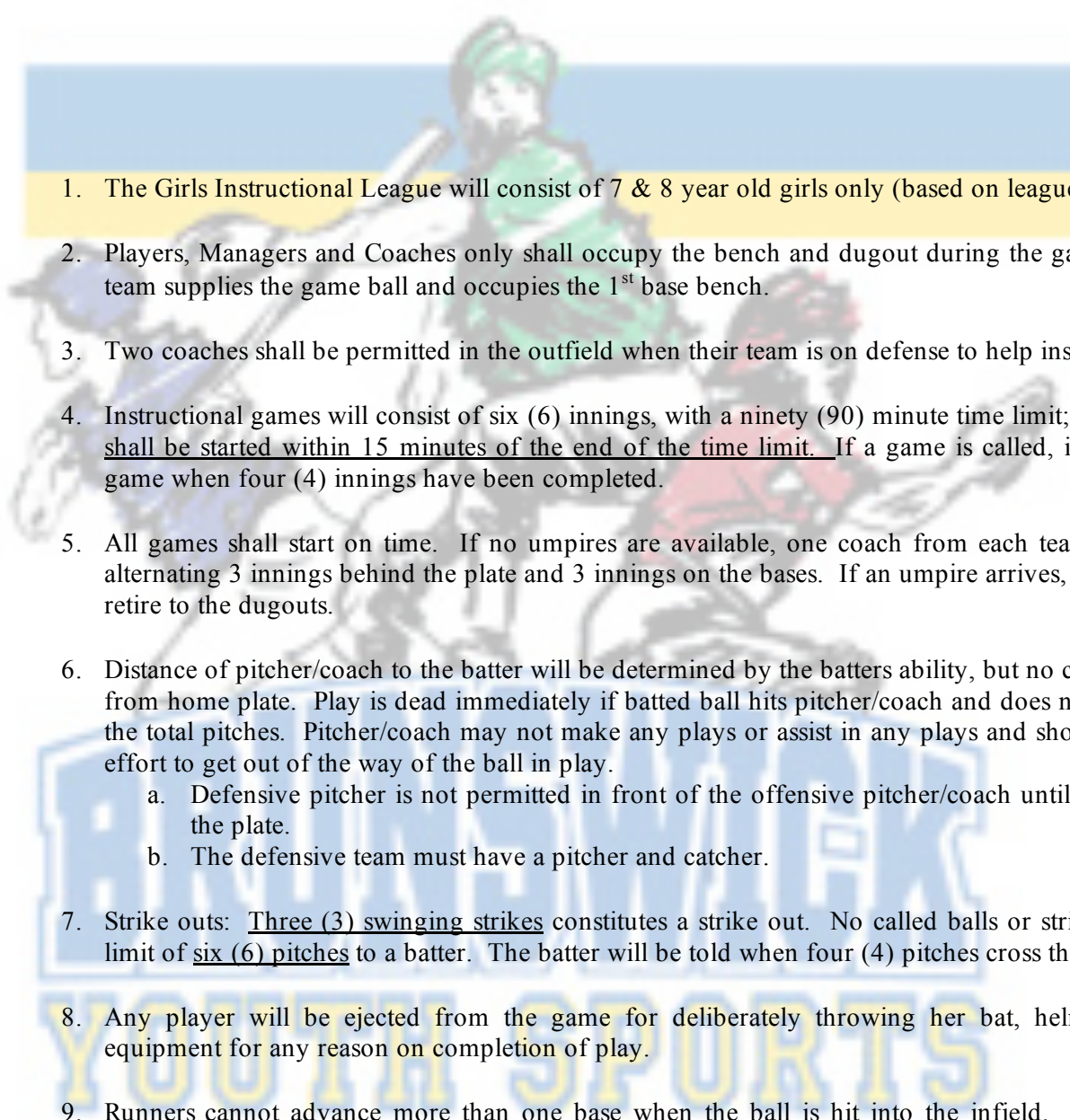


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1. The Girls Instructional League will consist of 7 & 8 year old girls only (based on league age).
 2. Players, Managers and Coaches only shall occupy the bench and dugout during the game. The home team supplies the game ball and occupies the 1st base bench.
 3. Two coaches shall be permitted in the outfield when their team is on defense to help instruct the girls.
 4. Instructional games will consist of six (6) innings, with a ninety (90) minute time limit; no new innings shall be started within 15 minutes of the end of the time limit. If a game is called, it is a regulation game when four (4) innings have been completed.
 5. All games shall start on time. If no umpires are available, one coach from each team shall umpire, alternating 3 innings behind the plate and 3 innings on the bases. If an umpire arrives, the coaches will retire to the dugouts.
 6. Distance of pitcher/coach to the batter will be determined by the batters ability, but no closer than 20 ft. from home plate. Play is dead immediately if batted ball hits pitcher/coach and does not count toward the total pitches. Pitcher/coach may not make any plays or assist in any plays and should make every effort to get out of the way of the ball in play.
 - a. Defensive pitcher is not permitted in front of the offensive pitcher/coach until the ball crosses the plate.
 - b. The defensive team must have a pitcher and catcher.
 7. Strike outs: Three (3) swinging strikes constitutes a strike out. No called balls or strikes. There is a limit of six (6) pitches to a batter. The batter will be told when four (4) pitches cross the plate.
 8. Any player will be ejected from the game for deliberately throwing her bat, helmet and/or any equipment for any reason on completion of play.
 9. Runners cannot advance more than one base when the ball is hit into the infield. Runners cannot advance on an overthrow.
 10. A four (4) foot hash mark will be placed between first and second, second and third and third and home to aid the umpires. Base runners will get the next base if they are completely past the halfway mark when the ball is returned to the pitcher's mound.
 11. Runners may advance more than one base when the ball is hit into the outfield. An advancing runner must return to the previous base, if the runner reached the next base safely but was less than half-way to the next base when the ball entered the infield (in the air or on the ground). This will be a judgment call by the umpire. The umpire will send the runner back to the previous base, if he/she did not see this part of the "play" or it is not clear to the umpire that the runner was more than half-way to the next base (the half-way marks fade away during a game).
 12. No bunting, no stealing bases, no lead offs, no infield fly rule. No tagging up on fly ball outs. Umpires judgment.
 13. No team shall score more than Six (6) runs in any inning. As soon as Six (6) runs are scored, or three (3) outs are made, the other team is on offense. Each team will play a full six (6) innings unless the home team is ahead in the score for the bottom of the 6th inning.
 14. Each player that attends a game must play at least three (3) innings on defense with the exception of the final inning if the home team is ahead. No player shall play more than two (2) consecutive innings in the same position during the regular season.

15. All players on the roster will bat in continuous order for the entire game.
