

TWIN RIVERS LEAGUE 2025 RULES**GRADES 3 & 4 GIRLS**

1. An expanded strike zone for this age group will be used and is defined as: "shoulder to knees and a 3" area (approximately one ball width) around each side of home plate will constitute a strike".
2. Bases shall be 60' apart and the pitcher's mound shall be 35' from home plate.
3. A team is limited to 7 runs or 3 outs per inning.
4. **Once a batter reaches ball four in the count, the ball will then be ruled "dead" immediately once it crosses the plate & no walk will be awarded. Base runners may not advance on the play. An adult coach pitcher will be allowed to pitch 3 pitches maximum from the 35' mound, regardless of current count, no warmup pitches allowed. If the batter is not successful in hitting the ball fair, they will be out. Runners cannot steal while the adult is pitching, nor bunt off the adult pitcher. Adult pitchers may talk to batter until the pitch then they must be silent until the play is over. Designated coach pitcher please be ready to take the field.**
5. **Defensive Player Pitcher: Pitcher must have both feet inside the 8' circle & be directly to the left or right of the 35' pitching rubber until the ball is hit.** Penalty: batting team will have options, 1) take result of the play, 2) advance runners 1 base & hit again 3) award the batter 1st base.
6. Base stealing is allowed in the following circumstances:
 - a) No leadoffs or stealing until the pitched ball has crossed home plate.
 - b) Once the pitched ball has crossed home plate, leadoffs and stealing of second and third base is allowed.
 - c) NO STEALING OF HOME PLATE IS ALLOWED by a player who started on third base when the ball is pitched. A runner starting on third base during a passed ball is not allowed to advance home.
 - d) A player is automatically out for leaving the base before the pitched ball crosses home plate (umpires' decision). The pitch and all subsequent activity do not count. The ball is dead. All other runners will retreat to their original positions.
 - e) An overthrow from the catcher to the pitcher, *after the pitch*, is a dead ball and base runners are not allowed to advance unless they are already in the process of stealing.
 - f) A passed ball by the catcher is a live ball and runners on second and first base are allowed to steal at their own risk. These runners may advance all the way home at their own risk.
 - g) If the catcher makes an attempt (throw) at any base runner, the ball is considered "live" and all base runners may advance at their own risk. A base runner at 3rd base may advance home at their own risk.
 - h) Failure to immediately proceed to the next base or return to her base once the pitcher has the ball within an 8' radius of the pitcher's mound shall result in the runner being declared out.
7. Games will consist of 5 innings except:
 - a) An 8 run lead at the end of 4 or more innings shall constitute a complete game.
 - b) A time limit of 1 1/2 hours will constitute a complete game.
 - c) In the event of rain or darkness, 3 innings shall constitute a complete game, and the score shall revert to the last completed inning.
8. A player may appear as a pitcher in no more than 3 innings in a single game.
9. Free substitutions can be used. All players reporting in time for the game must bat in rotation. Any player coming to the game late may be added to the bottom of the line-up at the time she gets there.
10. Each player must play at least 3 outs or 1 inning in the field unless the game is shortened due to weather or the run rule.
11. A team may start the game with a minimum of seven players and no outs will be assessed but cannot field more than 10 players, if a 10th fielder is used, they must play in the outfield. If a player must leave a game causing the team to have less than 7 players, NO outs will be assessed. A team may finish a game with less than 7 players without being assessed as an out.
12. A 2nd trip to the mound by a coach, per inning, will make the pitcher ineligible to pitch the rest of the game.
13. Only warnings will be issued for balks and illegal pitches. Coaches assist your pitcher in correcting issues.
14. The infield fly rule is in effect. An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when 1st & 2nd, OR 1st, 2nd & 3rd bases are occupied, before 2 outs. Ball is live, and runners may advance at own risk, the batter is out. If the catcher misses the 3rd strike, the batter is still out, but the ball is still alive, and base stealing is allowed as defined above.
15. There will be one warning per team per game for throwing the bat. A second warning per team will constitute an automatic out.
16. Coaches must stay inside the dugout, see general rules for exceptions. Coaches will be warned. (See Code)
17. A runner is out when they, in the umpire's judgment, maliciously collide with the fielder when they do not slide or attempt to get around the fielder who has the ball & is waiting to make the tag. Players do not have to slide but must attempt to avoid contact if possible. Fielders without the ball cannot block a base (see obstruction).

For a complete list of rules see Twin River's General Rules & KSHSAA rulebook. Please refrain from complaining to the umpires.