

# FAYETTE COUNTY GIRLS' SOFTBALL LEAGUE

## 2021 Joint Park Rules

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## **SECTION I**

### **GENERAL CONDUCT RULES**

#### **1.1 GRIEVANCES**

1.1.1 During play, any grievances or disagreements shall be brought to the umpire and opposing manager and not displayed on the playing field in the presence of the girls. The umpire has the final authority! Any manager/coach not showing good sportsmanship will be warned of the first incident and may be relieved of his/her position if this behavior should continue.

See "Game Protest" in section 2.7

#### **1.2 RESPONSIBILITIES**

1.2.1 The home team is responsible for the "OFFICIAL" scorebook. At the end of each game, the Home Team Coach must present the scorebook to the umpire, who will sign off on the official score. **The Home Team Coach must then report the scores to KenCorley2000@bellsouth.net.** If the score is not posted within 48 hours a forfeit of that game may result. The only exception is Saturday games; a 72-hour posting time is allowed.

1.2.2 Each team is responsible for the cleanliness of the dugout and bleachers. Any items found should be turned in to "Lost and Found" located at the concession stand.

#### **1.3 SCHEDULES**

1.3.1 Once the game schedule has been published there will be no changes made, except where significant school functions or extraordinary circumstances necessitate it. Such circumstances should be brought before the effected team's scheduling representative or board member. If deemed a worthy cause for change, the effected association may then choose to make a request from the opponents association who will decide accordingly. Coaches cannot directly contact other coaches or associations to reschedule games.

1.3.2 Normally, the only rescheduling of games will be due to inclement weather. Like the original schedule, make-up dates will be firm and a forfeit shall result from a failure to attend.

1.3.3 The Executive Board and their associated scheduling committee representative shall have sole responsibility for scheduling. The master schedule shall be maintained and issued exclusively by the lead scheduler.

## **1.4 DUGOUTS**

- 1.4.1 Only active participants are allowed in the dugout during games.
- 1.4.2 Coaching staff is restricted to the dugout area. Three coaches (including the pitcher) are allowed on the field of play for 8U and below. Coaches may not stand behind the backstop and instruct players and should discourage parents from doing so.
- 1.4.3 All teams are responsible for cleaning out their dugouts after games. Please help each association keep their parks clean.

## **1.5 LATE ARRIVALS**

- 1.5.1 If a player is late and has not arrived by game time then that player should be added to the bottom of the batting order. If the player does not show by their turn to bat then the player will be scratched from the line up without penalty. Any player showing up after the game has started must be added to the bottom of the line up in the batting order to play regardless of the inning.

## **1.6 WEATHER RELATED DELAYS**

- 1.6.1 In the event lightning is spotted, all play will cease and the players will clear the field. Play will not resume until 30 minutes after lightning has last been spotted. In the event a game already in progress is postponed due to rain or other inclement weather (at the umpires' discretion), all players will clear the field and play will resume at the point the umpires determine play is safe.
- 1.6.2 Any delay lasting more than 45 minutes will result in the game being postponed. The game will resume where it left off at a later date.
- 1.6.3 The Board Member on Duty at each park can, at their sole discretion, postpone and reschedule a game before the full 45 minute delay has run its course if there is sufficient belief that the weather will not clear within the 45 minute window.
- 1.6.4 Regularly scheduled league games will be rescheduled when the ambient temperature or wind chill factor falls below 40<sup>o</sup> Fahrenheit. This guideline may also be applied to outdoor practices at the discretion of each Park's Board. The Peachtree City National Weather Service website (<http://www.srh.noaa.gov/ffc/>) will serve as the official standard for determining temperature.

## **1.7 ROSTER RULE**

- 1.7.1 Fayette County Girls' Softball League (FCGSL) is defined to include members from:
  - a. Fayette County Youth Softball Association
  - b. Brooks Youth Softball Association
  - c. Senoia Area Athletic Association
  - d. Spalding County Softball

1.7.2 No later than two weeks from the date of opening day, all parks will submit final team rosters in writing to the Executive Committee (which is comprised of the park presidents from each of the aforementioned Associations). After final rosters are submitted no players may be added to any team's roster without the prior unanimous written consent of the Executive Committee. Any violations of this rule will result in disciplinary action, up to and including possible suspension from further league play.

