

9/10

Pikesville Girls Softball 2026 Division Rules

Adapted from: <http://fultonmo.org/wp-content/uploads/2017/05/COF-Baseball-Rules.pdf>

*Each coach will be responsible for reviewing and knowing the rules for the division that they are coaching.

Pikesville Girls Softball (PGS) Parent & Spectator Code of Ethics

1. Parents and Spectators should remember that the PGS programs are for the children to learn the fundamentals, sportsmanship, teamwork, and to have fun!
2. Parents are to remember that they are to support the children. You would not stand up at the school spelling bee and yell negative remarks at the kid spelling the word, so don't do it here, in our classroom. Be positive!
3. Don't let the "Win at all cost" bug bite you. Through sports a child can learn many positive things. Winning is important. We want to encourage our kids to play to win. Even more important, however, is teaching them how to act when they win and when they lose, with grace and dignity.
4. Children learn much from parents and spectators. They feed off of how adults behave. If you act appropriately, they will act appropriately most of the time. Resolve that you will not do something today that you will be sorry for tomorrow. Parents and spectators should shape their behavior as to be a positive example to all of the children in the program.
5. Parents and spectators should remember that all of the coaches are volunteers. It is not a requirement that they know as much about a particular sport as you may know. As long as they are following the policies and procedures of PGS, the rules of the game, and providing a safe environment, they are worthy of a certain amount of respect and appreciation. Their win-loss record has no bearing on their job performance.
6. Parents and spectators should limit their public comments to those of a positive nature. Cheer for all the kids!
7. Parents and spectators should always respect the officials of the game and the staff of PGS. No one is cheating your child! Officials will make bad calls occasionally. If it won't matter 10 years from now, don't act like it is the end of the world today.
8. Failing to abide by the Parent & Spectator Code of Ethics or any acts of deviant behavior or poor sportsmanship can result in the following:

- Removal of Parent or Spectator from the Parks & Recreation facility
- Incident reported to the Commissioners/Director of PGS
- Suspension or Dismissal of the participant from the program. (If a parent is in violation, his/her child may be removed from the program.)

Sportsmanship

1. Sportsmanship will be the primary teaching goal of this program. Unsportsmanlike behavior will not be tolerated by players, coaches, or spectators. Minor infractions may be dealt with by the umpire(s) while more serious infractions will be handled directly by the Commissioners/Director of PGS.
2. No cursing, taunting, alcohol, or tobacco products will be allowed on the field, in the spectator areas, or in dugouts/benches.
3. The umpires are in charge of the field and have full right to eject anyone from the game or premises with or without warning.
4. An individual's first ejection of the year will result in an additional one-game suspension (coach, player, or spectator). A second ejection will result in suspension for the remainder of the year (a minimum of five games, even if that carries into the following season) and may result in more serious disciplinary action depending on the severity of the infraction. The Commissioners/Director reserve the right to impose more or less severe disciplinary action depending on the severity of the incident, past history of the individual, etc.
5. Note: Ejection of a parent, or continued inappropriate behavior by a parent, can result in that parent being banned from attending.

Field Dimensions, Pitching Distance, and Softball Size

Division	Pitching Distance	Base Path	Softball Size
5-6	NA	60 Feet	11"
7-8	35 Feet	60 Feet	11"
9-10	35 Feet	60 Feet	11"
11-13	40 Feet	60 Feet	12"

9-10 Year Old Girls Division (Player Intermediate Fast Pitch)

