

HILMAR STEVINSON YOUTH SOFTBALL

GIRLS MAJOR DIVISION RULES

ALL RULES ARE FROM THE CURRENT NSA RULE BOOK, WITH THE FOLLOWING EXCEPTIONS AND IN

ADDITION TO THE ALL-DIVISIONS LEAGUE RULES:

1. Age limit for this division: Player must not exceed the age of 12 Years old on January 1st
2. A 12 (twelve) inch Softball will be used for this division. Only NSA stamped bats allowed.
3. Pitching distance shall be 40 (forty) feet. Base length is 60 (sixty) feet.
4. A 9 (nine) foot circle will surround the pitcher's mound. If a second mound is present at 35" the circle will be centered around both mounds.
5. Game Time is 80 Minutes or 6 innings whichever comes first.
6. Each team will field 10 (ten) defensive players. The 10th player must be in the Outfield position in an equal distance or alignment with the other 3 (three) outfielders. Outfielders must be a minimum of 15 feet behind the baseline.
7. Coaches have the option of batting their entire roster or their lineup. See rule #17 in League Rules for mandatory defensive and offensive playing rule.
8. Pitchers are limited to 3 (Three) innings pitched per game. Any pitcher who hits 2 (two) batters in an inning must be removed, note that the umpire is not required to issue any warnings prior to removing pitcher. The pitcher may re-enter at a later inning provided she has not exceeded her limit for the game. Re-entering is not limited to the starting pitcher (1 pitch thrown = 1 inning pitched). Pitchers must wear a face mask.
9. This rule's intent is to prevent unnecessary collisions. Any base runner intentionally colliding into any opposing player will be called out. The player may also be ejected from the game at the umpire's discretion. This is a judgment call by the umpire and can be called at any base.

10. This rule's intent is to prevent unnecessary collisions. Any base runner going home must slide if an attempt is being made to record an out at home. This is a judgment call by the umpire.

11. Stealing is allowed on all bases. Base runners may leave once the ball has been released by the pitcher. There are no stealing restrictions in the division.

12. Batter may run on dropped call strike 3 (three), only if 1st base is unoccupied, or if there are 2 (two) outs in the inning. A batter stepping out of the box with one or both feet while hitting the ball will be called out.

13. Once the pitcher has the ball in the circle all base runners must immediately either return to the previous base or continue to next base at their own risk. Any step in either direction will constitute an attempt and must be followed thru by the runner, or she will be called out by the umpire as enforcement of the "hesitation" rule as stated.

CROW HOP: Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate

LEAP: The pivot foot must remain in contact with the pitcher's plate or the ground until the non-pivot (front foot) touches the ground or the pitcher shall be considered leaping.

EFFECT: An illegal pitch is called on the pitcher. AN ILLEGAL PITCH COUNTS AS A BALL.

The pitcher shall take a position with both feet on the ground THEY DO NOT HAVE TO HAVE BOTH FEET ON THE PITCHING RUBBER. IF THE BACK FOOT IS NOT ON THE PITCHING RUBBER AT THE START, THEN YOU MAY NOT STEP BACKWARDS, ROCKING OF THE BACK FOOT IS ALLOWED. The hands shall be separated with the ball being held in either the glove or pitching hand.

The hands may only be separated one (1) time per pitch. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery

14. Intentional walks are not allowed.

15. Catcher must wear all equipment (chest protector, mask w/throat guard, shin guards).

16. Catcher may have a pinch runner if he is on base with 2 (two) outs to hasten the game. Pinch runner is to be a non-starter or the person who made the previous out.

17. Line-up with full names and numbers to be given to scorekeeper 15 (fifteen) minutes before the game. This needs to be done on a consistent basis. All changes during the

game are to be reported to the scorekeeper. Home team will be the official scorekeeper. Home plate umpire will be the official timekeeper.

18. Any misuse of equipment will result in automatic ejection from the game.

19. If a coach or player is ejected, he/she will serve a 1 (one) game suspension. A 2nd ejection will result in possible removal from the league.

20. If a player is held out of a game for any reason, the opposing coach and umpire must be notified prior to the game. See rule #6.

21. Anyone using foul language near the players will be asked to leave. The next offense will result in being banned from the field for the remainder of the season.

22. No protests will be allowed; all problems must go through HSYB board. Complaints requiring action must be made in writing.

23. Each coach should have a set of rules with them at each game. Head coach will be the only that can address the umpire.

24. Only 3 coaches and players are allowed in the dugout.

THESE RULES ARE USED BY THE HILMAR, GUSTINE, CROWS LANDING,
PATTERSONI AND NEWMAN Revised 1/25/26