

GIRLS FASTPITCH SOFTBALL

15 & UNDER RULES: 2018 U.S.S.S.A. with the following exceptions:

1. The pitching distance shall 43 feet and bases shall be 60 feet apart, 12" ball
2. PER GAME RUN RULE: If the winning team leads by 15 runs after the losing team bats in the 4th inning and 10 runs in the 5th, the game is over.
3. 9 players in the field (6 infielders including pitcher & catcher, and 3 outfielders).
4. TIME LIMIT: No new inning shall start after 1 hour and 15 minutes. After completion of 6 innings or time limit has expired and the score is tied, the game will be considered tied.
5. RUN LIMIT per inning instead of a batter limit. When a team scores 7 runs in an inning the inning ends IMMEDIATELY after the 7th run crosses the plate. Example: Team "A" has bases loaded, no outs, and the 7th run will be scored by the girl on third base. Even if the batter hits a grand slam home run, ONLY THE RUN ON THIRD BASE COUNTS. It will remain in effect for all prior innings, even if a team is down by more than 7 runs and the game is about to end due to the Per Game Run Rule #3 or the Time Limit Rule #4.
6. CONTINUOUS BATTING: A continuous batting rule will be used in this age division, allowing managers to bat all of the players in attendance. In the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that player's turn comes up in the batting order. If a player is EJECTED, the team involved MUST TAKE AN OUT when that spot in the order comes up.
7. FREE SUBSTITUTION: Unlimited defensive substitution is allowed.
8. COURTESY RUNNER: The courtesy runner shall be the player that made the last out, or in the first inning, the last batter in the line-up. Courtesy runner may be used in any position.
9. MUST PLAY RULE: Every player who is present for a game MUST PLAY AT LEAST 2 INNINGS OF DEFENSE AND BAT ONCE PRIOR TO THE END OF THE FIFTH INNING. EXCEPTION: If a player is present but is injured or is being disciplined by the coach and will NOT be playing, the home plate umpire and opposing coach MUST BE NOTIFIED PRIOR TO THE START OF THE GAME. The coach has the option of playing or benching a late arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must also be noted in the scorebook.
10. MUST BAT RULE: The losing team, at its option, must have its turn at bat (within the framework of the time limit rule (#4), even if due to run limit restrictions they cannot catch-up.
11. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)
12. Stealing is permitted after the ball leaves the pitcher's hand. This applies to any position including home.
13. Rosters- A player can be moved up from the younger league but not borrowed from another team in age group only to meet 9 number of players. (This player cannot play in front of or sub for a roster player, except disciplinary reason.
14. Defensive face masks is required for pitchers. If parent elects not to force their child to wear a face mask, they must sign a waiver relieving the league and coach from all liability.

15. **THROWN BAT** – Carelessly throw bat will constitute the following: First offence will be a team warning. Second offence and any subsequent violation the offender will be ruled out. NOTE: a reminder at home plate by the Umpire does not constitute a warning for either team.
16. Drop third strike is in effect. A strikeout is the result of the pitcher getting a third strike charged to a batter. In Fastpitch, this usually results in the batter being out. Anytime first base is unoccupied, or there are two outs, and the third strike is not caught before the ball touches the ground, the batter-runner is entitled to advance.
17. Must slide rule is in effect if the play is close.
18. Infield fly rule is in effect. An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort (rule does not preclude outfielders from being allowed to make the catch); and provided the hit is made before two are out and at a time when first and second base or all bases are occupied.

UMPIRE DISCRETION: Not every ballpark is the same. Some have on-deck circles for batters, coach's boxes along first and third bases, etc. while other parks do not have them. Safety is a concern for every Umpire. Therefore we ask all coaches, parents and players to abide by the ground rules the umpire establishes regarding placement of on-deck batters, base Coaches, equipment in and around dugouts, all players except the on-deck batter being safely inside dugout, etc.

COACHES RESPONSIBILITIES CONCERNING PARENTS AND FANS:

- There is a serious shortage of people who are willing to be umpires today, and the mistreatment of the officials is a prime factor. We remind coaches and players of the following things:
- Coaches are held responsible for the conduct of parents, players and fans of their team.
- If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team.
- The League strongly recommends that a coach consider removing a pitcher that has hit numerous batters and/or displays little or no pitch control during the game.

RULES TO EXPEDITE THE GAME:

Umpires are being instructed to strictly adhere to the rules between half-innings for getting teams quickly on and off the field. Pitchers will be allowed five pitches between half-innings in the first inning and only three pitches between half-innings from the second inning on. In addition, umpires are urged to follow the 60 second time limit for getting teams on the field.