

## **2020 GIRLS SUMMER FASTPITCH RULES**

**Updated 1/3/20**

### **I. GENERAL RULES**

- A. The objective of this league is to introduce the players with fundamental skills to a structured, competitive league with emphasis on teamwork, sportsmanship and skill development.
- B. This league will adhere to the rules as published in the 2019-20 Amateur Softball Association (A.S.A) Rule Book, except where modified herein.
- C. Girls 9-10 & 11-12: Each half inning will conclude with the third out, six runs or completion of one full batting order whichever comes first.  
Girls 13-14 & 15-17: Each half inning will conclude with the third out or six runs ahead. \*When the next inning starts and if the team that was six runs ahead starts with six runs ahead, the team has the opportunity to score another six runs for that inning.
- D. Games will be played weeknights with 10 games played throughout the summer season
- E. 9-10 yrs. & 11-12 yrs.: Flip for home team. Home team will start in the field and have the last bat. Team listed first on the schedule will sit in the first base dugout.  
13-14, 15-17 yrs Home team listed first on schedule.
- F. The playing field will be as follows:  
Bases: 60'  
Pitching rubber: 9-10 yrs. 35' 11-12 yrs. 40' 13-14 & 15-17 yrs. 43'  
Fair territory is within the bases and including the 1<sup>st</sup> and 3<sup>rd</sup> base lines.  
Foul territory is the area outside of the 1<sup>st</sup> and 3<sup>rd</sup> base lines.
- G. 11-12 yrs. & 13-14 yrs. & 15-17 will use an official 12" softball. 9-10 yrs. Will use an official 11" softball.
- H. Uniform t-shirts and sneakers and/or cleats (if you have them) must be worn for every game. Metal cleats, sandals or jewelry are not allowed.
- I. Time limit:  
a. 9-10 yrs. And 11-12 yrs. games no new inning after 80 minutes.  
b. 13-14 and 15-17 yrs no new inning after 90 minutes.
- J. At the completion of every game, all players and coaches will line up for a handshake. Each team is responsible for cleaning up their bench area after every game. Coaches will not leave the park until all of their players have left with their parent(s) or guardian(s).
- K. No protests are allowed.
- L. In the event of inclement weather or other conditions beyond our control, games will be canceled/rescheduled by the Parks & Recreation Department. In the event a decision can be made prior to the start of the game, please call the **Waterford Parks & Recreation Rain Out Line (248) 618-7672 after 4:00 p.m. for decision.** . If inclement weather occurs once the game has already started, the umpires will make the call.
- M. Because of the nature of this game, players run the risk of injury and coaches, parents, and players should be aware of this prior to participating.

- N. A fifteen-minute grace period will be given for the game start times. The fifteen minutes will come out of the total time limit for the game. (i.e. a league with an hour and thirty minute time limit has one hour and fifteen minutes to complete the game if the grace period is used.) Teams must have seven players ready to play or a forfeit will be called. Forfeits include any games scheduled for that night. If neither team has enough players, the game will result in a double forfeit. A scrimmage may be played. Umpires are not required to officiate a scrimmage game. If you start with eight players, the 9<sup>th</sup> position is not an out. Late players are to be added to the end of the batting order. In addition, to not enough players, a forfeit may result if there are deliberate infractions of rules, and un-sportsmanlike conduct. Site supervisor's watch is game time.
- N. In an effort to encourage good sportsmanship and proper habits, any batter who **intentionally or accidentally** throws a bat will be declared out and the ball is dead. No runners may advance. This is an umpire's judgment call and the decision of the umpire is final. **No warning is necessary.**
- O. Each Player must play two (2) innings on defense, provided the player was in attendance at the start of the game, regardless of how many players are on the team. Every player must have played a defensive position by the end of the third inning. If the player cannot play defense she cannot bat. If it is determined that at the end of three (3) innings a player has not played defensively, she must play the rest of the game defensively.
- P. In the event of poor weather or darkness a complete game is defined as four full innings (4) or three and a half (3.5) innings if the home team is ahead.
- Q. 13-14 and 15-17 yrs. 3 outs will indicate end of inning. Mercy Rule: 20-runs after 3 innings, 15-runs after 4 innings, or 8-runs after 5 innings.

## II. **OFFENSIVE RULES (At-Bat)**

- A. A team's at-bat for the first inning will begin with the top of the batting order. For every inning after that, a team will start with the next player to bat based on the last batter out format or the end of the batting order from the previous inning. Coaches will be required to rotate the batting order for every game. The intent is to ensure all players the same opportunity to play a number of positions, and approximately the same amount of playing time.
- B. All players will bat regardless of weather or not they are playing in the field.
- C. When a team is at-bat, all players will remain on the bench with the exception of the batter, "on deck" batter and the base runner(s). All players must remain on the bench unless excused by the Coach. All parents must stay out of the dugout area or away from the bench. The team that is "at bat" will be permitted to have a coach and one coach's assistant at first and third bases to assist the players who are hitting and running.
- D. Bunting is permitted.
- F. A hit ball which remains "in play" will be considered "live" and "outs" may be called on the base runners if the play warrants. If the play allows, the batter and base runner(s) may continue to run the base(s). Those runners who are called "out" must remove themselves from the field. Three "outs", the end of one full batting order, or six runs, whichever comes first, will conclude the inning.
- G. Coaches are encouraged to rotate pitching duties amongst more than one or two players.

