

RIVER LEAGUE SOFTBALL

8U - RULES

GENERAL:

The rules below are a guideline agreed to be best for the girls. However, flexibility throughout the season is encouraged. Our goal is to develop skills and the love of the game, so as coaches we need to work together to make sure everyone is enjoying the game.

- a. Each team must attempt to field at minimum 6 players on the field.
- b. All infielders must wear a Fielding Mask. Fielders playing the pitcher's position are encouraged to wear a helmet with face guard. All Catchers must wear proper gear which is inclusive of shin guards; chest protector and helmet/face guard.
- c. No score will be kept for this division.
- d. Up to 2 fielding coaches will be allowed on the field during the game. These are in addition to the coach pitching and catching (if needed), for a total of 4 adults on the field.
- e. Team Parent will remain to supervise in dugout.
- f. Home team supplies at least one new game ball. Game balls will be 11", "softie" type (Rif1).
- g. 1.5-hour target. Our goal should be to achieve 5 complete innings.

BATTING:

- a. All players will bat each inning. If three outs are recorded in an inning, this will not end the inning, but it will "clear the bases" (base runners will be removed from the bases and return to the dugout). The inning ends once all players have batted.
- b. 6 strikes maximum per batter. After 5 pitches tell the batter they are in a 2-strike situation. A tee may be used for those needing it.
- c. Foul ball on 6th strike will not be an out and batter will have another pitch.
- d. Batting helmets with faceguards and chin straps must be worn by batters and base runners.
- e. Bunting, leading and stealing are not permitted.
- f. No infield fly rule.

BASE RUNNING:

- a. Runners do not leave their base until the ball is hit.
- b. Runners may advance any number of bases when a ball is hit into the outfield (on the fly or a hard grounder through the infield).
- c. Play will be called dead when the ball is returned to the pitcher's circle. Runners will go back to nearest base when play is called dead. If the ball rolls into the circle, it is dead.
- d. Runners cannot advance on an overthrow.
- e. Players can be tagged out. Even if there is not a catcher, there can be plays made at home by the infielders. Force outs and Tag outs will apply.
- f. No sliding to any base! But a player will not be called out if she slides.

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- g. Failure to reach first base safely will result in 1 out. Runners will not stay on the bases unless they reach safely.
- h. Extra base hits – All hits within the infield will be limited to one base (per runner). If the batter does hit the ball into the outfield they may attempt to extend to 2nd base.

PITCHING:

- a. Pitching will be coach pitch. Coaches will keep at least one foot inside the pitching circle to start. Tees may be used when necessary to move the game along.
- b. Coaches will pitch to their own team.
- c. Players must be encouraged to swing.
- d. No bases on balls will be awarded.
- e. No batter will be awarded a base if hit with the ball by the coach. Every effort should be made to avoid this. The emphasis is to get them to hit the ball to get to base.
- f. The player at the pitcher position must stay behind the line of the pitcher's mound and inside the circle.

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GENERAL:

