

2024 Sunrise Side Rules & Expectations

Juniors Girls

GAME LENGTH

- Typically, teams practice for 15-30 minutes prior to the start of the game. Teams should try to play **SIX (6) complete innings**. However, no new inning should start after 1 hour forty five (45) minutes of play. Minimum 3 innings must be played for the game to count. A new inning starts immediately after the last out of the prior inning. Coaches can adjust time limits at the beginning of the game based on time and player count. During the regular season, ties are allowed.

NO RUN LIMIT. INNING ENDS WHEN FIELDING TEAM COMPLETES THREE OUTS.

AGE & DISTANCE

- Ages 12-14
- 12 inch softball is used in this division
- Pitching mound is set at 43 feet, and the base path distance is 60 feet.

OFFENSE:

- Every player in attendance must be in the batting order. Late arriving players will be placed at the bottom of the batting order per coach's discretion.
- A batter may advance to first base on a dropped third strike when first base is unoccupied; if there are two outs, a batter may try to advance to first base whether it's occupied or not. The infield fly rule will be enforced and is a judgment call by the umpire.
- Each batter or runner that is out must return to their bench/dugout.
- The offensive team may have adults as base coaches. The offensive team has one offensive timeout per inning.
- A courtesy runner for the catcher is allowed but must be the individual who made the previous out in the inning. (not mandatory)
- In the event that batters went out of lineup order a) The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is retired, and any balls and strikes shall be counted in the proper batter's time at bat. b) When an improper batter becomes a runner or is retired, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or

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because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise. NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, wild pitch, or passed ball, such advance is legal. (c) When an improper batter becomes a runner or is retired, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.

Stealing:

- Stealing of all bases can begin at the first game of the season.
- Sliding is not required, but contact must be avoided by the runner.
- Runner cannot leave the base until the ball leaves the pitcher's hand.

Pitching Rules:

- Ball must be delivered in an underhand motion.
- Pitchers may start with both feet on the mound and step back with non-pivot foot, or start with foot back.
- Pitchers may take one step toward a batter with a non-pivot foot. Pivot foot is on the same side as the pitching hand. An initial step of the mound with either pivot or non-pivot foot and then a drive forward is illegal and will be counted as a ball.

DEFENSE

- The defensive team is allowed a minimum of eight players on the field to begin the game and a maximum of nine players on the field during the game.
- Catchers must wear shin guards, chest protector, and full, one-piece catcher's helmet.
- Pitching mound is set at 43 feet, and the base path distance is 60 feet.
- Each player shall play at least three innings defensively. The minimum defensive innings in this rule must be full half innings. The only exceptions to the playing time rule will be if a player arrives late for a game, a player is being disciplined, or if a game is shortened due to weather, time limit, or run rule limit.
- A defensive player without the ball who impedes a runner, whether intentional or unintentional, or who fakes a tag will be penalized for defensive obstruction. The umpire will award the runner the base or bases they are attempting to reach.
- A coach is permitted one visit per pitcher during the game; if a second visit is required, the pitcher will be replaced.

Sliding:

- Sliding is **NOT** mandatory but players must try to avoid contact.

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Substitutions:

- Defensive: Must be made as teams take the field or while team is in the field
Offensive: Must be made as the player comes up to bat, or while the player is on base.