered from the pitcher's plate. If the coach delivers a pitch from a place other than the pitcher's plate, there will be a warning for the first occurrence and the pitch will be considered a no pitch and replayed. Additional occurrences will be considered a strike. Coach pitchers are allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field. Results, the batter is out and the runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitcher's circle. A batted ball striking the coach pitcher while in the pitchers circle is a live ball. A coach may remove himself/herself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (Foul Territory) you may begin coaching the batter-runner and/or runners.



19. **Player Pitcher Position:** The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.
20. Once an infielder has control of the ball in the pitching circle the play stops. Runners can advance to the base they were going to at their own risk. They do not have to return to the base they just left. One base on an over throw at the runner's risk. (This includes home plate.)
21. If there is a potential play at home plate, the runner must slide or will be called out. Home plate umpire has FINAL call.
22. Coaches should discourage girls from throwing the bat
23. Batters and runners will wear helmets with face guards on the helmets on a live ball play from dugout to dugout. Players coaching bases must wear a helmet. Helmet with face guard, fielding face guards, catcher's equipment and bats will be in all sheds for teams to use at practice and games.
24. Team coaches only can make an appeal to an umpire. The umpire's decision is final. Appeals should be made after the play. They cannot be made after the game or innings later.
25. Unless amended in each age group or general rules, **affiliated softball rules** will apply.
26. Unsportsmanlike behavior such as flagrant or dangerous plays by player, fan or coach, loud and abusive language, fighting or alcohol related conduct may result in ejection from the game. A) first ejection of the season will result in ejection from the remainder of the game only, 2) second ejection of the season will result in a three (3) game suspension not including the immediate game, 3) third ejection of the season will result in the ejected person being suspended for the remainder of the season.
27. No player may sit out more than one inning in a row, unless the player requests it. Every girl will bat in the game using a continuous lineup. If a girl arrives late, she will go to the end of the order. If a player has to leave a game due to an injury, they will continue play and will take an out when it is that player's turn to bat only if they are at 8 players. If not, that spot is just removed from the lineup



28. The free substitution rule will apply.
29. If teams at game time do not have enough players to start the game, they may bring up players from a lower division to play in the outfield ONLY. Players that are pulled up to play in 14U & 18U, can play any position EXCEPT pitcher or catcher. Those players may only play up 2 divisions. At least Five (5) players off of the original roster must be ready to play and up to four (4) players may be pulled up to begin the game to avoid a forfeit. Players that are pulled up to play, must be last in the batting order. Players must be on the roster. Any player pulled up will finish the game.
30. Home team shall occupy the first base dugout. Both teams are responsible for cleaning the dugouts and general areas after each game. Home teams and umpires of the final game of the night are responsible for putting away all bases, equipment, plugging the bases and turning out lights.
31. Coaches must mutually agree to play a game when only one umpire is present otherwise the game is cancelled.
32. First place will be determined by best record of wins, losses and ties. Tie Breaker would be head-to-head and then least runs allowed. If games are tied, they will play 1 extra inning and if still tied they will end in a tie. Ties will be part of their record if it happens. Remaining places will be determined by going head-to-head wins. In the event of a head-to-head tie then it will go to most runs scored.
33. No jewelry of any type except for medical alert ID will be allowed. Sunglasses will be allowed with umpire's approval. (Stud earrings acceptable)
34. ALL coaches must have on a coach's shirt to be on the field or in the dugout.
35. Players or Coaches may NOT alter their league shirts.
36. Single elimination tournament after the regular season