FALL 2026

Girls Softball

Intervillage Recreational League Rules 12U & Under

Batavia, Geneva, & Sugar Grove Park Districts

Girls Softball 12U & Under Intervillage Recreational League Rules

GENERAL GAME INFORMATION

1. Games will be played during the week and on the weekends. Game times will vary per location due to travel and lighted field availability.
2. For Scores and Standings, please visit: http://www.quickscores.com/girls
3. The home team bats last and uses the third base dugout.
4. Official score is kept by the home team, but coaches will confirm the score after each half inning.
5. If an umpire doesn't show or is late, please email your respective district's athletic supervisor immediately. Please start the game with coaches umpiring behind the pitcher's mound. The batting team's coach will call balls/strikes for their respective team.
6. Accident/Incident Reports – Anytime an injury occurs (games and practices), the coach must notify the Park District within 24 hours. The Park District will the get necessary information from the coach and the Park District will fill out the Accident/Incident Reports.
7. Rain outs: Coaches of the home team should check their specific weather hotline or website through their park district.
    a. Batavia – Rainout Line – Home page of Website or App
    b. Geneva – Rainout Line – Home page of Website or App
    c. Sugar Grove– Home page of Website or App
    d. Please note that just because a game is canceled in one town it does not necessarily mean it is canceled in another.
    e. If games are canceled because of weather, the coaches must talk with each other immediately to set up a day to make up the game. This needs to be done within 72 hours of the canceled game or teams could run the risk of not getting the game made up. Coaches must let their league representative know what date/s they have agreed upon so it can be confirmed that there is a field available. Games may be played in other towns if field availability for the home team is not available. It is best to come up with multiple options in the event a field is not open.

SPORTSMANSHIP

1. Harassment of the umpires by coaches, parents and spectators will not be tolerated. Coaches may only approach the umpire for an interpretation of the rule in question. If no umpire is available coaches will share umpire duties.
2. Positive chatter is fine, but harassing or negative chatter or cheers are forbidden.
3. No spectators are allowed to stand or sit behind the backstop.
4. No smoking on the field or in dugout by coaches.
5. No coaches or spectators are allowed to stand/sit in front of dugout fence with the exception of base coaches.
6. Parents and Spectators are not allowed to approach the umpire during the game to discuss any call. This feedback must go to the respective team coach and dealt with in a respectful manner. Any behavior that does not

support the mission of the G.I.R.L.S. softball league will not be tolerated and that individual may be subject to the removal from games or practices.

7. Only Park District employees can make changes to games, games are not confirmed until they are updated on Quickscores.

EQUIPMENT

1. Players must wear team jersey and gym shoes with laces tied or multi-purpose rubber cleats (no metal spikes).
2. Catcher must wear a mask, helmet, chest protector, and shin guards.
3. All batters and base runners must wear a batting helmet. Intentional removal of the helmet by the base runner shall result in a warning for the player and if it occurs again, an automatic out for that runner.
4. Girls who are pitching must wear a pitcher's mask. Fielders are not required to wear a mask but are strongly encouraged.
5. Hair must be pulled back and out of the players face.

SOFTBALLS

The following softballs will be used in each designated league:

1. 8U will use an 11" Soft Touch Ball.
2. 10U will use an 11" Softball.
3. 12U will use a 12" Softball.
4. 14U will use a 12" Softball.

FIELD DIMENSIONS

The following field dimensions will be used in each designated league:

1. 8U will have a pitching mound at 30 feet and the bases will be 60 feet apart.
2. 10U will have a pitching mound at 35 feet and the bases will be 60 feet apart.
3. 12U will have a pitching mound at 40 feet and the bases will be 60 feet apart.

GAME LENGTH

The following provisions will apply for each division in regards to the length of the game:

1. All 8U games will play 6 innings.
2. All 10U games will play 6 innings.
3. All 12U games will play 7 innings.
4. An official game is that of 4 complete innings or 3 ½ if the home team is winning. If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off.
    a. Games for 10U-12U, no new inning starts after 2 hours.
    b. Games for 8U, no new inning after 90 minutes.
    c. Umpires can stop the game due to darkness or other safety concerns regardless of the game length. Early season/fall season games may not use the entire time limit due to darkness.
    d. Prior to the start of the game, umpire and coaches must elect someone to keep the official time whether it be through a stopwatch/watch/cell phone.

