

TWIN RIVERS LEAGUE 2025 RULES

Grades 7, 8, 9 GIRLS

1. Bases shall be 60' apart and the pitcher's mound shall be 43' from home plate.
2. 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.
3. Games shall consist of 7 innings or no more than 2 hours except:
 - a) A 10-run lead at the end of 5 or more innings shall constitute a complete game. 15 runs after 4 or more innings constitute a complete game.
 - b) In case of rain or darkness, 4 innings shall constitute a complete game and the score shall revert to the last completed inning.
4. Batting Lineup:
 - a) A team has the option to bat the entire lineup or bat 10
 - b) Whichever is chosen must be determined at the start of game and followed to the end of the game.
5. Unlimited re-entry substitutions:
 - a) A player must return to the same place in the batting order as she had before she left the game.
 - b) Exception: If there are no other substitutions available, a player may bat in another position due to injury after approval of the umpire, scorekeeper, and opposing head coach.
6. The infield fly rule is in effect. 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.
7. Runners may steal any base. They cannot leave the base until the ball leaves the pitchers hand on delivery.
8. If the catcher misses the third strike, the batter may run, the ball is still alive and base stealing is allowed. Dropped 3rd Strike: Batter may attempt to advance to first base on a dropped third strike if first base is unoccupied or when first base is occupied with 2 outs. Batter is out when 1st base is occupied before 2 outs.
9. A second trip to the mound by a coach, per inning, will make the pitcher ineligible to pitch the rest of the game.
10. A maximum of 10 runs will be allowed by one team in one inning.
11. "Look Back Rule" –see KSHSAA rulebook for complete rule. 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.
12. 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.
13. 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.
14. Illegal Pitches: See rulebook on pitching rules.
15. Coaches must stay inside the dugout, see general rules for exceptions. Coaches will be warned. (See Code)
16. 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).
17. Strike Zone: Front Armpit to knees when batter assumes a natural batting stance, parallel to home plate.

