

Bi-County 3/4 Girls Softball Rules

Updated on 2/19/2026

Teams will Consist of Girls exiting 3th and 4th Grade

Pre-Game Plate Meeting: Before the game begins, the umpire shall hold a plate meeting with both head coaches to review ground rules. Once completed, the umpire shall announce the start of the game and begin the game clock. **Game Clock:** The game clock may be stopped at the umpire's discretion for weather delays, injury timeouts requiring extended stoppage, or other delays not caused by either team. **The third out will start a new inning.**

Once an inning has started it must be completed. No infield warm-ups will be permitted if a game is **twenty (20) minutes or more behind schedule**

Sliding & Contact: There is **no mandatory slide rule. Deliberate or malicious contact** with a defensive player shall be ruled at the **umpire's discretion: First offense:** Runner is declared **out** **Second offense:** Player shall be **ejected from the game**

Tie Games: A game shall be declared a tie only when **time has expired** and the **current inning has been completed**, regardless of whether the maximum number of innings has been played

Late Player: If a player is expected to attend but will arrive late, their name must be listed on the lineup card at the beginning of the game. If their turn to bat occurs before they arrive, an out will be recorded each time their spot in the batting order comes up until they are present. Once the player arrives, they may enter the game in their original batting position.

- **Base Distance: 60'**
- **Pitching distance: 35'**
- **Ball Size: 11" Yellow Softball**
- **Circle around pitcher's mound: 16' Diameter**
- **Time/Inning:** Games will be **five (5) innings or one (1) hour and fifteen (15) minutes**, whichever occurs first. - When the time limit is reached: **The current inning shall be completed. No new inning may be started.**
- **Run Limit per inning: 4**
- **Mercy Rule:** There is no official mercy rule. However, if it becomes **mathematically impossible** for a team to win within five (5) innings, the score will be recorded at that point, and the game may be ended. If the visiting team wishes, the game may still be played to completion. In all cases, games will not exceed the established time limit or inning limit, whichever comes first.
- **Walks: NO** – After a pitcher throws 4 balls, the hitting teams coach will throw up to **2 pitches** to the batter, If the batter fails to hit the ball on those **2 pitches**, the result will be a strikeout. The coach must pitch from within the pitcher's circle.
- **Home Plate Open:** open only if a play is made on a baserunner.
- **Throw to Pitcher:** An **overthrow** from the **catcher to the pitcher** is a dead ball
- **Steal: Stealing bases is allowed only after the ball has crossed home plate when a player is pitching. Stealing bases is not permitted while the coach is pitching.**
 - **If a Runner Leaves Early:**

- Each team shall receive one (1) team warning.
 - The runner shall return to the base legally occupied at the time of the pitch.
 - The umpire shall declare **“no pitch.”**
 - After the team warning, any subsequent violation shall result in the runner being declared **out**, and the umpire shall declare **“no pitch.”**
- **Lead off:** No
 - **Defensive Rules**
 - Teams may field **up to 10 players**.
 - Teams may play with **as few as 7 players** without penalty.
 - **If a team plays with fewer than 7 players, an out will be recorded each time the missing player’s spot comes up in the batting order.**
 - **Only 6 defensive players**, including the **pitcher and catcher**, may be positioned **in front of the baseline**.
 - When the offensive coach comes in to pitch, the defensive pitcher must remain in the pitching position and **keep at least one foot in contact with the pitching circle until the ball is hit**.
 - All other defensive players must be **behind the baseline at the time of the pitch**.
 - **Lineups & Substitutions:** Teams must bat the entire lineup and may substitute players openly
 - **Starting Pitcher:** The **starting pitcher may re-enter to pitch**, provided they have **not left the game defensively**.
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