GENERAL GAME RULES

1. All rules not covered within will resort to ASA rules.
2. Every girl must play at least three (3) full innings.
3. No jewelry may be worn during practices or games. Medic alert bracelets are allowed as long as they are taped to the skin.
4. Batting order should be continuous and cannot be changed once the game begins.
5. Intentional walks are not allowed.
6. When the pitcher has control of the ball inside of the pitcher's circle, the runners may not advance, the play is dead. If a girl has already rounded a base when the ball becomes controlled in the pitcher's circle, she can either try to take the next base, or return to the one she just rounded. The defense can make a play on the runner once she has rounded a base.
7. Collision Rule– In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner will be called out if she does not avoid contact with a fielder who has the ball and is making a play on the runner. To prevent this, the runner must slide or give herself up.
8. If a batter is hit by a pitch she will be awarded first base unless in the judgment of the umpire she did not attempt to get out of the way of the pitch. If a ball hits the ground first and then the batter, she will be awarded first base. Please note: in 8U, this will be considered a ball and no base will be awarded.
9. A player will receive a warning for throwing her bat.
10. If a batted ball hits a runner, the runner is out.
11. The infield fly rule will be called at 10U and 12U divisions.
12. Dropped 3rd strike will only be played at the 12U division.
13. Any pitcher/player mound visits, must be limited to 1 minute per visit. On the second visit per inning, the pitcher must get switched out.
14. For 10U and 12U if a pitcher hits 2 players in one inning, the pitcher must be removed. The pitcher can re-enter to pitch in the next inning. If a pitcher hits 4 players in a game the pitcher must be removed and cannot enter.
15. Pinch runners can be used for the following innings pitcher and catcher position with 2 outs in the inning, but are not required.

FIELDING

The following number of players will be used in each designated league:

1. 8U-12U all teams must field at least 8 players during the game. The 3 outfielders must remain on outfield grass (or a location determined where the outfield should begin. At least 10 feet behind second base) until a ball is put in play.
2. Teams must have a minimum of 7 players in order to begin a game in 10-12U. See Call-up rule for further information.

SCORING

1. The following scoring regulations will apply:
    a. Limit - 5 runs max per inning.
    b. Mercy Rule applies when team is up: 15 runs after 4 innings, or 10 runs after 5 innings.
    C. 12u will be unlimited runs in the 7th inning only.
2. It is the coach's responsibility to know that no inning can start after the time limit for that division has been reached. The umpire will inform them of the starting time of the game and thus the time when no inning can be started will be determined.

8U DIVISION-SPECIFIC RULES

1. On an overthrow out of the field of play, players advance one base. On an overthrow in the field of play, players may not advance.
2. If a foul ball is caught, the runner may not advance.
3. If a pitched ball hits a batter it is considered a ball.
4. When the ball is in control in the pitcher's circle, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.
5. Stealing is not allowed.
6. Bunting is allowed.
7. Lead offs are not allowed. The runner may leave the base only after the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
8. During a team's at bat, they will use 3 outs or 5 runs scored format per half inning. The entire lineup does not have to bat every half inning.
9. There will be a maximum of 4 pitches thrown to each batter. If the batter swings and misses all 4 pitches, she will be declared out. If the batter fouls off the 4th and final pitch, she will also be declared out.

8U PITCHING

1. Coach pitch will consist of 4 pitches max to the players – the goal is to have the girls put the ball into play.
2. The batting team's coach will pitch to their team.
3. All games prior to SEPTEMBER 21st will be coach pitch only.
    a. Starting 9/21/2026 players will begin pitching, however coaches will finish out players at bats if necessary. If a youth pitcher throws (4) four balls outside of the strike zone to a batter, the batting team's coach will finish out the player's at bat with 4 additional pitches. If the coach comes into pitch, the batter gets 4 pitches unless the 1st, 2nd, or 3rd pitch is put into play – the balls/strikes count do not matter when the coach comes into pitch. The goal is for the girls to put the ball into play. Foul balls DO count as pitches to help keep the game moving. If the 4th coach pitch is fouled it will result in an out. The girl will then pitch to the next and subsequent batters. No walks will be granted at the 8U level.
    b. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
4. Girls must use windmill style pitching and must start at the pitching motion with at least one foot on the mound.
5. A player removed from pitching is allowed to return to pitching.
6. When using coach pitch, the hitting team's coach's distance for pitching will be with heels touching the front of the pitcher's circle.

7. If 8U teams do not have enough pitchers available due to young/players, the team can utilize coach pitch and follow the above coach pitch rules.

