

# 1st-2nd Grade Girls Softball Rules

Territorial Sports Program

Revised 3/2025

**NFHS rules apply except for the following exceptions.**

1. Home team sits on the 3rd base side.
  - Athletes' parents should sit on their team side and are not allowed behind the home plate area. When sitting in between field #3 and #4 at Bolton Hill Sports Complex, people must sit behind the white line.
  - Scorekeepers should remain close to the bench area so scorebooks can be compared between innings.
  - Coaches - when on Defense, you will coach from the bench area behind the fence.
  - Base coaches will remain in the Coaches Box until a dead ball is called.
  - No parents, coaches, or players behind the backstops.
2. When warming up for games, there is no infield or batting practices at Bolton
3. Start time is 6:15. The game will consist of 5 innings. **No new innings after 90 minutes.**
  - If there are 5mins left of play time, a new inning should be played unless there is no way to catch up.
4. Regulation youth 11" softball will be used. The base length will be 60'. No restriction on bat length, size, or weight.
5. Pitching machines will be used:
  - positioned at 30' from home plate
  - Pitching speed set to 40 ft/sec (27mph), and increased mid-season to 45 ft/sec (30mph)
  - The umpire can adjust the machine at the top of the inning. They will adjust it to the throw about belt height.
  - If a batter gets hit by a pitch from the pitching machine, the batter gets a free base.
  - Batted ball hits the pitching machine - On a hit ball, if the ball hits the machine, the play continues. It is not a dead ball.
  - **NEW - The pitching rubber will be located on the 1st base side of the mound. The pitcher must begin with at least one foot touching the rubber. After the ball is released from the pitching machine, the pitcher is allowed to move freely.**
6. **Batter gets no more than 3 practice swings. The batter gets 6 pitches and cannot be walked.** Foul balls result in another pitch. (batter must hit the ball or be struck out). When bunting on 3rd strike and it is foul, this is an out.

7. The batter/runner may **NOT** run on a dropped third strike. The batter is out!
8. Any time that a game is called during an inning because of a time limit, weather, field conditions, etc., the score always reverts back to the score of the last completed inning. In this situation, the game can end in a tie.
9. Each team must bat their entire roster. Players must wear their helmet until they reach the bench area.
10. **5 Run Rule:** An inning is over when the team hitting scores 5 runs or the team fielding scores 3 outs.
11. **Runners/Stealing:** A runner may lead off when the ball leaves the machine. One warning per team will be given for runners leaving a base early. After that, it will be an out. Runners can steal all bases except HOME. Runners at 3<sup>rd</sup> base may only advance home on a hit ball. **No stealing HOME!**
12. **International Tie Breaker:** In the event of a tie at the end of five innings or the 90 minutes, the ITB rule goes into effect. The intent of the ITB is to provide accelerating scoring opportunities and to bring the game to a speedier conclusion. The team on offense will start the inning with a runner on 2nd base. The runner is the batter who was the last out in the previous inning. Only 1 full inning will be played. If the game is still tied at the end of the completed inning, the game will end in a tie.
13. All catchers must wear a mask with throat protection, helmet, chest & shin protection during practices and games.
14. Player positions:
  - 1st and 3rd base players must play their position and can play 15' down the line.
  - Shortstop and 2nd base players must play 3ft in front or back of the baseline.
  - Pitchers, 1st, and 3rd can charge on a bunt as soon as it comes out of the machine.
15. **All players must play 3 full innings of a 5 inning game.** A full inning is defined as a play in the field. If a player is not playing for disciplinary reasons, the Sports Director and parent must be informed 24hrs in advance of the game (email or call, not through text), and the umpire must be informed before the game starts.
16. Hustle your team in and out between innings.
17. No tobacco, alcohol, or drug use by any player, coach, or spectator during the game.
18. No throwing the bat! After a warning, it will result in an out being called.
19. **Rain Out Info:** Games will be called no later than 1-hour before the start time.
20. **Good sportsmanship will be displayed at all times. Coaches, players, parents, or fans arguing with an umpire may result in an out for that team or ejection from the game. Only positive chants will be allowed!**

