



## *Poplar Bluff Parks and Recreation Department Junior Girls League Rules*

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Regulation ASA Fastpitch girls' rules will generally be followed, with a few exceptions:

1. Players may not switch teams. The team they are assigned to at the coaches meeting will be the team they will play for the entire season.
2. Absolutely no warm-ups or infield practice may be taken on the infield playing area. All warm-ups must be taken in the outfield area or outside of the ball field.
3. Lineups should be turned in to the scorekeeper **ten (10) minutes prior to game time.** Any players who show up late will be added to the bottom of the order.
4. Games will be six innings. Junior Girls pitching machine games will have a fifty (50) minute time limit. Junior Girls Live Pitch games have a seventy (70) minute time limit. No new innings will be started after the time limit has expired unless teams are tied. The scorekeeper is the official timekeeper.
5. Run Rule:  
Fifteen (15) runs after 3 innings  
Twelve (12) runs after 4 innings  
Ten (10) runs after 5 innings
6. No more than ten (10) runs can be scored by one team in an inning with the exception of the last inning. During the last inning a team can score an unlimited number of runs.
7. No more than ten (10) runs will be scored in one inning.
8. A pitching machine will be used in the first two games of the season.  
Junior Girls Speed: 42 mph
9. Each player must play a minimum of every other inning in the field. Each team is allowed ten (10) players on the field for defense. This consists of 6 infielders and 4 outfielders. Players must be in their areas before the play can begin.
10. All teams must bat their entire roster. Every player that is at the game to play will be included in the lineup whether they are in the field or not. Players taken out of the game may re-enter in any position, but the same batting order will be kept the entire game unless someone is injured and cannot continue.\*\* The Park Department encourages coaches to give all players a chance to experience different positions. \*\*
11. When a batted ball hits the pitching machine, a dead ball will be called, and the batter will be awarded first base. Each runner will advance one base on the play.

12. Helmets must be worn at all times by players at bat, on base, or on deck. Any player that stands in the coach's box must also wear a helmet.
13. A player must fill the pitcher and catcher positions. A chalked line, not a circle, will be drawn to designate where the pitcher may stand during the pitching machine league.
14. The pitching distance is thirty-five (35) feet and the base paths are 60 feet.
15. A team must have eight (8) players to start a game. One out will be given for one of the missing players at bat. The official scorekeeper will place the out at the end of the batting order. If a player arrives late, they will be inserted into that position in the batting order on completion of the inning. If your team starts with nine (9) players there is no out. If a team does not have eight (8) at game time, the game will be considered a forfeit, with the official score being 7-0. A scrimmage game may be played (unless it is the last game of the evening) until fifteen (15) minutes prior to the next game starting.
16. Play is considered dead when all runners have stopped advancing. The umpire will be the only person who can call or grant timeout to any team. This will be done when two things have occurred: 1) an infielder has possession of the ball AND 2) ALL runners have ceased to advance. The umpires will signal a time out, based on their judgment of the two previously mentioned occurrences.
17. Only one time out per inning will be allowed.
18. No metal spikes will be allowed.
19. Coaches are NOT allowed behind the catcher's area or backstop. Coaches may coach from inside their own dugout or in the coach's boxes beside first and third bases. Only ONE coach will be allowed outside the dugout area in the playing area while their team is on defense. This person must be against the fence in the grass area.
20. Runners may steal once contact is made with the bat or the ball has crossed home plate. Players that are caught leaving too early will be given one warning and after that will be called out. If a runner is called out for leaving too early then the play is considered dead, even if the ball was hit into play.
21. Slide Rule: When a play is being made at a base, the runner must 1) attempt to avoid contact with the fielder; or 2) if contact is made, they must be attempting to slide into the base along the baseline. Based on the umpire's judgment, a player may be called out for not sliding or unsportsmanlike conduct.
22. Batting out of order: A batter shall be called out on appeal when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. The appeal must be made before the first pitch to the next batter. When an improper batter becomes a runner or is put out and a pitch is made to the next batter of either team before an appeal is made, the improper batter becomes the proper batter and the results of such time at bat become legal for that bat. The batting order will not be changed. Therefore, the next

time those batters come to bat again they should be in the same order as before the improper batting took place. If coaches have questions they should always check with the official scorekeeper.