10U DIVISION-SPECIFIC RULES

1. Players may steal when the ball crosses home plate but players cannot steal home. Leaving early will result in the runner having to go back to the base. Players/team are only allowed to steal 3 total bases in an inning. There is no advancing on an overthrow from the catcher on a steal. There is no stealing home and no steal when the coach comes in to pitch. There is no stealing home plate, and no advancing to home on an overthrow from a steal.
2. Leading off is not allowed; runner may advance once the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
3. Bunting is allowed, no slap hitting. Slap hitting will result in an out (there is no bunting when the coaching comes in to pitch).
4. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
5. If a batter is hit by a pitch, she will be awarded first base. This includes a pitch that hits the ground first. If the player does not attempt to get out of the way of the ball, a ball will be awarded and they will continue the at bat. This is at the umpire's discretion.
6. Base running: on an overthrow either in or out of the field of play, players may only advance one base.

10U PITCHING

1. From the start of the season, girls will pitch, however coaches will finish out players at bats. If a youth pitcher throws (4) four balls to a batter, the batting team's coach will finish out the player's at bat with 3 additional pitches. If the coach comes into pitch, the batter gets 3 pitches unless the first pitch is put into play – the balls/strikes count do not matter when the coach comes into pitch. The goal is for the girls to put the ball into play. Foul balls DO count as pitches to help keep the game moving. If the 3rd coach pitch is fouled it will result in an out. The girl will then pitch to the next and subsequent batters. No walks will be granted at the 10u level.
2. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
3. When using coach pitch, the hitting teams' coaches' distance for pitching will be with heels touching the front of the pitcher's circle.
4. Girls must use windmill style pitching and must start with both feet on the mound. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step which must be forward toward the batter.
5. A player removed from pitching is allowed to return to pitching.

12U DIVISION-SPECIFIC RULES

1. Bunting and slap hitting are allowed.
2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
3. Look back rule is followed.
4. Leading off and stealing is allowed after the ball has left the pitcher's hand. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put into play the runner returns to the base that she started at. A girl may steal second base after a walk if the ball is not controlled in the pitcher's circle when she reaches first base. There will be NO stealing home plate. Players can steal 1st to 2nd base or 2nd to 3rd base only. Runners can advance to home plate on a passed ball only.
5. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based on the position of the runners at the time of the throw.
6. If a batter is hit by a pitch, she will be awarded first base. This includes a pitch that hits the ground first. If the player does not attempt to get out of the way of the ball, a ball will be awarded and they will continue the at bat. This is at the umpire discretion.

12U PITCHING

1. No pitcher may pitch more than four (4) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning. In the case of an extra inning game, pitchers will be allowed to pitch a fifth (5th) inning.
2. Girls must use windmill style pitching and must start with both feet on the mound. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step which must be forward toward the batter.
3. A player removed from pitching is allowed to return to pitching.

ADDITIONAL INFO

1. When teams are short players they may utilize call-overs for a player within the same division on a different team to play on their team. Teams should utilize call overs first before calling up from a younger division. 2. If a team is going to be short players, they must notify their league representative 48 hours (or as soon as possible) before the game. Teams must get permission to bring a player from another team to sub on their team in order to reach the minimum needed. Any player brought in as a sub must bat last in the line-up and only play in the outfield for the game.
3. If any community has travel players who are participating in the recreation league, they will not be allowed to pitch in the GIRLS league. If there are any questions regarding that rule, please talk with your community representative.
4. To find schedules, standings, coach's info, field locations and league representative information please visit: http://www.quickscores.com/girls.
5. It is the best practice to communicate with other coaches prior 24-48 to hours prior to each game. This is to ensure nothing is changed with field location or field condition.
6. In the event you need to re-schedule a game due to a rainout or lack of players, please communicate with opposing coach first. Then propose a date to the home team supervisor to ensure a new date/time can be

worked. No coaches can add, cancel or change any game without communicating with their league representative.

FAQ

1. DROPPED THIRD STRIKE:
    a. Dropped third strike is when the catcher fails to catch what would be the 3rd strike call before it touches the ground when there are fewer than 2 outs AND 1st base is unoccupied OR anytime there are two outs, the batter can run to 1st base. The batter will be called out if tagged by the catcher with the ball or if the batter "checks" herself out by walking to the dugout (or out of the baseline). The catcher may pick up the dropped ball and attempt to throw the batter/baserunner out at first.
2. IN-FIELD FLY RULE:
    a. Infield fly rule is when there are runners at 1st and 2nd OR bases are loaded with less than 2 outs and the ball is popped up into the infield. The umpire shall call "Batter is out" or some variance thereof, and the runners may advance at their own risk.
3. LOOKBACK RULE:
    a. When the Pitcher A) Has control of the ball, B) Is in the Pitcher’s Circle and C) Is not making a defensive play, the Look Back Rule is in effect. This requires a Runner who is in between bases to either advance to the next base or retreat to their previous base. If the Runner is already on a base, they must stop. If the Runner does not either advance or retreat, or if they leave their base, they are out.

