

# SIYS Fastpitch Rules for All Divisions

Sec 1. Age requirements: The youth fastpitch program division is determined by a player's age on December 31, of the previous sanction year.

- A. Players can play in a higher division, subject to minimum age requirements for each division, but cannot play in a lower division for which they are not age eligible according to the criteria in Section 1.

Sec 2. Pitching, base path distances, and recommended field distances.

|                 | Pitching Distance | Base Path | Playing Field |
|-----------------|-------------------|-----------|---------------|
| 8u Coach Pitch  | 35 feet           | 60 feet   | 200 feet      |
| 10u REC/COMP    | 35 feet           | 60 feet   | 200 feet      |
| 12u REC/COMP    | 40 feet           | 60 feet   | 200 feet      |
| 14u REC/COMP    | 43 feet           | 60 feet   | 200 feet      |
| 16u and 18u REC | 43 feet           | 60 feet   | 200 feet      |

A. The Double First Base must be used when available. This base shall be 15 by 30 inches and made of canvas or other suitable material and not more than 5 inches high. Half the base is white [over fair territory] and half is orange [over foul territory].

B. The Pitching Plate shall be a rectangular slab of whitened rubber or suitable material, 24 inches by 6 inches. It shall be set in the ground with the top flush with the playing surface.

C. Pitcher's Circle shall be a circle which is 16 feet in diameter (8-ft. radius) drawn from the mid-point of the front edge of the pitcher's plate.

D. On-deck circles shall be circular, 2 ½ foot radius, a safe distance to the side and away from home plate; at least 30 feet if space allows. The on-deck circle does not have to be occupied, but if a player wishes to warm up, they shall do so behind the live batter.

Sec 3. EQUIPMENT

- A. Batting Helmet - batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult base coach, non-adult bat & ball shaggers in live ball territory, even if the ball is dead.
  - a. 12u – 18u helmets shall be equipped with a face protector. A chinstrap is optional.
- B. The ball – 8u and 10u REC will use an 11" safety ball, 10u COMP 11", and 12u – 18u 12".
- C. Shoes – 12u and younger metal cleats are prohibited.
- D. Jewelry - Exposed jewelry, which is judged by the umpire as dangerous, is not permitted and must be removed.
- E. Bat - shall be round in cross section, straight in length and measure not more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter at its largest part. Its weight shall not

exceed 31-ounces, including tape or grip addition to the bat. Authorized bat manufacturers shall mark their products with the words "Official Softball".

#### Sec 4. The Game

- A. Time Limits - a game will consist of seven (7) innings or 1 hour and 30 minutes, whichever comes first. No new inning will begin once the time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. If the game is still tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning only during tournament play.
- B. Run Rule – awards a win to a team that has a 12 run lead after 3 completed innings or 2 ½ innings if the home team is ahead, 10 run lead after 4 completed innings or 3 ½ if the home team is ahead, 8 run lead after 5 completed innings or 4 ½ innings if the home team is ahead.
  - a. NOTE 8u through 14u REC Divisions – 5 run rule per inning, and above run rule does not apply
- C. Tiebreaker during tournament play - After the completion of 7- innings, or when time limits have expired, and the score is still tied, the tiebreaker procedure will begin. The player, who had the last completed at bat, assumes a position on 2nd base. A substitute may be inserted. A courtesy runner may be used for the pitcher or catcher. This procedure would be done at the beginning of each half inning; until a winner is determined.
- D. Score Tracking – the score of all competitive games will be recorded by the home team.
  - a. NOTE 8u through 14u REC Divisions will not record scores.
  - b. Forfeited games score will be recorded as 7 – 0.
- E. Lineup – the lineup is continuous, and a team must have at least 8 players present to start a game.
- F. Third Strike dropped ball – 12u through 18u may advance to first base on a dropped third strike. 8u and 10u the batter is considered out even if the third strike is dropped.
- G. Courtesy Runner - a team may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances.
- H. Stealing of bases is permitted for 12u through 18u divisions. The runner cannot leave the base in 12u through 18u until the ball leaves the pitchers hand on delivery.
- I. Infield Fly rule – a fair fly which can be caught by an infielder with ordinary effort; less than 2 outs; first and second base or all bases are occupied; the batter would be called out.
  - a. NOTE 8u and 10u the rule does not apply.