- a. There must be a minimum of six (6) players in the field in order to start a game. A maximum of ten (10) players (six (6) infield and four (4) outfield) may play at any one time. All outfielders must be on the grass beyond the infield cutout or at least ten (10) feet from the nearest base.
- b. Six (6) innings per game, although both coaches may agree to shorten the game to a lesser number of innings. The game clock starts with the umpire, and the official time is kept by the umpire. No new inning can start 1 hour and 45 minutes from that time. If an inning concludes (3 outs recorded during home team at bat) after 1 hour 30 minutes, the umpire may declare the next inning to be the last inning that will be played. This declaration must be made before the top half of that inning begins (before the away team bats).
- c. The home team is responsible for scheduling an umpire for each game. However, if an umpire is not available, an acceptable substitute umpire may be used if agreed upon by both coaches. If no acceptable substitute is available, then a coach from the team in the field will be responsible for calling balls and strikes and a coach from the team batting will call outs on the bases. The Home Team Score book will be the book of record.
- d. Eleven (11) inch softball. All bats must be official softball bats. Wooden bats are not permitted.
- e. Any player who is catching must wear a helmet, mask, shin guards, and chest protector, including during warm-ups. All batters, base runners, "on-deck" batter(s) in the field of play or warming up, and players coaching a base must wear a helmet complete with face protectors. Face protectors must have the phrase "meets NOCSAE Standard" permanently affixed. The use of kneepads, sliders, or long pants is strongly encouraged so that knees are protected at all times when batting or running.
- f. Metal cleats are not permitted. Sneakers or rubber spikes are allowed. Jewelry is not permitted except for Medic alert bracelets / necklaces.
- g. Fielding Masks must be worn for all infield players, including pitchers.
- h. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted. Runners may dive headfirst back to a base.
- i. There will be a five (5) run limit per team per inning or 3 outs whichever comes first. The exception is in the last inning when an unlimited number of runs can be scored. Last inning is determined by the umpire.
 - i. All games are considered official after 3 innings, or if home team is leading after 2 ½ innings.
 - ii. In the event of a game being shortened due to darkness, the score will revert back to the last full inning played.
 - iii. If a game is suspended due to weather, coaches may agree upon another date to continue game. The game will continue from the last full inning played before the suspension. At the first sight of lightning or thunder heard; the game must be stopped and the players removed from the field.
 - iv. At the discretion of both coaches, a mercy rule can be put in play with a lead of 11 runs in or after the 4th inning. Coaches can mutually decide to continue to play.

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- j. Free substitution in the field. Each player must play a minimum of four (4) innings in the field and no player may play more than three (3) innings at the same position. (**Exceptions:** the pitcher, which must be rotated every two (2) innings, and the catcher position. Players should be alternated in different infield and outfield positions to help them develop skills at every position.
- k. Rosters will be submitted to the designated Roster Collector with birthdates of each player. Age cut-off date is **September 1st**. Exceptions for players need to be requested to League Directors of each Township, at the scheduling meeting.
- l. Coaches **MUST** teach good sportsmanship and exhibit common sense. River League is a recreational softball program and encouraging the growth of all players is first priority. Any coach or player using profanity will be ejected from the game. If tournament season, coach will be removed from remainder of tournament games.
- m. **Lineup cards will be exchanged before the game begins. At a minimum, lineup cards must include player numbers.**

BATTING:

- a. One bunt per inning is allowed and will count as third strike if fouled away (if attempted with two strikes). No squeeze bunt allowed. If you show bunt, you must bunt or “pull back” and take the pitch - there is no slap swing allowed (show bunt then pull back and full swing).
- b. Drop Third Strike is NOT in effect.
- c. No infield fly rule.
- d. No walks are awarded.
- e. All players on a team will bat continuously, even if not playing in the field that inning. Players arriving after the start of the game will be added to the end of the batting order. If a player leaves the game early for any reason, they will be skipped in the batting order without penalty. There will be no automatic out if a player needs to leave the game early.
- f. At the first occurrence of a bat being thrown more than 6 feet from the batter box each team will receive a warning. After this warning batters will be called out on subsequent bats that are thrown and the ball declared dead.

BASE RUNNING:

- a. If a batter is hit by a pitch from an opposing player, it will be the umpires’ discretion to award the player first base, if they made a reasonable attempt to avoid the pitch. Batter will not be awarded first base during coach pitch.
- b. Runners may advance only one base on a hit ball that remains in the infield. Runners may try to advance more than one base if the ball goes into the outfield. Runners must stop when the ball enters (or crosses through) the pitching circle. Play is then called “dead”.
- c. Stealing is permitted from second to third base **only**. The runner must remain on the base until the ball crosses the plate. If while attempting to throw out a stealing runner the catcher overthrows the base, no further advance by any runner is permitted. NO Stealing during coach pitch.
- d. No bases awarded on an overthrow.

