

## 2018 10U Fastpitch Rules

1. A coach is permitted in the outfield with the defense. Outfield is determined to be in the grass.
2. The game shall be played in such a way that the participants obtain a maximum of enjoyment with a minimum of risk.
3. Those team members not actively involved in the game will be in the dugout, except the on-deck batter, so that they may not be injured by a flying bat. When playing at Tipp, the on-deck batter is permitted to be in the on-deck circle.
4. Teams will be provided batting helmets. All batters and runners are required to wear a helmet with a face mask. Chinstraps are not required by NFHS any more. Any batter/runner throwing or intentionally losing their helmet before the play is over will be called out.
5. All catchers will wear the provided equipment which will include at least a helmet.
6. No bats are to be left lying around the home plate area. Please have catchers move the bats so the base runners will not be injured.
7. No girl may play any position more than two consecutive innings except pitcher. Each girl must play at least one defensive inning in the infield by the **3rd inning**. Coaches are encourage to have all players play infield/outfield during a game, but due to large team sizes, are no longer required to play in the outfield. An inning of play is considered playing three outs in the position. (The pitcher and catcher are considered an infield position)
8. No girl can pitch more than three innings per game. In a complete six inning game, a team must use three pitchers. Only the starting pitcher can re-enter to pitch again. If a pitcher hits 3 batters in one inning or a total of 4 batters in one game, they are no longer allowed to pitch during that game. An inning pitched is considered pitching one pitch.
9. Coaches will instruct their players not to play in too close on weaker hitters. Players will be instructed to play their positions. In other words, the left fielder will not play third base and the third basemen will not be playing at the pitchers position. All outfielders must be in the outfield (grass) as each pitch is thrown.
10. **Games will be six innings or 1 ½ hours, whichever comes first. However, an inning must be completed for a game to be considered complete. No new inning will be started after 1 ½ hours. A maximum of 5 runs per inning. Three outs or 5 runs per inning, whichever comes first. The last inning is open; no run limit.**
11. Open Inning-. All games will have an open inning declared by the umpire. The open inning will be the final inning of the game. The umpire must declare the opening inning prior to the beginning of the last inning. The open inning will

- typically be the inning that begins around the 1 hour and 15 minute mark and can run past the 90 minute limit.
12. Three strikes constitute a strikeout and four balls constitute a walk. There is no pitch limit per batter.
  13. A foul ball caught by the catcher must have altered the trajectory of the pitch so that it is head-level of the catcher or higher. This is a judgment call by the umpire(s).
  14. Normal playing level is ten players in the field. A team may play with as little as eight players.
  15. The infield fly rule will not apply.
  16. Base stealing is permitted after the pitch crosses home plate. There is no leading off. If the base runner leaves before the pitch crosses the plate they will be called out. Each team is given one warning for leaving early before an out is issued. Players may steal, but there is no stealing home. (Unless an overthrow occurs, see rule 26)
  17. Each team will be issued a warning when a girl throws her bat. The second and each succeeding occurrence will result in the batter being called out.
  18. Weather:
    - When playing in Troy, if the coaches believe the weather is placing the participants in danger, the game should be stopped in the interest of safety.
    - When playing in Tipp, a TCJB board member will be present at all games and make the decision to stop play if necessary
    - At the first sign of lightning or thunder, all players and families must leave the playing area and go to their cars. There is a 30 minute delay for lightning from the last view.
  19. Only official softball bats may be used.
  20. Base distance is 60 feet. The pitching distance is 35 feet. A 16 foot circle will be drawn around the pitching rubber.
  - 21. Once a pitcher has control of the ball in the circle, all runners must stop at their current base and the play is over.**
  - 22. Once the ball is in possession of the pitcher all base runners must return to the previous base occupied, unless over halfway to the next base, which should be marked by a hash mark.**
  23. The entire roster will bat and there is free substitution on defense.
  24. Batters are permitted to bunt and sliding is permitted and should be encouraged.
  25. An 11 inch ball will be used.

26. On an overthrow a runner may advance only one base. Only one overthrow per hit ball. All base runners may advance on an overthrow, not just the runner the play is being attempted on. A runner can advance home on an overthrow.
27. On an overthrow during a pick off play, a runner may advance one base with the chance of being thrown out. The initial overthrow is the only overthrow that can occur during the play.
28. The batter may not run on a dropped 3<sup>rd</sup> strike situation.
29. If a batter is walked she may not advance to second if the base is open.
30. If a team is leading by twelve (12) or more runs after four (4) innings have been completed, or three and ½ half (3-1/2) innings if the home team is leading, the umpire will stop the game at the completion of the ½ inning and the team leading will be the winner.
31. A complete game is considered 3 innings or 2½ if the home team is winning, or the game is called due to inclement weather or darkness. (During the regular season)