

# CLAYTON COUNTY FAST PITCH SOFTBALL PROGRAM

## **1.1 OBJECTIVE**

1.1.1 The Fast-Pitch League is designed to provide both recreational and instructional level play for those girls interested in Fast-Pitch softball.

## **1.2 LEAGUE ORGANIZATION**

1.2.1 The Fast-Pitch teams are comprised of four age groups 10U, 12U, 14U, 17U age groups.

Age groups may be combined due to number of participants registered to play and to field similar aged teams against other competition.

## **1.3 MINIMUM EQUIPMENT**

1.3.1 Catchers must wear a mask, helmet, chest protector, and shin guards. These are to be worn during games and practices.

1.3.2 Batters and base runners must wear helmets with earflaps and securely fastened

1.3.3 All pitchers must wear a face mask during all games and practices. (10U & 14U)

## **1.4 FIELD OF PLAY**

1.4.1 Pitching Distance is 35' for 10U and all other ages are 40' in distance.

1.4.2 Bases are set at 60 ft (55ft for 10 & under)

## **1.5 GAME START TIME AND LENGTH**

1.5.1 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.

1.5.2 Each game is limited to seven (6) innings or time limit, which ever comes first. No new inning may start later than seventy-five (80) minutes from the official start time. During the regular season the "International Tiebreaker Rule" (International Tie Breaker last recorded out is placed on second(2<sup>nd</sup>) Base) will apply for one additional inning if after regulation play a tie exists. The umpire and the Board member on duty have the right to call the game to an end as a tie if time becomes excessive to determine the winner. **THIS IS A JUDGEMENT CALL AND DECISIONS WILL BE FINAL.**

1.5.3 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.

## **1.6 7 run rule**

1.6.1 A maximum of 7 runs can be scored by the same team in the same inning during the game. A home run over the fence all runs shall count even if it is over the seven (7) Max.

## **1.7 PLAYER PARTICIPATION**

1.7.1 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 substitution is allowed.

1.7.2 Courtesy runners can be used anytime for the pitcher and catcher only. The courtesy runner must be a player not currently in the defensive lineup.

1.7.3 There shall be no dual roster players, meaning a child may only participate on one (1) team

## **1.8 INFIELD FLY RULE**

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

## **1.9 STEALING**

1.9.1 Players May steal after the ball is pitched this includes home plate, No Stealing home in the U10.

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## **SECTION II**

### **10 & UNDER SPECIAL RULES**

## **2.1 FIELD OF PLAY**

2.1.1 Each Batter Walked by The Opposing Team's Pitcher (I.E. Ball Four Count), Will Then Have an Opportunity To Receive A Single Pitch Or Up To Three Pitches From His Or Her Coach.

The Number Of Pitches to Be Offered By The Batter's Coach Will Be Determined By The Number Of Strikes Earned By The Opposing Team's Kid Pitcher.

Example No. 1: Batter Receives Ball Four Pitch With 1 Strike- Coach Is Then Allowed 2 Pitches. Each Pitch by Coach Is Recorded As A Strike If Not Put Into Play By The Batter.

Example No. 2: Batter Receives Ball Four Pitch With 2 Strikes –Coach Is Then Allowed 1 Pitch. Each Pitch by Coach Is Recorded As A Strike.

Example No. 3: Batter Receives Ball Four Pitch With 0 Strikes –Coach Is Then Allowed 3 Pitches. Each Pitch by The Coach Is Recorded As A Strike.

Note: Each at Bat Will Result In A Strike-Out Or Hit Ball.

Unless Batter Is Hit by Opposing Kid Pitcher (Batter Hit By Pitch Is Awarded 1<sup>st</sup> Base And Not Allowed To Face Coach Pitch.)

Note: A Batter Hit by Coach Pitch Is Recorded As Strike Including Strike Three Pitch.

Note: Base Runners Can Not Steal Bases While Coach Is Pitching.

## **3.1 GENERAL RULES**

3.1.1 No Runner May Score From 3<sup>rd</sup> Base Unless The Ball Been Hit. There Is No Infield Fly Rule.

Time Limit 1 hour and 15 minutes per game. (12U, 14U, & 17U)

Time Limit 1 hour and 10 minutes per game. (U10)

Run Rules: 10 after 4 and 8 after 6

7 run rule per inning (When a ball is hit over the fence, all runs will count)