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- e. No leading. A runner may leave the base only after the ball has crossed home plate. Each team will receive one (1) warning for players leaving the base early. Any runner leaving a base early will be called out after the warning.
- f. Runners may tag up on fly balls.
- g. A pinch runner should be used for the catcher once there are two (2) outs in the inning. This allows for the catcher to suit-up and prevents delays in getting the next half-inning started. The pinch runner shall be the last player to have made out during the inning or any player not playing the field during that inning.

PITCHING:

- a. Peer pitch will be from a pitching rubber located 35' from the back end of home plate. The pitcher must have at least one foot in contact with the pitching rubber when starting a pitch.
- b. A player may pitch no more than two (2) consecutive innings or three (3) innings per game. One (1) pitch during an inning constitutes an inning pitched. Innings pitched do not have to be continuous. Coaches will confer about the # of innings if another pitcher is not available.
- c. Travel Pitchers: Players that are currently pitching on a travel team are limited to two (2) innings of pitching per game. If there is more than one player on a team that is also a travel team pitcher, they must pitch no more than three (3) combined innings per game.
 - i. Players that pitch on travel teams shall be disclosed by each coach before the start of the game.
 - ii. The intent of this rule is to avoid overuse of high-level pitchers and encourage other to participate. This clause can be waived if both coaches mutually agree.
- d. Once a pitcher has issued 4 balls to a batter, the pitcher will be temporarily removed from the mound (but remain in the pitcher's circle) for that at bat. Thereafter, the batting team's coach will become the pitcher for the remainder of the at bat for that batter. Batter's strikes count will remain the same as before the batter's coach comes in to pitch. The batter's strike count will continue while the batter's coach pitches until the ball is put in play or batter strikes out. Umpires should not change the strike zone after the coach comes in to pitch - strikes will still be called by the umpire and walks will continue to not be allowed. Coach pitch should be from the official 35 ft pitching distance, or as close as possible. Pitcher will come back into play after the batter has hit or struck out.
- e. Three hit batters in an inning and the pitcher will be removed for the remainder of that inning. The removed pitcher can return to pitch the next inning. However, a subsequent hit batter will result in the removal of that pitcher for the remainder of the game. Sufficient time should be given to allow any new pitcher to warm up.
 - i. A batter that does not attempt to get out of the way of a pitch will not be awarded first base nor will she be considered a "hit batter." The Umpire has sole discretion in determining whether a batter has been hit by a pitch and/or whether the batter failed to avoid a pitch. Any batter that continues an at bat is not considered a "hit batter."
- f. Intentional walks are not permitted.

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Unless otherwise noted herein, the River League Girls Softball shall be governed by the rules of USA Softball.

GENERAL:

- a. There must be a minimum of seven (7) players in the field in order to start a game. A maximum of ten (10) players - six (6) infield and four (4) outfield - may play at any one time. All outfielders must be on the grass beyond the infield cutout or at least ten (10) feet from the nearest base.
- b. Six (6) innings per game, although both coaches may agree to shorten the game to a lesser number of innings. The game clock starts with the umpire, and the official time is kept by the umpire. No new inning can start 1 hour and 45 minutes from that time. If an inning concludes (3 outs recorded during home team at bat) after 1 hour 30 minutes, the umpire may declare the next inning to be the last inning that will be played. This declaration must be made before the top half of that inning begins (before the away team bats).
- c. The home team is responsible for scheduling an umpire for each game. However, if an umpire is not available, an acceptable substitute umpire may be used if agreed upon by both coaches. If no acceptable substitute is available, then a coach from the team in the field will be responsible for calling balls and strikes and a coach from the team batting will call outs on the bases. The Home Team Score book will be the book of record.
- d. Twelve (12) inch softball. All bats must be official softball bats. Wooden bats are not permitted.
- e. Any player who is catching must wear a helmet, mask, shin guards, and chest protector, including during warm-ups. All batters, base runners, "on-deck" batter(s) in the field of play or warming up, and players coaching a base must wear a helmet complete with face protectors. Face protectors must have the phrase "meets NOCSAE Standard" permanently affixed. The use of kneepads, sliders, or long pants is strongly encouraged so that knees are protected at all times when batting or running.
- f. Metal cleats are not permitted. Sneakers or rubber spikes are allowed. Jewelry is not permitted except for Medic alert bracelets and necklaces.
- g. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted. Runners may dive headfirst back to a base.
- h. Fielding Masks must be worn for all infield players.
- i. There will be a five (5) run limit per team per inning or 3 outs whichever comes first. The exception is in the last inning when an unlimited number of runs can be scored. Last inning is determined by the umpire.
 - i. All games are considered official after 3 innings, or if home team is leading, after 2 ½ innings.
 - ii. In the event of a game being shortened due to darkness, the score will revert back to the last full inning played.
 - iii. If a game is suspended due to weather, coaches may agree upon another date to continue game. The game will continue from the last full inning played before the suspension. At the first sight of lightning or thunder heard; the game must be stopped and the players removed from the field.

