

# MAJOR LEAGUE FAST-PITCH SOFTBALL

12U

The Major League Fast Pitch Softball shall be governed by Official Little League Rules with any exceptions listed herein.

1. **Time Limit/ Innings:** Game duration: Major League -games will be 6 innings in duration with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. Major league games will be 1 hour and 45 minute time limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeepers watch is the official time. No new inning will begin with 10 minutes or less remaining in the game unless a tie ball game exists.

2.) **Bases:** The base path will be 60 ft. and will pitch from 40 ft.

3.) **Base Runner:** A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.

4.) **Courtesy Runners:** At any time the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.

5.) **Steel Cleats:** No steel cleats are allowed. No playing barefooted.

6.) **Equipment:** The catcher must wear a helmet and mask, shin guards and chest protector while catching. A catcher's mitt must be used when catching. All batters and base runners shall wear batting helmets. Infielders must wear a Game-face.

7.) **Run Rule:** Teams will follow 10 runs after 3 1/2 or 4 innings.

8.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to starting time. This list must include the batting order of only those players physically present, the first and last name of each player and her jersey number. Absent players and players being disciplined should be listed at the bottom and coach should sign (see coach's rules #13 & #15, pages 5 & 6.)

9.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever she re-enters, and provided the substitute has completed her mandatory playing time. A substitute may not re-enter once she is withdrawn from the game.

10.) **WRPR Umpires:** All umpires for all games are representatives of the Recreation Department. Their decisions in all matters are final. There will be no protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires.

11.) **Dugout Procedures/Players on Deck:** There can be at the most, only three adults (manager and coaches) and ball players in the dugout at any one time. When team is batting everyone must be in the dugout except the base runners, batter and two base coaches. The on deck batter must wait in the dugout. When team is in the field, substitutes and all coaches must be in the dugout.

12.) **Foul Balls:** The batting team must chase all foul balls (coaches are responsible for returning balls to the umpire).

13.) **Intentional Walk:** If a pitcher desires to walk a batter intentionally, all pitches must be delivered to the batter.

14.) **Mandatory Playing Time:** Each girl must start every other game; provided she meets the standards (see coaches rules #13 & #15, page 7.) Every player shall play at least 2 innings per game, every game. All players must bat at least once per game. All players must enter the game by the top of the fourth (4th) inning prior to the first pitch being thrown to the first batter of that inning. The

only exception shall be when a player is absent or under disciplinary action (see coach's rules #13 and #15). All players must play 4 complete games per season.

15.) Defensive Players: 9 players will play defense.

16.) Stealing Bases: A player can steal when the ball is released from the pitcher's hand.

17.) Drop Balls-on-Third Strikes: On the third strike if the ball is dropped by the catcher the batter may run to first if first base is not occupied or if two outs and first is occupied she can still run to first.

18.) A minimum of 9 players is required to start/finish a game.

19.) Completion of ½ innings: A team may score a maximum of five (5) runs per 1/2 inning except in the last inning.

20.) Slung Bats: First (1st) offense, batter and coach will be warned (umpire will have it noted in the scorebook). Any subsequent violation the batter will be called out.

21.) Approved Bats: Fast pitch bats must be used in this league and shall be no more than 33" in length, not more than 2 1/4 inches in diameter.

### Pitching Rules:

A player may pitch in a maximum of twelve (12) innings in a day.

If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

A pitcher remaining in a game, but moving to a different position can return as a pitcher anytime in the remainder of the game but only once in the same inning as she was removed.

A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher.

***Not more than five (5) pitchers shall be used in one game. EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.***

***On a coaches third conference per inning to the field, the pitcher must be removed (except for injury).***