Managing Blowouts in Youth Softball: A Guide for Coaches
Park District Rec Softball League

Introduction

Blowouts are a natural part of sports, but how we handle them can make a lasting impact on young athletes. This guide provides practical strategies for managing lopsided games in a way that prioritizes player development, sportsmanship, and a positive experience for all.

The Impact of Blowouts

One-sided games can take away from the experience for everyone involved:

For Players:

- **Discouragement:** Players on the losing team may feel frustrated, embarrassed, or unmotivated.
- **Reduced Enjoyment:** Blowouts can take the fun out of the game for both teams.
- **Limited Development:** When games are lopsided, players on both sides miss out on meaningful opportunities to learn and improve.

For Parents:

- **Frustration:** Parents may become upset when games feel unbalanced or uncompetitive.
- **Tension:** Lopsided games can lead to conflicts between parents, coaches, and umpires.

For the League:

- **Lower Participation:** Consistently one-sided games may discourage players and families from returning.
- **Reputation Issues:** A league known for unbalanced competition may struggle to grow and attract new participants.

By managing blowouts effectively, we can create a more positive and inclusive environment that keeps players engaged and our program thriving.

During Games: Strategies for Winning and Losing Teams

For Coaches of the Winning Team

When your team is ahead by a significant margin, focus on sportsmanship and player development:

1. **Adjust Your Approach:**
    - **Rotate Players:** Give all players, especially those who get less playing time, more opportunities in different positions.
    - **Limit Extra Bases:** Encourage station-to-station baserunning to avoid unnecessarily running up the score.

2. **Modify Defensive Play:**
    - **Adjust Pitching:** If a pitcher is dominating, consider switching to another player to give them experience.
    - **Defensive Adjustments:** Move players to positions they normally wouldn't play.
3. **Be Mindful of Game Flow:**
    - **Encourage Putting the Ball in Play:** Try to avoid walks and have your batters swing at more pitches instead of waiting for their perfect pitch.
    - **Keep Adjustments Subtle:** Instead of announcing "stop scoring" or shouting "no stealing" use a code word or call a timeout to quietly communicate strategy changes.

For Coaches of the Losing Team

If your team is on the losing end of a blowout, focus on keeping your players engaged and building confidence:

1. **Stay Positive:**
    - **Praise Effort:** Focus on small wins, like good defensive plays or smart baserunning.
    - **Set Small Goals:** Challenge your team to focus on defense, getting runners on base, or making effective pitches.
2. **Rotate Positions:**
    - **Give Everyone a Chance:** Make sure every player gets an opportunity to contribute, even in new positions.
    - **Develop Less Experienced Players:** Use the game as a chance to build skills in a lower-pressure situation.
3. **Model Good Sportsmanship:**
    - **Encourage Respect:** Have your players show good sportsmanship by supporting each other and congratulating the opposing team.
    - **Maintain a Positive Tone:** Stay composed and engaged, demonstrating resilience to your team.

Key Takeaways for Coaches

1. **Prioritize Player Development:** Use lopsided games as an opportunity to build skills and confidence for all players.
2. **Promote Sportsmanship:** Model and teach respect, humility, and positivity—regardless of the score.
3. **Adjust Strategies:** Modify gameplay (e.g., rotating players, limiting extra bases) to keep the game competitive and enjoyable for everyone.
4. **Keep Adjustments Discreet:** Avoid making changes in a way that could embarrass the other team. Use a timeout or a quiet cue to communicate with your players.
5. **Communicate with Parents:** Help them understand that development and fun—not just the scoreboard—are the priorities.

Sample Scenarios and Solutions

Scenario	Solution
Your team is leading by 10+ runs.	Rotate players into new positions, encourage station-to-station baserunning, and swinging at pitches instead of taking walks.
Your players are frustrated after falling behind.	Shift focus to effort-based goals, like executing defensive plays or making good contact on swings.
Parents are becoming negative in the stands.	Remind them that the focus is on player development and keeping the game fun for all involved.

Message to Coaches

Blowouts happen, but how we handle them shapes the experience for our players. By making smart adjustments, keeping things positive, and working together with other coaches and umpires, we can ensure that every player walks off the field feeling like they improved, had fun, and want to come back next season.

Thanks for everything you do to make this a great league for the kids!

2026 League Representative info

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