

2021 Fall Girls Fast Pitch Softball League

Age based on players age on January 1st, 2021

We will follow the 2021 Official High School Federation Fast Pitch Softball Rules. However some rules listed below either highlight or supersede the High School Rules.

1. All participants will be expected to behave within the confines of the approved playing rules and the bounds of general ethical, moral, and honesty standards of good conduct. Coaches and players may not argue judgment calls made by the umpire including balls and strikes. **PENALTY: EJECTION.** Players, Coaches and spectators may not charge, threaten, touch or yell at umpires. Coaches should be an example of good sportsmanship and expect the same of their players. **Ejected player, coach or spectator: May not participate in the remainder of that days games and the next 2 games played. COACHES ARE RESPONSIBLE FOR CONTROLLING THEIR FANS.** Any coach, player or spectator ejected from a game by an umpire must immediately leave the field and/or other area as instructed by the umpire for the remainder of the day. Failure to do so may result in forfeiture of the game in progress and suspension from the league.
2. A regulation game will consist of *seven* innings or 1 hour 10 minutes which ever occurs first. Time starts when the home team takes the field in the first inning. If the third out is recorded at 1 hr 9 minutes a new inning will start. If the home team is batting at 1hr 10 minutes and is leading the game is over. If either team holds a six run lead or more at 1 hr 10 minutes the game is over. In the event of a tie at the end of regulation the next inning shall start with the last player scheduled to bat on second base. Limit of **one** tiebreaker inning after 1 hr 10 minutes. The umpire will keep the game time. It will be the umpire's sole discretion how much time is left in the game.
3. Maximum Runs per inning: **5**
4. Players are expected to hustle on and off the field. The pitcher will be given one minute to throw not more than five warm up pitches between innings. (Five is the maximum not the minimum.)
5. Batting helmets with a facemask are mandatory for all offensive players on the playing field. Chinstraps are optional.
6. Players are to remove all jewelry prior to the beginning of the game. Players should remove all earrings however they may be taped if unable to be removed.
7. One warning per bench for bat throwing. Second offense, batter is out and restricted to the dugout.
8. *All players must be in the lineup.* Teams may use the DP/FLEX. Any nine may be placed on the field at any time. (**10U** may play with 10 players four *must* be in the outfield grass). If it becomes necessary to vacate a position in the lineup due to injury or a player having to leave early (except ejection) that team shall *NOT* be charged an out unless they drop below nine players. If a player shows up after the game has started she can be inserted at the bottom of the lineup. Teams may start or finish with eight players. (An out will be charged for the vacant spot in the lineup)
9. Roster. If a team does not have nine (9) players to start the game, they may borrow player(s) from any other team (**only to field 9 players**) as long as the players are registered in the league. **ALL PLAYERS MUST BE REGISTERED** in the league **PRIOR** to play. Players on the roster should play first. Players are only allowed to be on one roster in an age group.
10. Line-up cards are to be completed and exchanged with the other team five minutes before game time.
11. **ALL DIVISIONS:** Stealing of any base, including home is permitted. A base runner cannot leave the base until the pitch has left the pitchers hand. (See rule 8-4-2k)
12. Runners are never required to slide (8-4-2b Note) however no player shall initiate malicious contact (3-3-1o and 8-4-2d)
13. **ALL DIVISIONS:** The infield fly rule will be as stated in the rulebook. See rule 2-8-5 and 7-4h
14. **Courtesy Runner:** A courtesy runner *must* be used for the catcher with 2 outs. Any time the catcher reaches base safely the last player to complete a time at bat that is not a base runner shall run for the catcher. The coach may use a courtesy runner for the pitcher.
The courtesy runner will be the last batter currently not on base. We **NEVER** use the last out rule for determining a courtesy runner.
15. The pitchers plate shall be: , **12U-** 40 ft. **10U-** 35 ft. Game Ball. **12U:** 12" ball. **10U-** 11" ball.
16. No one is permitted to move or transport any seriously injured player who requires medical attention except the players' parent or the rescue squad.
17. **10U** batter is out on three strikes caught or not. No dropped 3rd.
18. No Metal cleats are allowed.

Rain Line – 419-433-8358