

2006 Inter-City Rules
Mini Division
9-10 Year Olds
Rules of Play

UMPIRES

1. Umpires must be U.S.S.S.A. sanctioned.
2. Umpires will enforce U.S.S.S.A. rules unless exempted by the following league rules.
3. Only the team manager or coach in charge may discuss any call with the umpire.
4. All managers are required to have a set of these rules at the game. If these rules are not available, then USSSA rules will be followed.

EQUIPMENT

1. An 11-inch softball will be used.
2. The catcher must wear the equipment provided. Catcher's helmet, face guard, throat protector, chest protector, and shin guards.
3. The batter, all baserunners, and the on deck batter must wear a batting helmet while on the playing field.
4. All players must wear uniforms approved by their sponsoring organization.
5. A double (safety) first base will be used.

TEAM

1. Each team may play 11 players on defense, 5 of which are outfielders. Outfielders must be positioned in the grass until the ball is hit.
2. Each player must play half of the defensive innings, unless the player is injured, or the player is facing disciplinary action. Violation of this rule will result in forfeiture of the game.
3. Roster batting will be used. All players will be in the batting order. Eleven (11) players will play on defense each inning.
4. If a team has 9 or more players at game time, the game must start.
5. Any player arriving late will be added at the bottom of the batting order. A player will be considered late if she is not present when the first pitch is thrown.
6. If a player, who is at the game, is not playing because of a disciplinary action, the manager must notify the opposing team manager, the umpire and the official scorer. Note of this action must be entered into the official scorebook.
7. If a player is injured while batting or running the bases and must be removed from the game, she must sit out the next defensive inning. The pinch -runner or pinch-batter will be the last recorded out (or the player scheduled to bat last if in the first inning with no outs). An injury to a defensive player incurs no additional penalty.
8. A team may start with 11 players and finish with a minimum of 9 players. If a player is unable to bat for any reason, the batting may be compressed without penalty. However, that player is no longer eligible to participate in the game.
9. A team may use non-roster players to reach a maximum of 9 players. Any non-roster player must come from the team's sponsoring organization's Instructional (7&8 yr. old) league.
10. If a player throws a bat, the umpire will give a team warning on the first offense to the batting team. Each subsequent player on that team throwing a bat will be called out. Any player throwing a bat twice in the same game will be disqualified from that game and the batting order will be compressed. The official scorekeeper must make a note in the official scorebook on each offense.
11. There will be no additions to the roster after June 1, without Inter-City Board approval.

GAMES

1. There will be a 10-minute grace period from the scheduled starting time before a forfeit is declared.
2. Time limit - Prior to the end of Fairfield City Schools school year, no new inning may start after 75 minutes from the official starting time. After Fairfield City Schools year has completed, no new inning may start after 85 from the official starting time. For the first scheduled game, the official time is the scheduled time. For all remaining games, the umpire will determine the official starting. Starting time should be noted in the official scorebook.

3. Games will consist of 6 innings. Four (4) (3 1/2 if the home team is ahead) innings will constitute an official game in the case of inclement weather, or darkness. A game called because of the time limit will be considered a complete game.
4. A game will be suspended if it is stopped without being an official game. All suspended games will be resumed from the exact point at which they were called.
5. The home team's sponsoring organization-designated official will do all games rescheduled for any reason.
6. There is no limit on foul balls after 2 strikes.
7. A limit of 11 batters per inning will be in effect. If the 11th batter comes to the plate, it will be an automatic two out situation. The inning will end when an out is recorded OR any defensive player, with the ball in her possession, touches home plate. The batter limit will be in effect all 6 innings. The 11th batter of the inning cannot be walked.
8. A 12 run-rule after 5 innings will be in effect.
9. The home team will provide the official scorekeeper.
10. Pitching distance will be 35 feet.
11. Base distance will be 55 feet.
12. No chanting at, taunting, or other unsportsmanlike conduct directed towards a member of the opposing team will be tolerated at any time. First offense will be a warning. Second offense will result in the manager or coach in charge being ejected. The third offense will result in forfeiture of the game.