

YOUTH FAST PITCH SOFTBALL RULES

Each team must play with an official softball bat.

Balls

12 & Under - The yellow cover, 12 inch ball with a COR of .470 or under and a ball compression of 375.0 lbs or under.

10 & Under - The yellow cover, 11 inch ball with a COR .470 or under and a ball compression of 375.0 or under.

Catchers must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. Batting helmets must be equipped with chin straps and must be securely fastened NOCSAE approved face mask/guard. All offensive players, including the on-deck batter, Junior Olympic players acting as coaches in the coach's box, must properly wear double ear flap batting helmets. Catchers cannot wear the plastic face mask/guard.

Teams will furnish batting helmets and catcher's equipment.

No less than 7 players to start a game. You will be able to place your outs in your line up. (9 players)

Ten players will be allowed to play in 10U and 12U. 10U and 12U can have a DH.

No one will be allowed to change teams after the draft.

Team must have matching tops. Players must wear shoes. No metal cleats can be worn. No visors will be provided. You may wear caps or visors.

No protests, umpire has final decision. Umpire and head coach will make all decisions concerning their team.

There will be no games rescheduled except those games that are rained out. If a team cannot play the regular scheduled game then it is a forfeit. Home team will be decided by a toss of a coin. First place individual trophies will be given for the league play by regular season won-lost record. More than 4 teams, second place individual trophies will be given.

We will play the international tie breaker rule if tied end of one hour and 15 minutes or 7 innings. The last completed at bat from the previous inning will be placed at second base to begin each teams at bat in the ITB. We will play two innings of ITB to try and reach a winner, if not the game will end in a tie.

Each player must be allowed to play at least one complete inning per game. If for any reason a child does not play, it must be announced at the beginning of the game.

over

League	Pitching Distance	Base Distance
10 & Under	35'	60'
12 & Under	40'	60'

One hour and 15 minutes time limit or 7 innings. The 8 run ahead rule applies after five complete innings of play, 10 after four innings, and 12 after 3 innings (or every batter bats) No new inning will be started if 5 minutes or less is left on the clock.

10 & Under League - If the pitcher walks three batters in an inning, the coach(or an assigned person, but not another player) will have the option to finish pitching the inning. If the pitcher remains on the mound, she will have a maximum of 5 walks before the coach or assigned person must finish pitching the inning. The coach will pitch five pitches to hit the ball into fair territory. A missed third swing or a fouled fifth pitch will result in an out. No strike will be called. No walks. (Only league play) when the coach goes into finish pitching the inning, the runners will not be allowed to steal bases.

10U - Base runners are allowed to leave the base only after the pitcher has release the ball. Base runners are allowed to steal second and third base. Base runners are prohibited from stealing home or attempting to score on a passes ball by the catcher.

12U - May steal home.

10U and 12U - If a team scores four (4) runs in an inning, the **inning automatically ends** and the opposing team is allowed to bat. (Only league play)

Have line up to official scorekeeper 10 minutes before game time. Line up must have name and numbers of each player. Line up cards are provided.

No glass containers allowed at Complex. Water cooler only allowed.

Any disputes must be in writing to the BRD office within 24 hours. This is not to be discussed with the umpires or scorekeeper. Protests must be presented by the head coach.

TO CHECK TO SEE IF GAMES ARE RAINED OUT CHECK facebook or head coach will be texted..

We will have a UIC at the complex during games if you have any questions. Chad Walker