## 1.8 CRITERIA FOR SEEDING END OF SEASON TOURNAMENT BRACKETS

Final regular season standings will serve as the primary means to determine seeding for the end of season tournament; the team with the best win/loss record will be seeded number one in the tournament; remaining teams will be seeded based on their win/loss records. The regular season is defined as those 10 games played throughout the course of that season and does not include any games played as part of a pre-season kick-off or mid-season tournament.

In cases where two or more teams in the same age group have identical regular season win/loss records, then the next criteria to determine the higher seed will be head-to-head competition between the tied teams. If there is still a tie after a head-to-head comparison, then the run differential will be computed **for each of the tied teams using the season games in which the tied teams played each other.** **The team with the higher run differential will receive the higher seed in the tournament.**

## 1.9 SPORTSMANSHIP

It is the goal of Fayette County Girls' Softball League (hereafter, "the League") to provide as safe and friendly a playing environment as possible for each girl within the program.

To that end, coaches are responsible not only for their conduct, but also the conduct of their players and fans during any game they are a part of, at any of the parks within the League. Conduct that fails to support the goals and values of the League will result in the offender's ejection from the premises.

Umpires, Board Members on Duty or Tournament Directors appointed by a park association have the authority to remove any offender from the premises for such observed acts as interfering with the play of a game, use of profanity directed toward another parent, umpire, coach or player/team, other abusive language directed toward a parent, umpire, coach or player/team, fighting, intoxication or any other act they judge to be outside the standards of reasonable conduct.

Umpires may eject any offender on, and within the proximity of the field of play on which they are umpiring; Board Members on Duty or Tournament Directors may eject any offender within the park boundaries. Decisions by any of these individuals are final and will be imposed immediately. The ejection will remain in effect for the remainder of that game, and the offender will be required to remove themselves from the park premises. If the ejection occurs during a tournament it is the Board Member on Duty or Tournament Director's discretion as to how many games the ejection will be enforced. Failure of the offender to abide by the ejection may result in denying entrance to future games as determined by the Executive Board, and possible prosecution under applicable ordinances or laws of the jurisdiction in which the park is located.

The Board Member on Duty or Tournament Director will report any ejection, via their respective park president, to the Executive Board for review. A second offense by the same individual within the same season may result in denying entrance to future games as determined by the Executive Board or banning individuals from all games at all parks for the remainder of the season to include tournament play.

If a player must leave a game due to a parent's ejection, rule 2.5.2 or 6.6.2 will apply.

## **SECTION II**

### **JOINT LEAGUE RULES**

#### **2.1 SANCTIONING RULES**

2.1.1 Sanctioning association(s) rules shall apply unless otherwise stated in these Joint Park Rules (i.e. USSSA, ASA, CSA, NSA etc.). This season we will be sanctioned by Southern Crescent (USA Softball).

#### **2.2 MINIMUM EQUIPMENT**

2.2.1 Catchers must wear a mask with throat protector, helmet and chest protector. These are to be worn during games and practices.

2.2.2 Batters and base runners must wear helmets with earflaps, chin strap, and securely fastened NOCSAE approved face mask guard.

2.2.3 All pitchers must wear a face mask during all games and practices.

2.2.4 Players should make every effort to wear their team uniform or similar colors. A player who is unable to do so will be allowed to fully participate in the game.

2.2.5 Metal cleats are not permitted. Rubber sole cleats (recommended) or tennis shoes are authorized foot wear during a game.

#### **2.3 FREE SUBSTITUTION**

2.3.1 Free substitution rule: All girls are placed in the batting order and any 9 players (12U and above), 10 players (10U), or all players (8U and below) can play defense. Players can be rotated on defense at the discretion of the coach. However, each player must play at least every other inning.