16. Players cannot sit on the bench for more than two consecutive innings.
17. Distance between the bases will be fifty-five (55) feet.
18. Smoking on the bench or playing field is strictly prohibited (as the fields are located on school grounds, the schools prohibit smoking anywhere on the property).
19. All play stops when a catchable ball enters the ten (10) foot circle around the pitcher's mound or by coaches' agreement.
20. There will be no forfeit declared if a team can field at least eight (8) players for a scheduled game. A manager with only eight players must inform the opposing manager and scorekeeper.
21. If an umpire can visibly see a player is injured, time is called before the play is finished. The runner(s) shall be given the base to which he is advancing.
22. No game shall start until the official scorekeeper is ready. All changes must be given to the visiting scorekeeper. Play will not continue until this takes place.
 - a. A line-up shall be turned in to the official scorekeeper prior to the start of the game.
 - b. Official scorekeeper shall record, in ink, the starting time of each game.
23. If you have at least ten (10) players, you may play ten (10) in the field regardless of how many players the other team has.
24. It is mandatory for players to wear all safety equipment supplied by the league.
25. A player that arrives while the game is in progress shall be added to the bottom of the batting order.
26. Runners hit by a fair ball in front of an infielder are out.
27. Any player, coach or manager shall be ejected if they use profanity.
28. Failure of players, coaches or managers to remove themselves from the field or dugout/bench area after being ejected will be cause for automatic forfeit and possible suspension.
29. A following runner is out should he pass a runner in front of him.
30. If two (2) runners occupy the same base, the following runner is out when tagged.
31. Fielders may not hinder runners. If this occurs, runner is safe.
32. Runners may not interfere with fielders attempting to field the ball. If this occurs, the runner is out.
33. Managers are responsible for the conduct of their team's coaches, players and fans.
34. If a batted ball rolls onto the infield of an adjacent field, the hit shall be declared an automatic home run.
35. If a batter is found to be out of order, the correct batter will be inserted with the count remaining the same. If an out of order batter(s) has completed his at-bat, no change will be made and the order will be followed as it should have been, skipping the out of order batter(s) should they need to bat in that inning.
36. A runner never has to slide, but must slide legally. Must slide toward the base and avoid contact. Can leap over a defensive player only if that player is on the ground. If out, must get out of the way. At the plate: If malicious contact before scoring, run does not count. If malicious contact after scoring,

run does count. In both instances, runner is ejected from the game. Malicious contact is at the discretion of the umpire.

37. The wearing of jewelry is prohibited. (Exception: Medical alert bracelets and medical alert necklaces may be worn. Jewelry of a religious nature may be worn but must be taped down.) The first offense will result in a warning and the player will be allowed to remove the jewelry. The next player caught wearing jewelry will be declared out.
38. The winning coach must call or email the final score to the commissioner.

Edited, reviewed and Approved – February 2012