# 3rd-4th Grade Girls Softball Rules

Territorial Sports Program

Revised 4/2026

**NFHS rules apply except for the following exceptions.**

1. Home team sits on the 3rd base side.
  - Athletes' parents should sit on their team side and are not allowed behind the home plate area. When sitting in between field #3 and #4 at Bolton Hill Sports Complex, people must sit behind the white line.
  - Scorekeepers should remain close to the bench area so scorebooks can be compared between innings.
  - Coaches - when on Defense, you will coach from the bench area behind the fence.
  - Base coaches will remain in the Coaches Box until a dead ball is called.
  - No parents, coaches, or players behind the backstops.
2. When warming up for games, there is no infield or batting practices at Bolton
3. Start time is 6:15. The game will consist of 6 innings. **No new innings after 90 minutes.**
  - If there are 5mins left of play time, a new inning should be played unless there is no way to catch up.
4. Regulation youth 11" softball will be used. The base length will be 60'. No restriction on bat length, size, or weight.
5. Pitching machines will be used:
  - Positioned at 35' from home plate
  - Pitching speed set to 44 ft/sec (30mph), and increased mid-season to 51 ft/sec (35mph)
  - The umpire can adjust the machine at the top of the inning. They will adjust it to the throw about belt height.
  - If a batter gets hit by a pitch from the pitching machine, the batter gets a free base.
  - Batted ball hits the pitching machine - On a hit ball, if the ball hits the machine, the play continues. It is not a dead ball.
  - **NEW - The pitching rubber will be located on the 1st base side of the mound. The pitcher must begin with at least one foot touching the rubber. After the ball is released from the pitching machine, the pitcher is allowed to move freely.**
6. **Batter gets no more than 3 practice swings. The batter gets 4 pitches and cannot be walked.** Foul balls result in another pitch. (batter must hit the ball or be struck out). When bunting on 3rd strike and it is foul, this is a strike.

7. The batter/runner may **NOT** run on a dropped third strike. The batter is out!
8. Any time that a game is called during an inning because of a time limit, weather, field conditions, etc., the score always reverts back to the score of the last completed inning. In this situation, the game can end in a tie.
9. Each team must bat their entire roster. Players must wear their helmet until they reach the bench area.
10. **5 Run Rule:** An inning is over when the team hitting scores 5 runs or the team fielding scores 3 outs.
11. **Runners/Stealing:** A runner may lead off when the ball leaves the machine. One warning per team will be given for runners leaving a base early. After that, it will be an out. Runners can steal all bases except HOME. Runners at 3<sup>rd</sup> base may only advance home on a hit ball. **No stealing HOME!**
12. **International Tie Breaker:** In the event of a tie at the end of six innings or the 90 minutes, the ITB rule goes into effect. The intent of the ITB is to provide accelerating scoring opportunities and to bring the game to a speedier conclusion. The team on offense will start the inning with a runner on 2nd base. The runner is the batter who was the last out in the previous inning. Only 1 full inning will be played. If the game is still tied at the end of the completed inning, the game will end in a tie.
13. All catchers must wear a mask with throat protection, helmet, chest & shin protection during practices and games.
14. **Player positions:**
  - 1st and 3rd base players must play their position and can play 15' down the line.
  - Shortstop and 2nd base players must play 3ft in front or back of the baseline.
  - Pitchers, 1st, and 3rd can charge on a bunt as soon as it comes out of the machine.
15. **All players must play 3 full innings of a 6 inning game.** A full inning is defined as a play in the field. If a player is not playing for disciplinary reasons, the Sports Director and parent must be informed 24hrs in advance of the game (email or call, not through text), and the umpire must be informed before the game starts.
16. Hustle your team in and out between innings.
17. No tobacco, alcohol, or drug use by any player, coach, or spectator during the game.
18. No throwing the bat! After a warning, it will result in an out being called.
19. **Rain Out Info:** Games will be called no later than 1-hour before the start time.
20. **Good sportsmanship will be displayed at all times. Coaches, players, parents, or fans arguing with an umpire may result in an out for that team or ejection from the game. Only positive chants will be allowed!**