#### **2.4 MINIMUM NUMBER OF PLAYERS / PULL UP RULE**

2.4.1 For an official game, the minimum number of girls to field a team shall be six (6). Start with 6 and finish with at least 6. Should additional players arrive during the game, they will be added to the lineup (at the bottom of the official batting order). This rule does not apply to Pre-T. For the final score to be recorded in the official standings, the minimum number of girls to field a team shall be seven (7). Start with 7 and finish with at least 7. If a game is played with less than 7 players, a score of 1-0 shall be recorded officially in favor of the team with a sufficient number of players. If a game is played with both teams having less than 7 players, a score of 0-0 shall be recorded officially as a tie. **(For 10u and up see rule 6.5)**

2.4.2 If a team is unable to field each playing position, (10) in 10 and under and below and (9) in 12 & under and up, the coach has the right to pull up to three (3) players from the age group below (registered with the leagues recreation teams only; no travel teams) to reach the maximum number of players. The following limitations to this rule apply:

a) A coach who pulls a player from a division below to play in a game

- must notify the head umpire and the opposing coach with the names of the player(s) during the home plate meeting before the game.
- b) If notification is not provided prior to the start of the game, the opposing coach may appeal such to the umpire resulting in the offending team forfeiting any runs they scored during the first inning of play. An appeal under this rule can be made at any time during the game, but must be made prior to the conclusion of the game.
  - c) A player cannot be pulled up if they have a conflicting game for their primary team.
  - d) Any player pulled up to an older division must play the required minimum in that game.
  - e) Pulled up player must be placed at the end of the batting order. Any late arriving roster players may be placed behind the pulled-up players.
  - f) After a game starts with pulled up players, any rostered team player that shows will be added to the end of the batting order. The pulled-up player will continue to play the required minimum in that game.
  - g) A pulled-up player may not be used and will be considered illegal if that player is either:
    - i) from the same age group as the team pulling up that player,
    - ii) from an older age group than the team pulling up that player, or
    - iii) from an age group that is two or more divisions less than the team pulling up that player. (i.e., a 12U can only pull up a 10U, not an 8U, 6U or 4U)
  - h) Games by teams using an illegal player will be forfeited.

## 2.5 PLAYER LEAVING GAME

- 2.5.1 Should a player have to leave the game or become ill or injured during play and unable to bat, her position in the batting order is skipped and no penalty is assessed to the offensive team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will make a notation in scorebook "player removed". The player may re-enter the game without penalty. They would resume their position in the line-up.

Should a previously uninjured player become injured while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who made the previous out.

- 2.5.2 Ejection rule: If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the batting order and an "out" shall be recorded each time.

However, should the player batting before the ejected player receive a base on balls (intentional or unintentional) the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate.

Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner is allowed.

## 2.6 GAME START TIME AND LENGTH

- 2.6.1 On weeknights, forfeit time for games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.
- 2.6.2 Each game is limited to seven (7) innings or 75 minutes, finish the inning, whichever comes first. No new inning may start later than sixty (75) minutes from the official start time. *During the regular season* games may end in a tie. **There will be no additional tiebreaker innings after time has expired.**

“**International Tiebreaker Rule\***” will apply during the End of Season Tournament if after regulation play a tie exists.

**\*International Tiebreaker Rule** – The last two completed at bats of the previous inning will serve as runners and will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> for each team as the extra inning begins. The batter who is lower in the order will be placed at 2<sup>nd</sup>.

**NOTE: see special game length rules for Pre-T (3.3.1), 6U (4.2.14), and 8U (5.2.1)**

- 2.6.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

## 2.7 GAME PROTESTS

- 2.7.1 If a game is protested, a fee of **\$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest. If the protest is upheld, the fee will be refunded to the protesting team. If it is not then the fee will go to the opposing team. Resolution of the protest will be by executive vote of the FCSSA's.
- 2.7.2 The board member on duty may assist in trying to settle the dispute however the final authority for the decision resides with the umpire.

**Note:** Coaches should be aware that the time clock does not stop when the protest is filed and action is being taken. However, if the protest needs to be turned over to the protest committee for action and the committee upholds the protest; the game will be replayed from the point of infraction. Judgment calls cannot be protested.



