

KINGSLEY/BUCKLEY/MESICK/MANTON RECREATION LEAGUE, INC.
12-13-14 YEAR-OLD GIRLS
FAST PITCH SOFTBALL
Revised 8/2015

- 1) Five (5) innings will constitute a complete game. Three (3) innings will constitute a complete game in the case of adverse conditions or rain. Coaches & Umpire makes the call. Anything less than four full innings will have to be rescheduled, from the point of cancellation.
- 2) The diamond will be 60 feet from home plate to the first and third bases. The pitcher's rubber will be 40 feet from the rear of home plate to the front of the pitching rubber. Second base is 84 feet 10 inches from the back of home plate to the front of the bag.
- 3) A pitcher who hits two batters in the same inning must be removed from pitching in that inning. The pitcher may re-enter the game if it is the first time the pitcher has been removed. The second time a pitcher hits two batters in an inning they will be removed from pitching for the rest of the game. A batter must make a legitimate attempt to get out of the way of a pitch. The umpire may make an exception to the rule if he feels the batter tried to be hit or was at fault because the batter did not get out of the way of a pitch. A ball hitting the ground before the batter is a live ball and counts as a hit batter if an attempt to get out of the way was made.
- 4) The strike zone for the fast-pitch league is from the knee to the armpit.
- 5) A coach shall be allowed one trip to the playing field per inning. If a second trip is made to the playing field during any one inning, he/she must change pitchers. Attending to an injured player does not constitute a charged conference.
- 6) Pitcher may throw a maximum of 9 outs per game. A pitcher may be removed from pitching and re-enter once at pitcher from any position or the bench. Removal includes ending one inning and not starting the next. In the event of a 7 run inning the pitcher will only be charged the outs achieved. A team must have at least two pitchers pitch 3 outs in a complete game. A pitcher gets seven (7) warm-ups for her first inning, and five every inning thereafter. The ball will be a 12 inch MacGregor ball.
- 7) There will be no leading off until the ball leaves the pitchers hand. Once the ball is pitched, the runner may lead off and steal. First offense will be a team warning. After that, the runner is called out.
- 8) Infield Fly Rule - The rule applies with the runners on first and second or with the bases loaded less than two (2) outs. If the batter hits an infield fly which the umpire judges can

be routinely caught, he immediately raises his arms and yells “The batter is automatically out if the ball stays fair”. The runners may advance at their own risk, just like a normal pop fly. If the ball goes foul, it must be caught for the out.

- 9) Bunting is allowed.
- 10) Sliding Rule. If the fielder has the ball or is receiving the ball, and is covering the base/plate, the player must avoid contact or slide to avoid being called out. The purpose of this rule is to avoid injuries. A player cannot be called out if they slide and there is contact, a player cannot be called out if they avoid contact going in without sliding, unless they are tagged out by the fielder. If the runner makes an attempt to hurt the fielder (umpire’s judgment) they are out, the play becomes dead at this point, and the runner is ejected from the game. It is recognized that there may be accidental contact. The umpire may rule accordingly, and no penalty is assessed. All bases must be accessible to the runner if the fielder does not have the ball. A slide will be when one knee or hip touches the ground. There is one warning per team allowed.
- 11) Runners are not allowed to knock over a baseman attempting to make a tag out. The runner will be called out and ejected from the game if the umpire judges that the contact was a deliberate attempt to injure. Any attempt to dislodge the ball from a defensive player shall be called offensive interference.
- 12) If the catcher drops or misses a swinging third strike, the batter is allowed to run to first base, provided first base is not occupied. If there are two outs the batter may try to steal first on a missed swinging third strike.
- 13) In the case of injury to any player, the umpire will immediately call time and all play will stop. The umpire will then determine where all the runners and the batter would have been had the play been allowed to proceed to it’s natural conclusion.
- 14) 7 Run Rule: A maximum of seven runs per inning. The inning will end once the seventh run is scored.
- 15) If the home team is ahead by eight (8) or more runs after 3 1/2 innings (the middle of the 4th), the Mercy Rule will come into effect and the game will be considered official. If the home team is losing, they will bat in the bottom of the inning, and if the deficit is reduced to less than eight (8) runs, the game will continue. If after 4 complete innings, the game will be complete if any team is 8 or more runs ahead.
- 16) Substitutions for a player can only be made in the case of injury. For the safety of the player, a player being substituted more than once in a game for an injury will have to sit out the remainder of the game.

- 17) A player will not be allowed to play if she is wearing shorts. (*Shorts are permitted if player is wearing sliding pads.*)
- 18) When a walk or dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball. The batter-runner may continue past first base, and is entitled to run toward second base as long as she does not stop at first base if the pitcher has possession of the ball
- 19) All players are put into the batting order, and will bat in order. No batting substitutions. All player must play 6 outs defensively.
- 20) Umpire and both coaches will discuss all the above rules before the game begins. Any rule not covered by the above will go by the official high school rule book. None of the rules are to be altered or changed at any time
- 21) All games begin at 6:30pm unless otherwise scheduled.