- 1) Game Length – 5 innings or 90 minutes. No new inning can start after 75 minutes have passed on the game clock. Home team, if behind in the score, will always have an opportunity to bat once time is expired, unless the game is called for darkness. If the game is called for darkness, the score reverts back to the score at the end of previous completed full inning.
- 2) Ten players may be played defensively at one time. Additional player must be in an outfield position (i.e., 4 outfielders: right field, right center, left center, left field). Players must play in their designated positions (no shifts).
- 3) No player may sit out more than one inning per game. Coaches should play each player in the infield at least 1 inning per game (as allowed by time). If a player does not have an opportunity to play in the infield, the coach must make every effort to start this player in the infield the following game. Violation of this rule may result in forfeiture.
- 4) Pitchers shall pitch a maximum of 3 innings per game. Coaches are strongly encouraged to pitch more than one pitcher per game, though it is not a requirement if more than one pitcher is not available. Pitchers are allowed to reenter the game even if they have previously been removed, as long as they pitch a maximum of 3 innings total.
- 5) The Home and Visiting teams will be pre-determined and indicated on the schedule. The umpire will be responsible for the official game clock. Game time will start when the umpire instructs the home team to take the field, regardless of the actual time of day.
- 6) No defensive coaches will be allowed in the field.
- 7) The side is considered retired when 3 outs are made or 8 runs are scored. No more than 8 runs can be scored per inning. If the final play results in more than 8 runs being scored, only 8 official runs will be counted.
- 8) During the regular season, if after four innings (or three and one-half innings if the home team is ahead), one team has a lead of 12 runs or more, the game is over and the team with the lead is declared the winner. This rule is not in effect for any playoff game.
- 9) A batting order must be set by all teams in the beginning of the game. All players from the team shall bat. If a player arrives late, she may be added to the end of the order. Changing the batting order or skipping over a batter may result in forfeiture by the hitting team.
- 10) Stealing is not allowed. No advancing on passed balls. No lead-offs.
- 11) Bunting is not allowed.
- 12) Sliding will be allowed. Coaches will be responsible for teaching players the correct technique for sliding. Malicious contact could result in an ejection of the runner at the umpire's discretion.
- 13) Hit batter rule: The batter must make a reasonable attempt to avoid being hit. This will be a judgment call by the umpire. If a reasonable attempt is made, or the pitch is too fast to make an attempt, the umpire will award a free base to the hit batter. If a batter does not attempt to move out of the way and the pitch is deemed slow enough that she could have attempted to avoid

contact, the umpire may choose not to award a base to the hit batter (common example: a ball that is inadvertently rolled on the ground by the pitcher towards the batter, slow enough for the batter to move out of the way, but batter does not move and it hits her foot – the umpire may use his/her judgment as to whether to award a free base).

- 14) Pitchers must be removed if they hit 3 batters in an inning.
- 15) Third strikes are outs, caught or dropped. Strike outs will be after three strikes. Foul balls on a two-strike count will not be considered a strike-out.
- 16) Play is considered stopped when all runners have stopped advancement and the ball is under control by the pitcher, or run to the pitcher's mound by the infielder, and/or when the umpire calls "time".
- 17) No infield fly rule.
- 18) Throwing of bats will not be tolerated. The first team offense will result in a warning. The second offense will result in an automatic out. Note that 1 warning will be afforded per *team*, not per player, prior to an out being called. The umpire will make the determination as to whether a bat was thrown.
- 19) Walked Batter Rule: Pitcher will pitch until there is a 4 ball count at which time the coach of the batter will come in and throw 2 pitches to the batter. These 2 pitches should be hittable (note: not necessarily perfect strikes, but *hittable*). If the umpire deems the pitch not hittable and the player does not swing at the pitch, it shall not count towards the 2 pitches. The batter must hit a fair ball during one of those pitches or be called out. The strike count does not carry over to the coach pitch session. Foul balls on the last coach pitch will continue the at bat. When the coach of the batter comes in to throw, underhand pitches *from the pitching rubber*, are required. Pitching rubber distance will be determined by the league distance requirement. If needed, the coach pitcher may be just in front of the rubber, but no more than 5 feet.
- 20) If the coach pitcher intentionally interferes with a batted ball, the batter will be called out. Unintentional interference: ball will be declared dead and batter and each base runner will advance 1 base from the base they occupied prior to the pitch.
- 21) Mound/Pitcher Visits: A mound visit can be made after the coach asks for and is granted time by the umpire. If a coach makes a 2nd visit/conference to the mound to speak with the pitcher in the same inning, that pitcher must be replaced.
- 22) Runner for Catcher/Pitcher: At any time, a team may use a courtesy runner for their catcher or pitcher. The runner will be the last batter who was called out. The intention would be to allow a catcher time to put gear on for the next inning, or to allow a new pitcher to warm up.
- 23) Score will be kept by the umpire on the official scorecard. Teams can choose to keep a scorebook, but that scorebook will only be used if the umpire has a question on the score or line-up. The umpire will announce the score in between innings. If the umpire does not announce, a coach should ask the umpire the score after each inning in order for everyone to accurately keep track of the score. The umpire and both coaches will need to sign the scorecard for the game to be official.
- 24) If at the end of time the score is tied, it shall be a tie game in regular season play.
- 25) Playoff/championship game tie-breaker rule: Each half inning will start with the bases loaded and one (1) out. Each team will continue the batting order from the previous inning, with the three (3) previous batters occupying the bases, with the last batter occupying 1st base, the next batter occupying 2nd base and the 3rd batter occupying 3rd base. The game will continue until a winner is determined.
- 26) Bats must be softball bats. Baseball bats are not allowed.
- 27) No metal cleats allowed.