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- iv. At the discretion of both coaches, a mercy rule can be put in play with a lead of 11 runs in or after the 4th inning. Coaches can mutually decide to continue to play.
- j. Rosters will be submitted to the designated Roster Collector with birthdates of each player. Age cut-off date is **September 1**. Exceptions for players need to be requested to League Directors of each Township, at the scheduling meeting.
- k. Coaches **MUST** teach good sportsmanship and exhibit common sense. River League is a recreational softball program and encouraging the growth of all players is first priority. Any coach or player using profanity will be ejected from the game and may not return. If tournament season, coach will be removed from remainder of tournament games.
- l. **Lineup cards will be exchanged before the game begins. At a minimum, lineup cards must include player numbers.**

BATTING:

- a. Bunting is permitted
- b. Drop third strike is NOT in effect.
- c. The infield fly rule IS in effect.
- d. On fields having an outfield fence, the following rules will apply:
 - i. A batted ball carrying out of the field of play and over the fence in fair territory shall be declared a home run.
 - ii. A batted ball which is deflected off a fielder in fair territory and carries over the outfield fence without hitting the ground shall be declared a home run;
 - iii. A batted ball that first hits the ground in fair territory and then bounces or is deflected off a fielder over the fence shall be declared a ground rule double;
 - iv. A batted ball that rolls under an outfield fence in fair territory or is deflected off a fielder in fair territory and rolls under an outfield fence shall be declared a ground rule double.
- e. All players on a team will bat continuously, even if not playing in the field that inning. Players arriving after the start of the game will be added to the end of the batting order. If a player leaves the game early for any reason, they will be skipped in the batting order without penalty. There will be no automatic out if a player needs to leave the game early.
- f. At the first occurrence of a bat being thrown more than 6 feet from the batter box each team will receive a warning. After this warning batters will be called out on subsequent bats that are thrown and the ball declared dead.

BASE RUNNING:

- a. If a batter is hit by a pitch, it will be the umpires' discretion to award the player first base, if they made a reasonable attempt to avoid the pitch.
- b. On a hit ball, the batter and runner(s) may advance as many bases as possible until the ball is controlled by the pitcher in the circle. If a runner is more than halfway to the next base when the pitcher gains control of the ball in the circle, the runner may advance to that base. Runners may advance on overthrows to all bases

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(including home plate) or an overthrow to the pitcher from the catcher, at the risk of being thrown out. If any overthrow goes out of play, runners may advance one base (including home plate) beyond the base they were approaching.