## **SECTION III**

### **4 & UNDER PRE-T SPECIAL RULES**

#### **3.1 OBJECTIVE**

3.1.1 This age group was designed to be instructional only, not competitive. Please use good judgment during the games. Remember this is an introductory division and all the players need our combined help in learning this game and helping them to have fun.

#### **3.2 LEAGUE ORGANIZATION**

3.2.1 The Pre-T teams are comprised of players between the ages of 3 and 4 years old as of Jan 1<sup>st</sup> of each registering year. There will be a maximum of 8 games scheduled (depending on number of teams) with no umpires and score will not be kept. This age group will not participate in any recreational season tournaments. The roster will consist of a minimum of 5 and a maximum of 7 players.

#### **3.3 GENERAL**

- 3.3.1 Each game is limited to four (4) innings or sixty (60) minutes, whichever comes first. Coaches may use their discretion and shorten the game to whatever is best for the teams.
- 3.3.2 If you are short players you can pull from the other teams in the same age group straight across.
- 3.3.3 Pre-T will use the 10" yellow safety ball. Each player receives an optional two (2) pitches from their coach and up to four (4) off the tee. If a ball is not in play after the 4<sup>th</sup> swing from the tee then coaches may assist the player.
- 3.3.4 Pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach may pitch to his/her own team at any position in the circle and may start with both feet in the circle, however the coach may choose to pitch from any distance between the circle and home plate.
- 3.3.5 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball not leaving this area is considered a foul ball.
- 3.3.6 Bases shall be 50 feet with hash marks halfway between 1st-2nd, 2nd-3rd, 3rd and home. Play stops when the ball is thrown towards the pitcher or infield. Runners will advance to base determined as the closest.
- 3.3.7 Each team will bat their entire batting order per inning then the following inning the batting order is reversed.

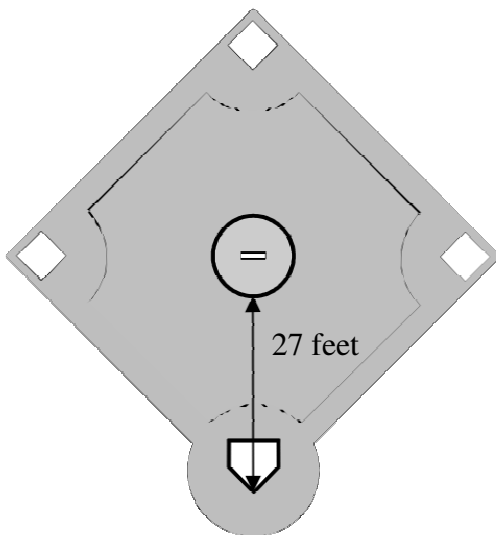
## SECTION IV

### 6 & UNDER COACH PITCH / T SPECIAL RULES

#### 4.1 FIELD OF PLAY

- 4.1.1 Bases shall be 50 feet. When the umpire stops play he will place the runner at the base he determines as the closest base.
- 4.1.2 The intended pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle, which extends to 27 to 43 feet from the back of home plate. The coach must start the delivery with both feet inside the circle. In the event the circle is not accurately marked on the field, the coach may pitch up to but no closer than 27 feet from the back of home plate, as measured on a line between the pitching rubber and home plate.

\*Exception to the pitching distance may be agreed upon during coaches meeting with umpire before the start of a game. Both coaches and umpire must agree to make any exceptions.



- 4.1.3 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball hit from the tee or a pitch not leaving this area is considered a foul ball. The semi-circle foul line itself is fair. A ball coming to rest on this line would be considered a fair ball.

