

MINOR LEAGUE FAST PITCH SOFTBALL

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

1.) **Time Limit/Innings:** Games will be 6 innings in duration with 3 1/2 or 4 innings constituting a game in the event of rain, light failure, etc. There will be a 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 time limit unless a tie ball game exists. The inning in progress will be finished if the losing team has not batted.

2.) **Tie Breaker:** A GAME CANNOT END IN A TIE.

3.) **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 must sign (see coach's rules #13 & #15, page 7).

4.) **Mandatory Playing Time:** Each girl must start off every other game, provided she meets the standards (see coaches rules #13 & #15, page 7).

 Each player must play 2 innings (6 outs) and have one bat each game. All players must enter the game defensively at the top of the fourth (4th) inning. Top of the fourth (4th) inning shall be defined as "Prior to the first pitch being thrown to first batter of the fourth (4th) inning". All players must play 4 complete games per season.

5.) **Base Running:** A runner who slides head first 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.

6.) **Steel Cleats:** Are NOT allowed. No playing barefooted.

7.) **Courtesy Runner:** A courtesy runner may be used for the catcher or pitcher.

The courtesy runner can be any player listed on your roster. However, if a courtesy runner is on base when it becomes her at bat, she will be called out. They will remain on the base if it's not the third out. The out is for their turn at bat.

8.) **Equipment**: The catcher must wear a helmet and mask, shin guards and chest protector while catching.

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

10.) **Run Rule**: This league will follow 10 runs ahead after 4 innings (3 ½ if home team leading).

11.) **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.

12.) **Dugout Procedures/Players on Deck**: There can be at the most, only three adults (manager and two 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. When team is in the field, substitutes and all coaches must be in the dugout.

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

14.) **Equipment**: All batters and base runners shall wear batting helmets.

15.) **Intentional walk**: Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches.

16.) **Infield Fly**: The infield fly rule will apply.

17.) **Bunting**: Bunting is allowed.

18.) **BATS**: Fast pitch bats must be used with a BPF 1.2 sticker on them. The bat shall be no more than 33" in length, not more than 2 ¼" in diameter.

19.) **Drop Balls-on-Third Strikes:** On the third strike, the batter is out even if the catcher drops the ball. Therefore, the batter cannot advance to first base if this occurs.

20.) **Completion of ½ innings:** Offensive innings will consist of three (3) outs or a team may score a maximum of five (5) runs. The last inning will be considered either the 6th inning or if time runs out in the top of a previous inning.

21.) **Double Bag 1st Base:** A double bag shall be used at 1st base, the double portion (orange) of the bag being in foul territory abutting 1st base. If there is a play on a batter going to 1st base, the batter **MUST** touch the portion of the Double Bag (orange) extending into foul territory. The batter shall be called out for failing to do so.

22.) **There will be a continuous batting order**

23.) **Base Runner:** Base runner(s) must maintain contact with the base in which they are entitled until the ball has been hit or reaches the batter.

24.) **Pitcher Substitution:** A pitcher remaining in the 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.

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.

On a coach's second conference per inning to the field, the pitcher must be removed (except for injury).