- c. The runner must remain on the base until the ball is **released from the pitcher's hand**. Steals of second, third and home are permitted. If while attempting to throw out a stealing runner, the catcher overthrows the base, no further advance by any runner is permitted. This includes overthrows to a pitcher covering home in an effort to stop a steal of home. Any other runner(s) who had not attempted to steal on the pitch may not advance.
- d. A runner may leave the base only after the ball **is released from the pitcher's hand**. Each team will receive one (1) warning for players leaving the base early. **After the warning**, any runner leaving **a base** early will be called out **after the warning**.
- e. Runners may tag up on fly balls.
- f. If there are two outs in the inning a pinch runner may be substituted for the catcher in the next inning if she is on base in order to speed up play. Pinch Runner will be the last batted out.
- g. There is **NO** Slide or Surrender, however players should **AVOID CONTACT** or be **CALLED OUT** on close plays at the plate and encouraged at second and third base, as well, in order to avoid collisions. If player collides due to not sliding then she will be called out. A fielder who is putting a tag on a player to make an out is not considered a collision. Catchers or fielders **CANNOT** block bases if they are not making a play.
- h. Delayed steals are permitted. A Delayed steal will be defined as a base runner not immediately running towards the next base after the ball crosses the plate, but rather takes a lead in the baseline between the two bases, with some continuous motion forward. (There is no look back rule) Once the runner's motion stops or shifts back to her original base for any reason, she must return to that base. If a play is made on said runner by the fielders (including a fake throw), regardless of direction of movement, runner is again free to continue to next base or retreat at her own risk of being thrown out.
- i. Continuous walks are permitted. Batter/runner, (after ball four is called) **MAY** at her own risk, when second base is open, attempt to continue through first base on to second base. Player/runner must have continuous motion to and through first base in the attempt to second, regardless of location of ball (in circle or not). If at any point, the runner shows intent to continue to second base and subsequently stops/hesitates or has a motion backwards with no attempt by the defense to make a play on said runner, the attempt has been forfeited and the runner must return to first base. If an opposing player makes a play on the continuing base runner (including a fake throw), the ball is then considered a "live ball" and any runner may continue to second or retreat at their own risk of being thrown out.

PITCHING:

- a. Peer pitch will be from a pitching rubber located 40' from the back end of home plate. The pitcher must start her motion with at least one foot on the rubber. The ball must be delivered in one continuous motion. Sliding the pivot foot away from the rubber with continuous ground contact during the motion is allowed, as is "Leaping" (both feet in the air simultaneously), though the pivot foot cannot replant and push off again before release of the ball ("Crow-hop").
- b. A player may pitch no more than two (2) consecutive innings or three (3) innings per game. One (1) pitch during an inning constitutes an inning pitched. Innings pitched do not have to be continuous. Coaches will confer about the # of innings if another pitcher is not available.

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- c. Travel Pitchers: Players that are currently pitching on a travel team are limited to two (2) innings of pitching per game. If there is more than one player on a team that is also a travel team pitcher, they must pitch no more than three (3) combined innings per game.
 - i. Players that pitch on travel teams shall be disclosed by each coach before the start of the game.
 - ii. The intent of this rule is to avoid overuse of high-level pitchers and encourage other to participate. This clause can be waived if both coaches mutually agree.
- d. Three hit batters in an inning and the pitcher will be removed for the remainder of that inning. The removed pitcher can return to pitch the next inning. However, a subsequent hit batter will result in the removal of that pitcher for the remainder of the game. Sufficient time should be given to allow any new pitcher to warm up.
 - i. A batter that does not attempt to get out of the way of a pitch will not be awarded first base nor will she be considered a “hit batter.” The Umpire has sole discretion in determining whether a batter has been hit by a pitch and/or whether the batter failed to avoid a pitch. Any batter that continues an at bat is not considered a “hit batter.”
- e. Intentional walks are not permitted.

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14U - RULES

Unless otherwise noted herein, the River League Girls Softball shall be governed by the rules of USA Softball.

