

TWIN RIVERS LEAGUE 2025 RULES

Grades 5 & 6 GIRLS

1. Bases shall be 60' apart and the pitcher's mound shall be 40' from home plate.
2. The official 12" league softball will be used.
3. A team is limited to 7 runs or 3 outs per inning.
4. Runners may steal any base. They cannot leave the base until the ball leaves the pitcher's hand on delivery.
5. A game shall consist of 5 innings or no more than 1 1/2 hours except:
An 8 run lead at the end of 4 or more inning shall constitute a complete game.
6. In case of weather or darkness, 3 innings shall constitute a complete game and the score shall revert back to the last completed inning.
7. A player may appear as a pitcher in no more than 3 innings in a single game.
8. The pitcher may be changed at any time during the game. A second trip to the mound by a coach, per inning, will make the pitcher ineligible to pitch the rest of the game.
9. If the catcher misses the third strike, the batter is still out, but the ball is still alive and base stealing is allowed.
10. Each team must field at least 7 players but no more than 10 players, if a 10th fielder is used they must play in the outfield. See general rules on shorthanded teams.
11. Free substitution 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 arrives.
12. Each player must play at least 3 outs or 1 inning in the field unless the game is shortened by weather, darkness, or the run rule.
13. There will be one warning per team per game for throwing the bat. A second warning per team will constitute an automatic out.
14. "Look Back Rule" –see KSHSAA rulebook for complete rule. It is in effect when the ball is live & the pitcher has possession of the ball within the pitcher's circle or if no circle is chalked within 8' radius of pitcher's rubber. If a runner is off the base, the runner may stop once but then must immediately return to the base or attempt to advance to the next base or may be called out. The runner must return or advance without stopping or changing direction. Once the runner stops at a base for any reason after advancing or returning, she will be declared out if she leaves the base until the ball is ruled dead. Penalty: ball is dead & runner is out.
15. Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. Catchers cannot block or stand on plate without ball. See rulebook for scenarios.
16. Interference: Offensive-act by team at bat or runner(s) which interferes with any fielder attempting to make a play. Defensive-if batter hits catcher's mitt or defense prevents him from hitting ball. Batter receives first base. See rulebook for expanded explanations.
17. One illegal pitch warning per team, per game will be given before the illegal pitch penalty rule will be in effect for that team. See rulebook on pitching rules.
18. 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 their own risk, the batter is out.
19. Coaches must stay inside the dugout, see general rules for exceptions. Coaches will be warned. (See Code)
20. 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).
21. Strike Zone: Front Armpit to knees when batter assumes a natural batting stance, parallel to home plate.

