



2007 Rules
Girl's Fastpitch Softball

All Age Brackets – General Information

- All rules not covered herein, please revert to the current ASA Official Fast Pitch Softball Rules for Women.
- Player eligibility will be based upon the player's age as of January 1st of the current year.
- Players are permitted to play up in an age bracket but cannot be pulled down or across in an age bracket to field a team.
- For 10u, 12u, & 15u teams, a maximum of 3 players can be double-rostered. For 18u, the most is 5.
- No more than 20% of your roster can be comprised of players from outside your school district.
- Maximum roster is 15, unless waived because of special circumstances.
- A roster of 8 players is required to start and finish a game. If a team cannot field 8 players, the game will be recorded as a forfeit. A 15-minute grace period will be allowed to produce needed players before a forfeit is recorded. You can call up players when needed, but they must play in the outfield.
- In the event of a tie game at the conclusion of the last regulation inning, the **International Tie Breaker** rule will apply. The next scheduled inning of play will begin with an offensive player on 2nd base. This player will be the last legal player who batted in the previous inning. Each teams' turn at bat will continue in this manner until a game-winning score is registered. The home team will have the opportunity to bat at the bottom of each inning. If the game is called due to darkness, the game will be recorded as a tie. Each team will be awarded 2 points.
- A 2-hour time limit will apply to all games. If the game is not a regulation game at the end of 2 hours, the winner will be determined by the score of the last completed inning. The final inning will be completed when started.
- If a player cannot bat for any reason, the player will be removed from the game and cannot reenter the game in any position. The vacated batting position is not recorded as an out unless the player was ejected from the game.
- Base path distances will be 60 feet between the bases and home plate.

- Team members are to wear their issued uniform, which must include a numbered jersey. Players are to remain on the bench when not on the playing field. Catchers must wear helmets with a facemask and an attached throat protector as well as a chest protector and shin guards.
- The home team manager is to provide 1 Alle-Kiski softball for each game. (11-inch for 10u, 12-inch for all others.) The home team manager is responsible to have the field ready for the game and cleared of any obstructions that are a hazard to the players or might interfere with play. An 8-foot circle is to be drawn around the pitcher's rubber.
- ASA approved softball bats only.
- The traveling or away team should be at the field at least 20 minutes prior to game time. If conditions permit, the home team will provide the traveling team 15 minutes field time to warm up the players. Both teams should not warm up on the same field at the same time.
- Prior to the start of the game, all judgments regarding weather or field conditions will be the responsibility of the home team manager. After the game has started, all judgments regarding weather or field conditions will be the responsibility of the plate umpire. In no event will a game continue if there is lightning sighted or thunder heard. The game will be stopped immediately and all participants are to leave the playing field to seek shelter. The plate umpire will determine if a game is to be stopped because of weather conditions. If the game is stopped, both team managers and the plate umpire will confer to determine if the game should be cancelled or continued. The plate umpire will have the final decision regarding continuation of play.
- Before each game, the umpire will issue a bench warning to the team managers regarding thrown bats. If, in the umpire's opinion, a player intentionally throws a bat, that player will be ejected from the game and declared out. Play will be stopped and all base runners will be returned to the base last held at the time of the infraction. The player will be removed from the roster and the batting order will continue. The umpire will give no courtesy warnings once the game has started.
- All batters and base runners must wear an approved batting helmet. The helmet must be worn securely at all times while on the field. A chinstrap is required and must be worn under the chin. If a helmet is not worn securely and the player loses the helmet while running, the player will be declared out and all play stops. Runners will return to the base occupied before play started. Refusal to wear a helmet will result in the player being called out and ejected from the game. The batting order will continue.
- All batting helmets must be equipped with a facemask.

- The team at bat may use a courtesy runner for the catcher at any time.
- Jewelry shall be defined as rings, bracelets, watches, earrings, and necklaces. The umpire in charge will determine if the jewelry being worn can be hazardous to the player. If, in the umpire's judgment, the jewelry is a hazard, the player will be instructed to remove the jewelry. If the player refuses to remove the jewelry, the player will be ejected from the game. The player will be recorded as an out and all play will stop. The player will be removed from the roster and the batting order will continue. Players are permitted to wear a medical identification bracelet/necklace.
- Team rosters must be submitted to the league secretary prior to the start of the season. Failure to submit a team roster will result in the games being played recorded as forfeits. Roster changes must be submitted to the league secretary.

Pitchers

- The pitcher must start the windup with both feet in contact with the pitching rubber. No stepping backward off the rubber.
- If, in the umpire's judgment, a pitcher is endangering a batter, the pitcher can be removed from the position for the rest of the game. If a pitcher hits 2 batters - **above the waist in the same inning** – the pitcher will be removed from the position for 1 full inning. If placed back in the pitching position in the same game and she hits a 3rd batter above the waist, the pitcher will be removed from the position for the balance of the game.

General Umpire Rules

- There will be 1 umpire assigned for the 10u and 12u games.
- There will be 2 umpires assigned for the 15u and 18u games.
- Umpires should be paid a regulation game fee prior to the start of each game.
- All inquiries regarding an umpire's activity are to be reported to your association representative. Your association representative is to file a report with the league director. The league director will handle all inquiries.