Sec 5. Sporting Behavior - All players and coaches will be expected to behave in a sporting manner at all times. Any player, coach or parent / fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the Tournament Officials or the Umpires. Foul or abusive language will not be tolerated under any circumstances. This includes a team forfeiting or being removed from the game if necessary.

#### Sec 6. Umpires

- A. Umpire jurisdiction begins upon the arrival of one Umpire within the confines of the field and ends when the Umpire leaves the playing field at the conclusion of the game.
- B. If only one Umpire, that Umpire has complete jurisdiction in administering the rules and shall take a position behind the catcher or pitcher. The Umpire's duties include:
  - a. Inspect condition of the field
  - b. Conduct Pre-Game Conference. Ask both coaches if their teams are legally and properly equipped, receive lineup cards from both teams, announce special ground rules and formulate such if the two teams cannot agree, designate the dugout/bench area, and, if necessary, designate the official scorekeeper.
  - c. Call and count balls and strikes
  - d. Signal fair hits, and call out "foul ball" while signaling each foul hit
  - e. Make all decisions on the batter.
  - f. When it seems apparent that a batted ball will be an infield fly, the Plate Umpire immediately announces it for the benefit of the runners. If the ball is near the base line the Umpire shall declare, "Infield fly, if fair."
  - g. Eject a player or send a coach from the field of play if it becomes necessary.
  - h. Call the game if conditions become unfit for play.
  - i. Have the authority to make decisions on any situation not specifically covered in the rules.

#### Sec 7. Additional 8u Coach Pitch Rules

- A. Home team will provide a volunteer umpire.
- B. No Stealing.
- C. No infield fly rule.
- D. No base advancement on overthrows.
- E. Bunting is not allowed.
- F. The defensive team must have a minimum of 8 players and may have a maximum of 10 players in the field.
- G. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the pitcher. If the runner is more than half way to the next base when time is called, the runner will be awarded the next base.
- H. Pitching Rules –
  - a. The pitcher must have at least one foot in the pitcher's circle when the batter's coach is pitching. No other defensive players may be positioned inside the pitcher's circle at the same time.
  - b. The batter will receive 7 pitches from their coach or three swinging strikes, whichever occurs first. If unable to put the ball in play the batter is out.
  - c. If the seventh pitch is hit foul the batter will remain at bat.
  - d. There is no Base on Balls (walk) awarded.
  - e. Hitters hit by a pitch will not be awarded 1<sup>st</sup> base.
  - f. The pitching coach must make an effort to avoid interfering with the play, and not coach the batter during the batting process.
- I. Base running – the runner may not leave the base until the ball reaches home plate.

#### Sec 8. Additional 10u REC Rules

- A. Home team will provide a volunteer umpire.
- B. No Stealing.
- C. No infield fly rule.
- D. Bunting is allowed when player is pitching.
- E. The defensive team must have a minimum of 8 players and may have a maximum of 10 players in the field.
- F. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher. If the runner is more than half way to the next base when time is called, the runner will be awarded the next base.
- G. Pitching Rules – Player pitcher will pitch 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, and 7<sup>th</sup> inning. Coach will pitch even innings, and when a hitter is awarded Base on Balls (walk).
  - a. The player pitcher must have at least one foot in the pitcher's circle when the batter's coach is pitching. No other defensive players may be positioned inside the pitcher's circle at the same time.
  - b. The batter will receive up to 5 additional pitches from their coach or three swinging strikes, whichever occurs first if awarded a Base on Balls (walk) from player pitcher. If unable to put the ball in play the batter is out.
  - c. If the fifth pitch from the coach is hit foul the batter will remain at bat.
  - d. There is no Base on Balls (walk) awarded.
  - e. Hitters hit by a pitch will not be awarded 1<sup>st</sup> base.
  - f. The pitching coach must make an effort to avoid interfering with the play, and not coach the batter during the batting process.
- H. Base running – the runner may not leave the base until the ball reaches home plate.

#### Sec 9. Additional 12u REC Rules

- A. Stealing – a runner may steal one base per pitch even in the event of an overthrow in live ball territory. A runner cannot steal home.