

YOUTH GIRLS 11-13

FAST-PITCH SOFTBALL

League shall be governed by Official ASA Rules with any exceptions listed herein.

1. Games will be 6 innings in duration with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. The base path will be 60 ft and will pitch from 38ft.
2. There will be one hour and 30 minutes time limit on each game. The scorekeeper will announce the starting time of each game, this will be recorded in the score book. The scorekeepers watch is the official time. No new inning will begin with 10 minutes or less remaining in the time limit; the inning in progress will be finished if the losing team has not batted. If game ends in tie, one extra inning will be played. If still tied at end of inning, game ends in tie.
3. There will be no designated hitter (DH).
4. No steel cleats are allowed. No playing barefooted.
5. The catcher must wear a helmet and mask, shin guards and chest protector while catching. Catcher must use softball catchers mitt, no fielders gloves allowed.
6. Run Rule: All leagues will follow 15 runs after 3, 10 runs after 4, 8 after 5.
7. The coach must turn the official list of players into the scorekeeper 10 minutes prior to starting time. This list must include the batting order of only those players physically present, the first and last name of each player and her jersey number. Absent players and players being disciplined should be listed at the bottom and coach should sign.
8. Each girl must start off every other game, provided she attends 75% of practices (not including Saturdays) and 75% of games.
9. Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever she re-enters, and provided the substitute has completed her mandatory playing time. A substitute may not re-enter once she is withdrawn from the game.
10. There shall be no inning limitation on pitchers in Fast Pitch Softball.
11. A coach's second trip to the mound in the same inning to visit a pitcher constitutes removal of that pitcher from the mound (except for injury).
12. All umpires for all games are representatives of the Recreation Department. Their decisions in all matters are final. There will be no protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires.

13. There can be, at the most, only three adults (head coach and two assistants), ball players and one bat boy/girl in the dugout at any one time. When team is batting everyone must be in the dugout except the base runners, bat boy/girl on deck, batter and two base coaches. When team is in the field, substitutes, bat boy/girl and all coaches must be in the dugout.
14. All foul balls must be chased by the batting team (coaches are responsible for returning balls to the umpire).
15. Batting helmets with chin straps and face shields shall be worn by all batters, on-deck batters, and base runners.
16. No head first slide allowed.
17. Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches.
18. Every player shall play at least 2 innings per game, every game. All players must bat at least once per game. The only exception shall be when a player is absent or under disciplinary action. All players must play 4 complete games per season.
19. A player cannot steal until the ball crosses home plate.
20. A minimum of 8 players is required to start and end a game. Missing player will be automatic out when their position in batting order comes up. (If one team starts with nine players and the other team starts with ten players, the tenth batter is out.) (If one team starts with 8 players and the other team starts with ten players, only the ninth player is out; then back to the top of the batting order.) Intentional walks of opposing team's eighth batter will not be allowed in order to get an automatic out on upcoming missing batter. Ninth player will be added to bottom of batting order upon arrival. When team drops down to seven ballplayers, game is a forfeit. A sick, injured or ejected ballplayer cannot re-enter ballgame (See rule 9 for substitution guide lines).
21. Ejected coach or player must sit out remainder of game plus following game; must leave park immediately and cannot attend next game.
22. Look-Back Rule shall apply (see back page)
23. Tobacco in any form is not allowed on field of play or in dugout during games or practices. Use of profanity will result in dismissal from game; second offense dismissed for season.
24. Any coaches suspected of alcohol or drug use prior to or during practices or games will be dismissed from the program.
25. Practices two times Monday through Friday and once on weekend while still in school. This includes games, combination of 3 times. When school is out, no limit, between coach and parents. One hour fifteen minutes practice time.
26. Batter cannot run on dropped third strike by catcher. Batter is out.
27. All players not registered after team drafts will go on the waiting list for assignment. There will be no additions to team rosters after 65% of games have been played in any league.

LOOK-BACK RULE (FAST PITCH ONLY) (RULE 8 SECTION 8 T).

When a runner is legitimately off his base after a pitch, or as a result of a batter completing his turn at bat, and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or immediately return to the base left.

The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw.

- A. Failure to immediately proceed to the next base or return to his original base after the pitcher has the ball within the circle will result in the runner being declared out.
- B. Once the runner has returned or stops at any base for any reason, he will be declared out if he leaves said base EXCEPT A-B: A runner will not be declared out if:
1. A play is made on him or another runner,
 2. The pitcher leaves the circle or drops the ball, or
 3. The pitcher releases the ball to the batter.
- C. If two runners are off base and two different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base he left. When a runner has been declared out, the ball is ruled dead. It is not possible to obtain two outs on the "look back" rule.
- D. A pitcher fielding a ball in the circle is just another fielder and runners can leave their base. If they leave their base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.

A base on balls or a dropped third strike is treated as a batted ball as long as the batter-runner continues past first base. For scoring purposes, when he advances to second base, it is considered a stolen base. If he stops at first base, however, and then steps off the base after the pitcher has the ball within the circle, he is out.

Batter-runners overrunning first base, can no longer start back to the base, and before reaching first, run for second base. If a batter-runner commits to first base (moving towards first), the runner must return to this base. The batter-runner cannot change his mind and advance to second once it looks like he is moving directly to first following the overrun or he will be called out. Umpire's judgment will determine committing towards a base.

If a runner is moving toward a base, other than first base, when the pitcher receives the ball in the circle, that runner must continue toward that base or be called out. When returning to first base after overrunning on a base on balls, the runner can stop as many times as needed as long as they do not attempt to go to second base. Making an attempt or fake will justify the runner being called out. If, after the pitcher has the ball within the circle, the runner starts back to his original

base or forward to another base and then stops or reverses direction, he is out, unless the pitcher makes a play on him. When a play is made on a runner, he may stop or reverse his direction.

The runner is out if he stands off his base and does not immediately attempt to advance or return after the pitcher has the ball within the circle.

Any act by the pitcher in possession of the ball in the circle that, in the umpire's judgement, causes the runner to react; is considered making a play.

Being in the eight-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.