



## Recreation Softball - Fastpitch Rules

SCORING			
	8U	10U	13U
Runs allowed per inning	3 runs Applies to ALL innings	4 runs Does not apply to last inning	5 runs Does not apply to last inning
Continuation <sup>3</sup>	Yes	Yes	Yes

### 3. Continuation:

- Play shall stop after the maximum run has scored in an inning unless additional runs are scored as a result of the natural progression of a play.
  - **Example:** In 13U, four runs have scored and the bases are loaded. The batter hits the ball to the outfield and two base runners cross home plate prior to the end of the play. In this instance, both runs count.

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PITCHERS			
	8U	10U	13U
Pitcher <sup>4</sup>	Machine	Player and Coach	Player
Number of Batters a Pitcher Can Hit before She MUST Be Removed <sup>5</sup>	N/A	3	3
Hit by Pitch <sup>6</sup>	Yes	Yes	Yes
Intentional Walks	N/A	No	No

### 4. Pitching Machine – 8U Division

- The home team will provide the machine (and generator if applicable).
- If using a slingshot pitching machine, the following settings should be used:
  - A (Micro Adjustment): 2
  - B (Release Arm Block): 4
  - C (Power Pedal): 4

#### Coach/Pitcher – 10U Division

- There are NO walks. Once a player pitcher has thrown ball 4, the offensive team's coach steps in and throws a maximum of 5 pitches.
- The strike count continues from where the player pitcher left off. The batter will either get a hit, strike out, or be called out after the 5th pitch from the coach (if it is not a foul ball/tip). In addition, players on base when a coach is pitching may not steal or advance on a passed ball.
- Pitches should be thrown with as little arc as possible. The coach pitch ball should not go above the pitcher's head.
- The coach can pitch from the pitcher's mound, the Distance to Pitcher (General Information), or distance in between.

### 5. Number of Hit Batters – 10U and 13U Divisions

- No more than 3 above the knee during the game. After the 3rd hit batter (3 above the knee), pitcher MUST be removed and cannot pitch the remainder of the game.

### 6. Hit by Pitch – 10U and 13U Divisions

- Any above the knee ball that hits a batter inside the batter's box is considered hit-by-pitch regardless if it touches the ground first. In addition, the batter does not have to attempt to move out of the way from being struck by the pitch. (A ball that hits the ground before the batter does not count towards the 3 that removes the pitcher.)

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BATTING			
	8U	10U	13U
Batting Lineup <sup>7</sup>	All players	All players	All players
Balls and strikes <sup>8</sup>	No (6 pitches that cross the plate in the strike zone)	Yes (but no walks)	Yes
Foul ball on last pitch	Player continues to bat	Player continues to bat	Player continues to bat
10 foot rule <sup>9</sup>	Yes (line should be drawn before the game)	N/A	N/A
Dead Ball - batted ball hits pitching machine	Yes Runners advance one base.	N/A	N/A
Thrown Bat	One warning for EACH team. Next thrown bat, ball is dead and batter is out	One warning for EACH team. Next thrown bat, ball is dead and batter is out	One warning for EACH team. Next thrown bat, ball is dead and batter is out

### 7. Batting Lineups – All Divisions

- Players who arrive after the first pitch of the game will be added to the end of the lineup. If a player leaves the game and/or is unable to bat, her place in the lineup is skipped and an automatic out is NOT taken.

### 8. Balls and Strikes – 10U Division

- There are NO walks. Once a player pitcher has thrown ball 4, the offensive team's coach steps in and throws a maximum of 5 pitches. The strike count continues from where the player pitcher left off. The batter will either get a hit, strike out, or be called out after the 5th pitch from the coach (unless it's a foul ball on the last pitch).

### 9. 10 Foot Rule – 8U Divisions

- A batted ball must go forward at least 10 feet on the ground in fair territory to be a fair ball. Defensive players can make plays on all foul pops, including those hit behind the plate, that go over the batter's head (i.e., if the ball is caught, the batter is out).

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<b>BASERUNNING</b>			
	<b>8U</b>	<b>10U</b>	<b>13U</b>
Stealing/ Advance on passed ball	No	Yes (cannot steal Home)	Yes
Sliding	Yes (feet first only)	Yes (feet first only)	Yes
Dive Back to Base	N/A	Yes	Yes
Advance on overthrows - to 1 <sup>st</sup> Base <sup>10</sup>	No	Yes – at own risk but maximum of 1 base	Yes
Advance on overthrows - to 2 <sup>nd</sup> & 3 <sup>rd</sup> Base <sup>10</sup>	No	Yes - except throws from catcher to 2 <sup>nd</sup> /3 <sup>rd</sup> on an attempted steal	Yes
Intentional Bunting	N/A	No	Yes
Courtesy Runner <sup>11</sup>	No	Yes	Yes
Advance on dropped third strike <sup>12</sup>	No	No	Yes
Infield Fly Rule <sup>13</sup>	No	No	Yes
Collision Rule	N/A	Called by umpire	Called by umpire
Stealing 2 <sup>nd</sup> Base on a walk <sup>14</sup>	N/A	No	Yes