GENERAL:

- a. There must be a minimum of seven (7) players in the field in order to start a game. A maximum of nine (9) players - six (6) infield and three (3) outfield - may play at any one time. All outfielders must be on the grass beyond the infield cutout or at least ten (10) feet from the nearest base.
- b. Seven (7) innings per game, although both coaches may agree to shorten the game to a lesser number of innings. The game clock starts with the umpire, and the official time is kept by the umpire. No new inning can start 1 hour and 45 minutes from that time. If an inning concludes (3 outs recorded during home team at bat) after 1 hour 30 minutes, the umpire may declare the next inning to be the last inning that will be played. This declaration must be made before the top half of that inning begins (before the away team bats).
- c. The home team is responsible for scheduling an umpire for each game. However, if an umpire is not available, an acceptable substitute umpire may be used if agreed upon by both coaches. If no acceptable substitute is available, then a coach from the team in the field will be responsible for calling balls and strikes and a coach from the team batting will call outs on the bases. The Home Team Score book will be the book of record.
- d. Twelve (12) inch softball. All bats must be official softball bats. Wooden bats are not permitted.
- e. Any player who is catching must wear a helmet, mask, shin guards, and chest protector, including during warm-ups. All batters, base runners, "on-deck" batter(s) in the field of play or warming up, and players coaching a base must wear a helmet complete with face protectors. Face protectors must have the phrase "meets NOCSAE Standard" permanently affixed. The use of kneepads, sliders, or long pants is strongly encouraged so that knees are protected at all times when batting or running.
- f. Jewelry is not permitted except for Medic alert bracelets / necklaces.
- g. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted. Runners may dive headfirst back into a base.
- h. The inning ends when the team at bat has three outs or as a result of the ten-batter rule. Exception is in the last inning when an unlimited number of runs can be scored. "Last" inning will be determined by the umpire.
 - i. All games are considered official after 4 innings, or if the home team is leading, after 3 ½ innings
 - ii. In the event of a game being shortened due to darkness, the score will revert back to the last full inning played.
 - iii. If a game is suspended due to weather, coaches may agree upon another date to continue game. The game will continue from the last full inning played before the suspension. At the first sight of lightning or thunder heard; the game must be stopped and the players removed from the field.
 - iv. At the discretion of both coaches, a mercy rule can be put in play with a lead of 12 runs in or after the 4th inning. Coaches can mutually decide to continue to play.

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- i. Rosters will be submitted to the designated Roster Collector with birthdates of each player. Age cut-off date is **September 1**. Exceptions for players need to be requested to League Directors of each Township, at the scheduling meeting.
- j. Coaches **MUST** teach good sportsmanship and exhibit common sense. River League is a recreational softball program and encouraging the growth of all players is first priority. Any coach or player using profanity will be ejected from the game and may not return. If tournament season, coach will be removed from remainder of tournament games.
- k. **Lineup cards will be exchanged before the game begins. At a minimum, lineup cards must include player numbers.**

BATTING:

- a. Bunting is permitted
- b. Drop third strike IS in effect
- c. Infield fly rule IS in effect
- d. On fields having an outfield fence, the following rules will apply:
 - i. A batted ball carrying out of the field of play and over the fence in fair territory shall be declared a home run.
 - ii. A batted ball which is deflected off a fielder in fair territory and carries over the outfield fence without hitting the ground shall be declared a home run;
 - iii. A batted ball that first hits the ground in fair territory and then bounces or is deflected off a fielder over the fence shall be declared a ground rule double;
 - iv. A batted ball that rolls under an outfield fence in fair territory or is deflected off a fielder in fair territory and rolls under an outfield fence shall be declared a ground rule double.
- e. All players on a team will bat continuously, even if not playing in the field that inning. Players arriving after the start of the game will be added to the end of the batting order. If a player leaves the game early for any reason, they will be skipped in the batting order without penalty. There will be no automatic out if a player needs to leave the game early.
- f. At the first occurrence of a bat being thrown more than 6 feet from the batter box each team will receive a warning. After this warning batters will be called out on subsequent bats that are thrown and the ball declared dead.
- g. The Ten Batter rules applies:
 - i. If a team bats ten batters in an inning the tenth batter will be played as if there are 2 outs.
 - ii. If a tenth batter in an inning hits a fair ball, play will continue until the third out is made at any base or the ball is returned to the pitching mound.
 - iii. If the tenth batter walks or is HBP, it is effectively a dead ball with no other advancement than the following: The batter will be awarded **two** bases and base runners who are forced will advance. When the batter reaches second base the inning is over. If there are base runners forced to score, the runs **WILL** count.