## 4.2 GENERAL

- 4.2.1 Each game is limited to 60 minutes, drop dead, finish the batter. Game will end at the 60-minute mark and the player at bat will finish her at bat prior to the game concluding. All players on a team will be given a chance to bat during the game. If time is up and a batter hasn't been given a chance to bat the remaining batters will bat before concluding the game. The focus at this age is fundamentals and not competitive play.
- 4.2.2 All innings: A maximum of 4 runs can be scored by the same team in the same inning during all innings of the game.
- 4.2.3 After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.
- 4.2.4 To avoid abusive base running, all play will halt and bases awarded when the following conditions occur:
- a) A batted ball is thrown to a defensive player who has both feet in the pitcher's circle. The defensive player does not have to catch or have control of the ball but must make an attempt to do so. This is after a reasonable attempt at stopping the runner or making an out has been made.
  - b) A batted ball is carried into the pitcher's circle by a defensive player who has both feet inside the circle. This is after a reasonable attempt at stopping the runner or making an out has been made.
  - c) A batted ball is held by a defensive player and stops advancement of the lead runner(s).
- Note:** Time will not be called if the defensive player runs the ball through the pitcher's circle attempting to put out a base runner.
- 4.2.5 Should an overthrow occur at either 1<sup>st</sup> or 3<sup>rd</sup> base and the ball enter foul territory, all runners shall be allowed to advance one base only at their own risk.
- 4.2.6 A player will receive 3 pitches and 3 swings from the tee (if necessary). After the 3<sup>rd</sup> pitch, the player will be allowed three swings at the ball off the tee or two additional coach pitches. If the 3<sup>rd</sup> tee swing is not a fair ball, the batter will be out.
- 4.2.7 A coach for the offensive team places the ball on the tee and adjusts the height for the batter. To avoid injuries, the coach removes the tee and bat after the ball is hit.
- 4.2.8 All girls will participate in the batting line-up and in the field with a standard infield (including a catcher)\*. If a team has less than nine players, a coach may leave any defensive position open. Outfielders must stay behind the

baseline until a ball is batted.

\*If both coaches agree, the catching requirement can be waived in any game, regardless of the number of players.

- 4.2.9 The defensive team must provide a coach at the backstop.
- 4.2.10 Since coaches are permitted on the field of play, any interference of an offensive coach with the play of the ball will result in the batter batting over (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.
- 4.2.11 Defensive team shall position their players so they are not in direct contact with the baseline. The umpires are directed to make sure the defensive team is not standing in the baselines prior to a batted ball. The baselines must remain clear to avoid collisions and injuries at these younger ages. The umpire will give the defensive coach a warning. If the rule is flagrantly violated an extra base(s) will be awarded to the base runner on following violations.
- 4.2.12 Players may use a Tee-Ball Little League Bat.
- 4.2.13 No intentional walks
- 4.2.14 The infield fly rule is waived.

## **SECTION V**

### **8 & UNDER SPECIAL RULES**

#### **5.1 FIELD OF PLAY**

- 5.1.1** Distances between bases shall be 60 feet.
- 5.1.2** A coach shall pitch to his/her own team at any position inside the circle, which extends to 27 to 43 feet from the back of home plate. Both feet must begin inside the circle.
- 5.1.3** In the event the circle is not accurately marked on the field, the coach may pitch up to but no closer than 27 feet from the back of home plate as measured on a line between the pitching rubber and home plate.

#### **5.2 GENERAL**

- 5.2.1** Each game is limited to seven (7) innings or 75 minutes, finish the inning, whichever comes first. No new inning may start later than seventy five (75) minutes from the official start time. *During the regular season* games may end in a tie. **There will be no additional tiebreaker innings after time has expired.**

**“International Tiebreaker Rule\*”** will apply during the End of Season Tournament if after regulation play a tie exists.

**\*International Tiebreaker Rule** – The last two completed at bats of the previous inning will serve as runners and will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> for each team as the extra inning begins. The batter who is lower in the order will be placed at 2<sup>nd</sup>.

- 5.2.2** After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.
- 5.2.3** All play will halt when the defensive team has stopped the lead base runner and no other runners are making an active attempt to advance to the next base, or if the third out of the inning is made during the play.
- 5.2.4** Should an overthrow occur at either 1<sup>st</sup> or 3<sup>rd</sup> base and the ball enter foul territory, all runners shall be allowed to advance one base only at their own risk.

#### **4 RUN RULE**

- 5.2.6** All innings: A maximum of 4 runs can be scored by the same team in the same inning during all innings of the game.