### 10. Overthrows - 10U Division

- A batter/base runner CAN advance to 2nd base on an overthrow at 1<sup>st</sup> base during a defensive play but cannot proceed any further. This limitation applies only to the runner at 1<sup>st</sup> base. All other runners on base at the time of the overthrow are not limited to one base. If the ball is still in play on an overthrow to first, the defense can attempt to make a play on a runner going to second base after an overthrow without liability of giving up any additional bases to that runner (i.e., runner limited to one base).
- A base runner on 1<sup>st</sup> base CAN advance to 2<sup>nd</sup> base on an overthrow as the result of a pickoff attempt of that base runner by the catcher.
- A base runner at third base CANNOT advance home on an overthrow during a defensive play made on a batted ball or on a pickoff attempt of that base runner by the catcher. A base runner stealing third base CANNOT advance past third base on an overthrow by the catcher.

### 11. Courtesy Runner – 10U, 13U divisions

- A courtesy runner may be used for the player who starts the next inning in the catcher or pitcher position and may be inserted at any time after the player has safely reached base.
- The courtesy runner should be the player who made the last out of the inning. If there are no outs, then the courtesy runner is the last runner who scored a run. If there are no outs or no runs in the first inning, then the courtesy runner is the last batter in the batting order.

### 12. Dropped third strike – 13U

- When the catcher fails to catch the **third strike** before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch or any time there are two outs

### 13. Infield Fly – 13U

- An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort. The rule applies when 1<sup>st</sup> and 2<sup>nd</sup> bases (or when 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases) are occupied with less than 2 outs.

### 14. Stealing 2<sup>nd</sup> Base on a walk – 13U

- A runner who was walked can attempt a steal to 2<sup>nd</sup> base as long as it is a continuous motion and does not stop or pause after touching 1<sup>st</sup> base.

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DEFENSE			
	8U	10U	13U
Minimum Number of Players	8	7	7
Maximum Players in Field <sup>14</sup>	10	9	9
Initial Position of outfielders	4 outfielders- must be on the grass except deep/large infields	On outfield grass.	On outfield grass.
Minimum Playing Time (Defense) <sup>15</sup>	At least 3 innings (1 in infield)	At least 3 innings (1 in infield)	At least 3 innings (1 in infield)
Maximum Playing Time <sup>16</sup>	3 innings maximum at any one position	3 innings maximum at any one position	3 innings maximum at any one position
Stopping Play (Defense)	Player in possession of ball within the base line as called by the Coach Pitcher	Time called by umpire	Time called by umpire

### 14. Maximum Players in Field – 10U

- Coaches have the option to play 10 players in the field (4 outfielders instead of 3) if they can mutually agree before the start of the game.

### 15. Minimum Playing Time – All Divisions

16. Applies only to players that are present for the entire game. Also catcher is considered an infield position in the 10U and 13U divisions.

### 16. Maximum Playing Time – 10U and 13U divisions

17. Playing time limit does not apply to the catcher in the 10U and 13U divisions. Any inning that a player is at any one position counts as a complete inning in that position, even if they did not play in that position the entire inning. (ie. Pitching, even if a player only pitches to one batter, that inning counts toward the three allowed even if she does not throw the full 3 outs or inning maximum)

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## Other Important Safety Rules

### **Suspending play for Lightning**

- If at any time lightning is seen or thunder is heard at the field, all play must be stopped immediately and all players, coaches, and fans need evacuate the area and seek shelter. Play cannot continue until there has been a 30-minute waiting period after the last lightning flash is seen. Even if weather conditions appear to have improved within the 30-minute window, you must wait the required time. Lightning can strike from as far as 10 miles away.
- The onus of removing a team or individual from an athletic site in the event of lightning activity is on the coach supervising the activity. The safety of all team members rests with that coach.

### **Concussion Awareness**

- If a player has a suspected concussion during a practice or game, that player is to be immediately removed from that activity and is not allowed to participate in a practice or game until they have a note from a doctor allowing them to play. Coaches should report these incidents to the appropriate points of contact within their leagues.

### **Warming up Pitchers**

- Anyone under the age of 18 who is warming up a pitcher prior to or during a game must wear a catcher's mask. This applies to both players and non-players.

### **Jewelry**

- All jewelry should be removed prior to the game.

### **Helmets**

- Batting helmets must be worn at all times when the batter/runner is in the field of play.

### **Batting warm-ups**

- Batting warm-ups must take place in an area that is out of play and away from spectators. The on deck batter may warm-up in the batter's circle but must be alone. All warm-ups with toss, tees, hitting sticks, bat sleeves or any other equipment other than the player's bat, must take place in an area out of play and away from spectators.