# 5th-6th Grade Girls Softball Rules

Territorial Sports Program

Revised 3/2025

**NFHS rules apply except for the following exceptions.**

1. Home team sits on the 3rd base side.
  - Athletes' parents should sit on their team side
  - Coaches must stay in the Coaches Box until a dead ball or time is called.
  - No parent or coaches behind the backstop at any time a game is going on.
  - Scorekeepers should remain close to the bench area so scorebooks can be compared between innings.
2. Start time is 6:15. The game will consist of 6 innings. No new innings after 90 minutes.
3. Regulation youth 12" softball will be used. The pitching distance will be 35'. The base length will be 60'. No restriction on bat length or weight.
4. Any time that a game is called during an inning because of a time limit, weather, field conditions, etc., the score always reverts back to the score of the last completed inning. In this situation, the game can end in a tie.
5. **5 Run Rule:** An inning is over when the team hitting scores 5 runs or the team fielding scores 3 outs.
6. Each team must bat their entire roster.
7. The batter/runner may not run on a dropped third strike.
8. **Pitchers:** If a pitcher walks 3 consecutive batters, the pitcher must be replaced and may return after the relief pitcher has pitched to at least 1 batter. The pitcher does **NOT** have to remain on the field in order to come back and pitch in the same game.
9. **Runners/Stealing:** A runner may lead off when the ball leaves the pitcher's hand. One warning per team will be given for runners leaving a base early. After that, it will be an out. Runners can steal all bases.
10. **10 Run Rule:** This rule will apply after 5 innings. When a team is ten or more runs behind and has completed its turn at bat, the game will end.
11. **International Tie Breaker:** In the event of a tie at the end of six innings or the 90 minutes, the ITB rule goes into effect. The intent of the ITB is to provide accelerating scoring opportunities and to bring the game to a speedier conclusion. The team on offense will start the inning with a runner on 2nd base.

The runner is the batter who was the last out in the previous inning. Only 1 full inning will be played. If the game is still tied at the end of the completed inning, the game will end in a tie.

12. **Infield Fly Rule:** This rule will apply when there is only 0 or 1 out and when there are runners at 1st & 2nd or the bases are loaded. If a fair infield fly ball is in play, and in the umpire's judgment is catchable by an infielder, the umpire shall call "infield fly, the batter is out" and the batter will be out regardless of whether the ball is actually caught.

If "infield fly, the batter is out" is called and the fly ball is caught, it is treated exactly as an ordinary caught fly ball. The batter is out, there is no force, and the runners must tag up.

If "infield fly, the batter is out" is called and the ball lands fair without being caught, the batter is still out, there is still no force, BUT the runners are not required to tag up.

13. All catchers must wear a mask with throat protection, helmet, chest & shin protection during practices and games.

14. **All players must play 3 full innings of a 6 inning game.** A full inning is defined as a play in the field. If a player is not playing for disciplinary reasons, the Sports Director and parent must be informed 24hrs in advance of the game (email or call, not through text), and the umpire must be informed before the game starts.

15. No tobacco, alcohol, or drug use by any player, coach, or spectator during the game.

16. No throwing the bat! After a warning, it will result in an out being called.

17. **Rain Out Info:** Games will be called no later than 1-hour before the start time.

18. **Good sportsmanship will be displayed at all times. Coaches, players, parents, or fans arguing with an umpire may result in an out for that team or ejection from the game. Only positive chants will be allowed!**