- 5.2.7 Batter will be allowed five (5) pitches per batter or three (3) strikes, whichever comes first. Unlimited fouls allowed on the 5<sup>th</sup> pitch. There will be no walks.
- 5.2.8 All girls will participate in the batting line-up and in the field with a standard infield in place (including a catcher). If a team has less than 9 players, a coach may leave any defensive position open. Outfielders must stay behind the baseline until a ball is batted.
- 5.2.9 The defensive team may provide a coach at the backstop.
- 5.2.10 Since coaches are permitted on the field of play, any intentional interference of an offensive coach with the play of the ball will result in the batter being out. Unintentional interference will result in a foul ball (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.
- 5.2.11 Players may use a Tee-Ball Little League Bat.
- 5.2.12 Defensive team shall position their players so they are not in direct contact with the baseline. The umpires are directed to make sure the defensive team is not standing in the baselines prior to a batted ball. The baselines must remain clear to avoid collisions and injuries at these younger ages. The umpire will give the defensive coach a warning. If the rule is flagrantly violated an extra base(s) will be awarded to the base runner on following violations.
- 5.2.13 No intentional walks
- 5.2.14 The infield fly rule is waived.

## **SECTION VI**

### **FAST PITCH PROGRAM**

#### **6.1 OBJECTIVE / SANCTIONING**

6.1.1 The Fast-Pitch program is designed to provide both competitive and instructional level play for those girls interested in Fast-Pitch softball.

6.1.2 Sanctioning association(s) rules shall apply unless otherwise stated in these Joint Park Rules (i.e. USSSA, ASA, NSA etc.). This season we will be sanctioned by Southern Crescent (USA Softball).

#### **6.2 LEAGUE ORGANIZATION**

6.2.1 The Fast-Pitch teams are comprised of three age groups 10U, 12U and 18U.

#### **6.3 MINIMUM EQUIPMENT**

6.3.1 Catchers must wear a mask with throat protector, helmet, chest protector, and shin guards (shin guards are not required in 6U and 8U). These are to be worn during games and practices.

6.3.2 Batters and base runners must wear helmets with earflaps, chin strap, and securely fastened NOCSAE approved face mask guard.

6.3.3 All pitchers must wear a face mask during all games and practices.

6.3.4 Metal cleats are not permitted. Rubber sole cleats (recommended) or tennis shoes are authorized foot wear during a game.

#### **6.4 FIELD OF PLAY**

6.4.1 Pitching Distance is 35' for 10U, 40' for 12U and 43' for 18U.

6.4.2 Bases are set at 60 feet.

#### **6.5 MINIMUM NUMBER OF PLAYERS / PULL UP RULE (same as slow pitch)**

6.5.1 For an official game, the minimum number of girls to field a team shall be six (6). Start with 6 and finish with at least 6. Should additional players arrive during the game, they will be added to the lineup (at the bottom of the official batting order). This rule does not apply to Pre-T. For the final score to be recorded in the official standings, the minimum number of girls to field a team shall be eight (8). Start with 8 and finish with at least 8. If a game is played with at least six but less than 8 players, a score of 1-0 shall be recorded officially in favor of the team with a sufficient number of players. If a game is played with both teams having at least six but less than 8 players, a score of 0-0 shall be recorded officially as a tie.

- 6.5.2 If a team is unable to field each playing position, (10) in 10 and under and below and (9) in 12 & under and up, the coach has the right to pull up to three (3) players from the age group below (registered with the leagues recreation teams only; no travel teams) to reach the maximum number of players. The following limitations to this rule apply:
- a) A coach who pulls a player from a division below to play in a game must notify the head umpire and the opposing coach with the names of the player(s) during the home plate meeting before the game.
  - b) If notification is not provided prior to the start of the game, the opposing coach may appeal such to the umpire resulting in the offending team forfeiting any runs they scored during the first inning of play. An appeal under this rule can be made at any time during the game, but must be made prior to the conclusion of the game.
  - c) A player cannot be pulled up if they have a conflicting game for their primary team.
  - d) Any player pulled up to an older division must play the required minimum in that game.
  - e) Pulled up player must be placed at the end of the batting order. Any late arriving roster players may be placed behind the pulled-up players.
  - f) Pulled up players may not pitch.
  - g) After a game starts with pulled up players, any rostered team player that shows will be added to the end of the batting order. The pulled up player will continue to play the required minimum in that game.
  - h) A pulled up player may not be used and will be considered illegal if that player is either:
    - i) from the same age group as the team pulling up that player,
    - ii) from an older age group than the team pulling up that player, or
    - iii) from an age group that is two or more divisions less than the team pulling up that player. (i.e. a 12U can only pull up a 10U, not an 8U, 6U or 4U)
  - i) Games by teams using an illegal player will be forfeited.