- H. Three strikes, four balls format will be used. "Called" balls and strikes will be enforced. Strikes will be enforced in the occurrence of a swing and miss, foul ball and a pitched ball that is thrown within the strike zone, even if the batter does not swing at it. Balls will be enforced in the occurrence a ball is pitched outside of the strike zone and the batter does not swing at it. Foul balls will be called if:  
1) the ball is hit and lands outside of the playing field, 2) the ball is hit and lands inside of the playing field then rolls outside of the playing field before it reaches 1<sup>st</sup> or 3<sup>rd</sup> base.
- I. When a pitched ball, not swung at nor called a strike, touches any part of the batter including the hands or clothing, the ball is dead and the batter is awarded first base. If the ball bounces off of the ground and hits the batter the ball is dead, but the batter is NOT awarded first base.
- J. If a pitcher hits two batters in one inning, they need to be removed as a pitcher for that inning. They can come back to pitch in the game, but if they hit another batter in the game, they need to be removed as pitcher for the entire game. They are allowed to play other positions.
- K. 9-10 yrs. & 11-12 yrs. No dropped third strike rule. This means that the batter is out after the 3<sup>rd</sup> strike whether the catcher catches the ball or not.  
13-14 and 15-17 yrs. Dropped third strike rule is enforced. See ASA Rule Book, Rule 8, Section1, B.
- L. This is a "fast-pitch" league; an emphasis should be placed on technique and accuracy, not speed. A big strike zone will be used. A pitch can be called a strike if it is hittable. Players must pitch underhand to everyone.
  - a. 9-10 yrs. – first five games are coach pitch, last five games are kid pitch and underhand toss only
  - b. 11-12 may either use underhand toss or windmill style for pitching
  - c. 13-14 and 15-17 must use windmill style for pitching
- K. No base appeals. At conclusion of "live" ball, umpire(s) will make sure runners are in their proper Positions.
- L. Sliding is permitted only if the player is wearing proper sliding attire for age division of 9-14. For the 15-17 age group, proper sliding attire is required and player must slide on all close plays or they will be called out.
- M. Batting helmets with face guard must be worn by the batter and base runner(s) at all times and any players in the on-deck circle.
- N. Base runners are permitted to leave the base and take a few steps off the base once the pitcher releases the ball. For ages 9-10 player must return to the base, since no stealing is allowed. In 11-12 age division, player must return to the base unless they are on 1<sup>st</sup> or 2<sup>nd</sup> and instructed by the coach to steal 2<sup>nd</sup> or 3<sup>rd</sup>.
- O. Stealing
  - a. 9-10 year old division – No stealing allowed.
  - b. 11-12 year old division – Allowed to steal 2<sup>nd</sup> or 3<sup>rd</sup> base. Stealing home is not permitted.
  - c. 13-14 and 15-17 year old division – Allowed. Can steal home.

### III. DEFENSIVE RULES (In the field)

- A. When playing defense, teams will place nine (9) players in the field. Positions will include: catcher, pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base, left field, center field and right field. If there are 10 or more players present on each team, then teams may play with ten (10) players in the field; 6 infielders, 4 outfielders. If either team has less than ten (10) payers present, then

teams will play with nine (9) players in the field; 6 infielders, 3 outfielders.

- B. Gloves must be used by each player when playing the field.
- C. Coaches are required to rotate players and their positions in the field every inning. The intent is to ensure all players the same opportunity to play a number of positions, and approximately the same amount of playing time. (Minimum of two innings play time)
- D. Catchers must wear all of the equipment provided.

#### **CONDUCT OF PROGRAM PARTICIPANTS**

1. Good sportsmanship must always be encouraged. Umpires may eject un-sportsmanlike players, coaches, and spectators from games and the park.
2. The only acceptable form of spectator response before, during, or after any league game is a display of encouragement. Poor sportsmanship should never be directed toward any player, coach, or official.
3. Coaches are held responsible for the action of their teams' fans. Umpires have the right to forfeit games for the flagrant actions of un-sportsmanlike fans. **No fans are allowed behind the backstop or in or near the dugout area/team bench.**
4. Should any player, coach, or person be ejected from a game, he/she must leave the playing field immediately. Should any player, coach, or person be ejected from the park, he/she must leave the park immediately. Any player ejected from a game will sit out the remainder of that game plus the next scheduled game. An ejected player/coach may not take part directly or indirectly (sitting on bench, base coach, etc.) in the next game which that team plays. Failure to comply will lead to further suspensions.