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BASE RUNNING:

- a. If a batter is hit by a pitch, it will be the umpires' discretion to award the player first base, if they made a reasonable attempt to avoid the pitch.
- b. On a hit ball, the batter and runner(s) may advance as many bases as possible until the ball is controlled by the pitcher in the circle. If a runner is more than halfway to the next base when the pitcher gains control of the ball in the circle, the runner may advance to that base. Runners may advance on overthrows to all bases (including home plate) or an overthrow to the pitcher from the catcher, at the risk of being thrown out. If any overthrow goes out of play, runners may advance one base (including home plate) beyond the base they were approaching.
- c. The runner must remain on the base until the ball is released from the pitcher's hand. If a runner is deemed by the umpire to have left early, she will be called out. Steals of second, third and home are permitted.
- d. Runners may tag up on fly balls.
- e. If there are two outs in the inning a pinch runner may be substituted for the pitcher or catcher in the next inning if she is on base in order to speed up play. Pinch Runner will be the last batted out.
- f. There is **NO** Slide or Surrender, however players should AVOID CONTACT or be CALLED OUT on close plays at the plate and encouraged at second and third base, as well, in order to avoid collisions. If player collides due to not sliding then she will be called out. A fielder who is putting a tag on a player to make an out is not considered a collision. Catchers or fielders CANNOT block bases if they are not making a play.
- g. Delayed steals are permitted. A Delayed steal will be defined as a base runner not immediately running towards the next base after the ball is released, but rather takes a lead in the baseline between the two bags, with some continuous motion forward. (There is no look back rule) Once the runner's motion stops or shifts back to her original base for any reason, she must return to that base. If a play is made on said runner by the fielders, regardless of direction of movement, runner is again free to continue to next base or retreat at her own risk of being thrown out.
- h. Continuous walks are permitted. Batter/runner, (after ball four is called) MAY at her own risk, when second base is open, attempt to continue through first base on to second base. Player/runner must have continuous motion to and through first base in the attempt to second, regardless of location of ball (in circle or not). If at any point, the runner shows intent to continue to second base (not simply a left turn) and subsequently stops/hesitates or has a motion backwards with no attempt by the defense to make a play on said runner, the attempt has been forfeited and the runner must return to first base. If an opposing player makes a play on the continuing base runner (including a fake throw), the ball is then considered a "live ball" and any runner may continue to second or retreat at their own risk of being thrown out.

PITCHING:

- a. Peer pitch will be from a pitching rubber located 43' from the back end of home plate. The pitcher must start her motion with at least one foot on the rubber. The ball must be delivered in one continuous motion. Sliding the pivot foot away from the rubber with continuous ground contact during the motion is allowed, as is "Leaping" (both feet in the air simultaneously), though the pivot foot cannot replant and push off again before release of the ball ("Crow-hop").

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- b. A player may pitch no more than two (2) consecutive innings or three (3) innings per game. One (1) pitch during an inning constitutes an inning pitched. Innings pitched do not have to be continuous. Coaches will confer about the # of innings if another pitcher is not available.
- c. Travel Pitchers: Players that are currently pitching on a travel team are limited to two (2) innings of pitching per game. If there is more than one player on a team that is also a travel team pitcher, they must pitch no more than three (3) combined innings per game.
 - i. Players that pitch on travel teams shall be disclosed by each coach before the start of the game.
 - ii. The intent of this rule is to avoid overuse of high-level pitchers and encourage other to participate. This clause can be waived if both coaches mutually agree.
- d. Any pitcher who hits three (3) batters in any one inning shall be removed from the pitcher's mound for the remainder of that inning and replaced with another pitcher from the team. The first pitcher will have the opportunity to return to the pitcher's mound for another inning. However, a subsequent hit batter will result in the removal of that pitcher for the remainder of the game. Sufficient time should be given to allow any new pitcher to warm up.
- e. Intentional walks are not permitted.