## 6.6 PLAYER LEAVING GAME (same as slow pitch)

- 6.6.1 Should a player have to leave the game or become ill or injured during play and unable to bat, her position in the batting order is skipped and no penalty is assessed to the offensive team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will make a notation in scorebook "player removed". The player may re-enter the game without penalty. They would resume their position in the line-up.

Should a previously uninjured player become injured while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who made the previous out.

- 6.6.2 Ejection rule: If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the



batting order and an "out" shall be recorded each time.

However, should the player batting before the ejected player receive a base on balls (intentional or unintentional) the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate.

Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner is allowed.

## 6.7 GAME START TIME AND LENGTH

6.7.1 On weeknights, forfeit time for the first scheduled games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.

6.7.2 Each game is limited to seven (7) innings or 75 minutes, finish the inning, whichever comes first. No new inning may start later than seventy five (60) minutes from the official start time. *During the regular season* games may end in a tie. **There will be no additional tiebreaker innings after time has expired.**

**"International Tiebreaker Rule\*"** will apply during the End of Season Tournament if after regulation play a tie exists.

**\*International Tiebreaker Rule** – The last two completed at bats of the previous inning will serve as runners and will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> for each team as the extra inning begins. The batter who is lower in the order will be placed at 2<sup>nd</sup>.

6.7.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

## 6.8 4 RUN

6.8.1 All innings: A maximum of 4 runs can be scored by the same team in the same inning during all innings of the game.

## 6.9 PLAYER PARTICIPATION

6.9.1 All players are in the batting order. 10 defensive players take the field in 10 & Under age group. All other age groups use 9 defensive players. Free defensive substitution is allowed.

6.9.2 Since all players participate on offense courtesy or substitute runners may not be used.

## 6.10 INFIELD FLY RULE

6.10.1 Infield fly rule applies to 12 & Under and older.

## 6.11 STOLEN BASE RULE (10 & Under Only)

Runners are entitled to steal or advance one base only per player pitch.  
**Runners are allowed to steal home.**

6.11.1 A runner, attempting to advance beyond the one base they were entitled to advance or steal, may be put out while between bases.

6.11.2 After all play ceases and the ball becomes dead, if the runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.

6.11.3 If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purposes of throwing an advancing runner out.

6.11.4 A batter who receives a base on balls cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.

6.11.5 Awarded bases will apply to all runners.

6.11.6 Runners can only score on:

- a) a batted ball,
- b) stealing home
- b) a base on balls or hit batter with the bases full, or
- c) on an awarded base (such as an illegal pitch)

## 6.12 OVERTHROWS (10U Only)

Should an overthrow occur at either 1<sup>st</sup> or 3<sup>rd</sup> base and the ball enter foul territory, all runners shall be allowed to advance one base only at their own risk.

## 6.13 GAME PROTESTS (same as slow pitch)

6.14.1 If a game is protested, a fee of **\$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest. If the protest is upheld, the fee will be refunded to the protesting team. If it is not then the fee will go to the opposing team. Resolution of the protest will be by executive vote of the FCSA's.

6.14.2 The board member on duty may assist in trying to settle the dispute however the final authority for the decision resides with the umpire.

**Note:** Coaches should be aware that the time clock does not stop when the protest is filed and action is being taken. However, if the protest needs to be turned over to the protest committee for action and the committee upholds the protest; the game will be replayed from the point of infraction. Judgment calls cannot be protested.

**6.14 DROPPED THIRD PITCH & INFIELD FLY RULE (12u & 18u only)**

6.14.3 The dropped third pitch rule and the infield fly rule applies only to 12u & 18u