28) Pitcher's masks (also known as fielding masks) are required for all pitchers.

11-13

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11-13	40 Feet	60 Feet	12"

11-13 Year Old Girls Division (Player Fast Pitch)

- 1) Game Length – 5 innings or 2 hours. No new inning can start after 1 hour, 45 minutes have passed on the game clock. Home team, if behind in the score, will always have an opportunity to bat once time is expired, unless the game is called for darkness. If the game is called for darkness, the score reverts back to the score at the end of previous completed full inning.
- 2) Ten players may be played defensively at one time. Additional player must be in an outfield position (i.e., 4 outfielders: right field, right center, left center, left field). Players must play in their designated positions (no shifts).
- 3) No player may sit out more than one inning per game. Coaches should play each player in the infield at least 1 inning per game (as allowed by time). If a player does not have an opportunity to play in the infield, the coach must make every effort to play this player in the infield the following game. Violation of this rule may result in forfeiture.
- 4) Pitchers shall pitch a maximum of 3 innings per game. Coaches are strongly encouraged to pitch more than one pitcher per game, though it is not a requirement if more than one pitcher is not available. Pitchers are allowed to reenter the game even if they have previously been removed, as long as they pitch a maximum of 3 innings total.
- 5) Teams must have a minimum of 7 players to start and finish the game. If the minimum number of actual team players is not met within 15 minutes of the official start time, the official game result will be a forfeit by the shorthanded team. Teams may pick up other players from the opposing team if need be and are available to play an unofficial scrimmage (umpires will not be available to officiate unofficial scrimmages).
- 6) The Home and Visiting teams will be pre-determined and indicated on the schedule. The umpire will be responsible for the official game clock. Game time will start when the umpire instructs the home team to take the field, regardless of the actual time of day.
- 7) No defensive coaches will be allowed in the field.
- 8) The side is considered retired when three outs are made or 8 runs are scored. No more than 8 runs can be scored per inning. If the final play results in more than 8 runs being scored, only 8 official runs will be counted.
- 9) During the regular season, if after four innings (or three and one-half innings if the home team is ahead), one team has a lead of 12 runs or more, the game is over and the team with the lead is declared the winner. This rule is not in effect for any playoff game.
- 10) A batting order must be set by all teams in the beginning of the game. All players from the team shall bat. If a player arrives late, she may be added to the end of the order. Changing the batting order or skipping over a batter will result in an out and may result in forfeiture by the hitting team.
- 11) Stealing is allowed, as is advancing on passed balls. Runners may take a lead-off and/or make a stealing attempt when the pitcher releases the ball. If a runner leaves before the pitcher releases the ball, the runner will be called out. This will be a judgment call by the umpire and there will be

no warnings. Stealing home is not permitted. Runners may not advance to home/score on a passed ball. Additionally, runner may only steal 1 base (in the case of an overthrow on the steal attempt, the runner shall not advance further). There is no stealing allowed if a coach is pitching as part of the "limited walk rule."

- 12) Bunting is not allowed.
- 13) Sliding will be allowed. Coaches will be responsible for teaching players the correct technique for sliding. Malicious contact could result in an ejection of the runner at the umpire's discretion.
- 14) Third strikes are outs, caught or dropped. Strike outs will be after three strikes. Foul balls on a two-strike count will not be considered a strike-out.
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- 20) Limited Walk Rule: The limited walk rule will go into effect *after two walks* are issued in any half inning (per team, not per pitcher). Pitcher will pitch until there is a 4 ball count at which time the coach of the batter will come in and throw 2 pitches to the batter. These 2 pitches should be hittable (note: not necessarily perfect strikes, but *hittable*). If the umpire deems the pitch not hittable and the player does not swing at the pitch, it shall not count towards the 2 pitches. The batter must hit a fair ball during one of those pitches or be called out. The strike count does not carry over to the coach pitch session. Foul balls on the last coach pitch will continue the at bat. When the coach of the batter comes in to throw, underhand pitches *from the pitching rubber*, are required. Pitching rubber distance will be determined by the league distance requirement. If needed, the coach pitcher may be just in front of the rubber, but no more than 5 feet.
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