

Mansfield Girls Softball Division Rules

Jan 2005

	Beginner	Intermediate
Grades	1st & 2nd grade	3rd & 4th grade
Game Length	90 minutes	90 minutes
Number of Fielders	All players field	10 - 4 outfielders
Batting Order	All players bat	All players bat
Pitching Distance	30 feet	35 feet <i>Pitchers who have difficulty reaching the plate may move in 1-2 feet or start with foot opposite throwing hand on rubber.</i>
Pitching Rules	Coach pitches	Liberal strike zone to encourage swinging
"Eraser Rule"	No	Yes
Bases	50 feet	60 feet
Run Limits	4 per inning	4 per inning; except last inning. Coaches must agree on when the last inning begins based on time.
Infield Fly rule	No	No
Dropped third strike	No	No
Tagging Up	NA	Yes
Leading	No	Yes; <i>as many steps as the runner can take; usually 3-4 steps</i>
Runners cannot leave the base until the ball leaves the pitcher's hand.	N/A	When the ball leaves the pitcher's hand
Stealing	No	Yes
How many bases	N/A	One base
Stealing home	N/A	No
Advancing to 2nd base on a walk	No	No
Overthrows		
Out-of-play	One base	One base
In-play	One base	All the player can get
Bunting	No	Yes
Batter hit by pitch	Ball	Batter takes her base. Batter must make an effort to avoid being hit
Sliding	Should be taught; but will not be called out for not sliding	Should be taught; required on all close plays
Coaches on the field	Yes	No

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Junior	Senior
5th & 6th grade	7th & 8th grade
90 minutes	90 minutes
10 - 4 outfielders	10 - 4 outfielders
All players bat	All players bat
40 feet <i>move in 1-2 feet.</i>	40 feet <i>Pitchers who have difficulty reaching the plate may</i>
Start with both feet on the rubber	Start with both feet on the rubber
No	No
60 feet	60 feet
4 per inning; except last inning. Coaches must agree on when the last inning begins based on time.	5 per inning; except last inning. Coaches must agree on when the last inning begins based on time.
Rule in effect	Rule in effect
Rule in effect	Rule in effect
Yes	Yes
Yes; <i>as many steps as the runner can take; usually 3-4 steps</i>	Yes; <i>as many steps as the runner can take; usually 3-4 steps</i>
When the ball leaves the pitcher's hand	When the ball leaves the pitcher's hand
Yes	Yes
Runners may advance on overthrows at their own risk. Play stops when the ball is out of play or in the pitcher's circle	Runners may advance on overthrows at their own risk. Play stops when the ball is out of play or in the pitcher's circle
No. However, runners may advance home, at their own risk, on a passed ball	Yes
Yes. The batter may advance to 2nd at her own risk if the ball is not within the pitching circle.	Yes. The batter may advance to 2nd at her own risk if the ball is not within the pitching circle.
One base	One base
All the player can get	All the player can get
Yes	Yes
Batter takes her base. Batter must make an effort to avoid being hit	Batter takes her base. Batter must make an effort to avoid being hit
Yes, required on all close plays	Yes, required on all close plays
No	No