Manager's Responsibilities

- Each manager will receive a copy of the team's game schedule prior to the start of the season. The game schedule will include all scheduled games for the appropriate age bracket.
- The home team manager is responsible for determining game cancellations prior to the first pitch. After the game has started, the plate umpire makes all decisions.
- If a game is cancelled due to weather, poor field conditions, or forfeited due to lack of players, the home team manager must contact Gary Meanor at least 1 hour prior to the originally scheduled start of the game. The following information must be included: Day, date, and time of cancelled game, as well as the field location and the home team manager's name & telephone number. Please contact the opposing team's manager first!
- If, while the umpire is traveling to the game, the home team manager cancels the game, the umpire will be paid ½ of the regular game fee for travel expenses. The home team manager should be at the field to meet the umpire and inform them the game has been cancelled.
- There is a point system in place to ensure all scheduled games are completed.

Decision	Win	Tie	Loss	Not Played	Forfeit
Points	3	2	1	0	-1

10u Specific Rules

- Games are 6 innings. If a game is terminated for darkness, weather, field conditions or umpires call, 4 complete innings (3 ½ innings where applicable) will determine a regulation game.
- A 15 run rule will be in effect for all games after 4 full innings (3 ½ innings where applicable.)
- When 5 runs are scored in the offensive team's half of the inning, the offensive team takes the field regardless of the number of outs. The inning does not end until play has been stopped and all runs resulting from that play will count. **The 5 run rule is waived in the final inning.**
- Each player must have played 2 full innings by the end of the 5th inning. If the starting pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. The pitcher can return to the circle in the next inning, but only the starting pitcher may do so. Any other player can enter the game defensively anytime and at any position.
- If a player cannot bat for any reason, the player is removed from the game and cannot reenter the game in any position. The vacated batting position is not recorded as an out.
- Pitchers are permitted to pitch a maximum of 4 innings per game.
- All pitchers can re-enter
- A pitching rubber must be installed 35 feet from home plate.
- The infield fly rule **does not** apply.
- Batters will lose their ball count on a called strike pitch. The intent is to encourage the batter to develop hitting skills. Example: 3 – 0 count and there is a called strike. The count becomes 0 – 1. A 2 – 1 count on a called strike becomes 0 – 2.
- Base runners cannot leave the base until the pitched ball has crossed the plate.
- Base runners starting at 1st or 2nd base are entitled to advance or steal only one base per pitch, with liability to be put out. Runners starting from 3rd base may not steal or advance home on a passed ball, a wild pitch or a bad throw back to the pitcher but are liable to be put out if they come off the base.

1. A runner attempting to advance beyond the one base they are entitled to advance or steal may be put out while between bases. A runner cannot be put out while in contact with a base.
2. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base w/o liability to be put out.
3. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to 1st base, but the ball remains live for the purpose of throwing any advancing runner out. **The dropped 3rd strike rule does not apply.**
4. A batter who receives a base on balls cannot advance past 1st base. If they advance further, once the ball becomes dead, the batter/runner will be returned to 1st base.
5. A base runner cannot leave base to advance or steal until the pitched ball passes home plate.

12u Specific Rules

- Games are 6 innings. If a game is terminated for darkness, weather, field conditions or umpires call, 4 complete innings (3 ½ innings where applicable) will determine a regulation game.
- A 10 run rule will be in effect for all games after 4 full innings (3 ½ innings where applicable.)
- When 6 runs are scored in the offensive team's half of the inning, the offensive team takes the field regardless of the number of outs. The inning does not end until play has been stopped and all runs resulting from that play will count. **The 6 run rule is waived in the final inning.**
- Each player must have played 2 full innings by the end of the 5th inning. If the starting pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. The pitcher can return to the circle in the next inning, but only the starting pitcher may do so. Any other player can enter the game defensively anytime and at any position.
- The infield fly rule **is** in effect.
- Base runners must wait until the ball leaves the pitcher's hand before they can leave the base.
- Softball bats only, unless they are more than 2 ¼ inches in diameter or 34 inches in length.
- A pitching rubber must be installed 40 feet from home plate.
- Pitchers are permitted to pitch a maximum of 4 innings per game.
- All pitchers can re-enter

15u & 18u Specific Rules

- Games are 7 innings. If a game is terminated for darkness, weather, field conditions or umpires call, 5 complete innings (4 ½ innings where applicable) will determine a regulation game.
- An 8 run rule will be in effect for all games after 5 full innings (4 ½ innings where applicable.)
- Each player must have played 3 full innings by the end of the 6th inning. If the starting pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. The pitcher can return to the circle in the next inning, but only the starting pitcher may do so. Any other player can enter the game defensively anytime and at any position.
- The infield fly rule **is** in effect.
- Base runners must wait until the ball leaves the pitcher's hand before they can leave the base.
- Softball bats only, unless they are more than 2 ¼ inches in diameter or 34 inches in length.
- A pitching rubber must be installed 40 feet from home plate.
- Pitchers are permitted to pitch a maximum of 5 innings per game.
- All pitchers can re-enter

Rules Matrix

	10u	12u	15u	18u
Infield Fly Rule?	No	Yes	Yes	Yes
Dropped 3 rd Strike?	No	Yes	Yes	Yes
Innings	6	6	7	7
Mercy Rule	15 after 4	10 after 4	8 after 5	8 after 5
Continuous batting?	Yes	Yes	Yes	Yes