



Fastpitch Softball Rules and Guidelines

All play will be judged according to the rules set by the Amateur Softball Association (ASA) with the following exceptions, variations, etc.

Any situation not specifically covered in these local rules will be governed by ASA rules.

AGE	Pitching Distance	Base Distance	Softball Size
8U	35' (Feet)	60' (Feet)	11"(Inches)
10U	35'	60'	11"
12U	40'	60'	12"
14U – 18U	43'	60'	12"

- 8U / 10U only: "Coach Pitch" modifications
 - **If both teams agree** at the pregame umpire conference, before the game starts, teams can revert to "coach pitch" style after the 3rd inning or after the 45 minute mark
 - A coach can step in and pitch (**3 pitches only**) to a batter if that batter has drawn a walk from the player/pitcher.
- 8U / 10U only: Illegal Pitch
 - The girls are learning. Illegal pitches will not be called but the umpire can alert the coach and/or help correct the pitcher.

BATTING ORDER/SUBSTITUTIONS

- Teams will **bat their roster** continuously.
- Late players that arrive after the start of the game must be placed in the bottom of the batting order.
- Players will bat in the order designated in the line-up regardless of whether they are employed in the field or not.
- If the player who is listed in the batting order is not present, the batter will be skipped **without penalty** and they will bat the next time their turn comes up. *The opposing manager should be informed immediately when this situation occurs.*
- Teams do **not** have to take an out for a sick or injured player.
- Defensive **FREE SUBSTITUTION** is allowed.
- All rosters will be kept on file in the concession stand and will be locked 3 weeks prior to the end of season tournament. Only rostered players that have played in a minimum of 2 regular season league games will be eligible for playoffs

5 RUNS/9 BATTERS RULE

- 3 outs, 5 runs per inning or 9 batters ends the inning...whichever comes first

SCORING

- **Run Rule**
 - 12 after 3
 - 10 after 4
 - 8 after 5

TIME LIMIT, EXTRA INNINGS, WEATHER/DARKNESS

- Game time begins on the first warm up pitch.
- Coin flip determines the home team.
- All games will consist of 6 innings with a 75-minute time limit. No new inning can be started after the 75-minute mark has been reached. The inning must be completed.
- The game is official after 3 innings or 2.5 if the home team is winning and the game is called due to darkness or bad weather. If called before that, it will be considered a suspended game and play will resume at a later date where the game was halted.
- If the game is tied at the end of 6 innings and time has expired, game ends in a tie. If tied after 6 innings and there is time remaining, teams will play **one extra inning only** of International Tie Breaker, with the last batted out at second.

COURTESY RUNNER

- A courtesy runner can be used for the catcher and pitcher at any time.

SLIDING

- Encouraged and strongly recommended to avoid contact with other players

LEADOFFS/STEALING

- Players may lead off once the ball has left the pitcher's hand
- Players can be called out for leaving early
- Stealing is allowed
- PASSED BALLS/WILD PITCHES
 - One base is allowed on a passed ball

BUNTING

- Allowed

DROPPED 3rd STRIKE

- Allowed

INFIELD FLY

- NOT enforced

DEFENSE

- 9 defensive players will take the field
- The game can be played with 8 players if a team cannot field a full 9

Please remind your parents and players absolutely NO SHELLED SEEDS OR GUM ARE ALLOWED ON THE FIELDS OR IN THE DUGOUTS.

Seed Clean-up Fee: If seeds are on the turf, they individually have to be picked up by hand. Because of this, we have implemented the following penalty for teams caught violating our no seeds policy:

1. First violation: \$25 Cleanup fee
2. Second violation: \$50 Cleanup fee
3. Third violation: Automatic game forfeit + \$50 Cleanup fee

Fields 5 & 6: Please be respectful to our neighbors. Avoid excessively loud music and please keep all players & spectators out of their backyards.