

# **SOUTH LINCOLN SPORTSPLEX GIRLS 10 & UNDER GIRLS 12 & UNDER FAST PITCH RULES**

## **PLAYER ELIGIBILITY**

10 & Under – Any player who's 9th or 10th Birthday falls before December 31st of the previous year.

12 & Under – Any player who's 11th or 12th Birthday falls before December 31st of the previous year.

## **GENERAL**

Each team is allowed three (3) adults in the dugout, one (1) manager and two (2) coaches.

Offensive coaches must remain in the coaching boxes at all times. No other coaches (offensive or defensive) are allowed on the field.

If a manager has used all of his/her eligible players and a player is injured, becomes too sick to continue, or is ejected; the game will not be forfeited. In the case of a sick or injured player, the **OPPOSING MANAGER** must select as a replacement one of the players on the bench who has already been in the game. In the case of an ejected player, she shall simply be scratched from the lineup and the team will play short. In either situation, No out shall be charged when that player would have batted. An injured player cannot return to the game.

## **EQUIPMENT**

Tennis shoes or baseball shoes may be worn. **NO METAL CLEATS.**

Approved (unaltered) softball bats, wood or aluminum, any size may be used.

All batters and runners must wear batting helmets. Any batter who bats without her headgear is out after the first (1st) pitch. Any player running the bases and deliberately removing her headgear in the umpire's decision will be called out. **EXCEPTION:** Home Run over the fence or time out.

If a runner's helmet comes off while the runner is advancing to a base, then once the runner reaches the base, whether safe or out, time will be called, the ball is dead and no runners may advance.

The catcher must wear a chest protector, shin guard and mask.

Any player warming up a pitcher shall wear a protective facemask.

Equipment must be kept in the dugout.

Approved helmets meeting safety requirements will be furnished by each team.

10 & Under – Will use an 11" Softball

12 & Under – Will use a 12" Softball

## PLAYING FIELD

10 & Under – The pitching distance is thirty five (35) ft.

12 & Under – The pitching distance is forty (40) ft.

The base paths will be sixty (60) ft.

## OFFENSE

Each team shall bat the entire roster of players present for the game. **EXCEPTION:** Teams may bat an equivalent number of players. **EXAMPLE:** Team A has 15 players Team B has 10 players. Team A only has to bat 10 players. Coach be advised all other participation rules are in effect.

No team shall score more than five (5) runs per inning. If there are not three (3) outs when five (5) runs are scored, the teams will change sides.

A regulation game will be six (6) complete innings. The game will be called if one team is ahead eleven (11) or more runs after four (4) complete innings. Games will have a one hour and fifteen minute (1:15) time limit. Innings started before the time limit will be completed unless it is mathematically impossible for one team to catch up.

Four (4) innings constitute a complete game in case of bad weather or any other cause which in the umpire's judgment interferes with further play, or three and one half (3-1/2) innings if the home team is ahead.

No game shall continue for more than six (6) innings. If the score is tied at the end of six (6) innings the game will be declared a tie game.

Teams may start a game with a minimum of eight (8) players.

After one (1) warning per game per player for slinging her bat, the batter will be called out, the ball is dead, and no runner can advance.

A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. **PENALTY:** Batter is out.

If a runner misses a base, it will be an appeal play to the umpire.

10 & Under – A base runner is out if she leaves the base before pitched ball reaches home plate.

12 & Under – A base runner may leave the base when the pitcher releases the ball.

Once the pitcher has control of the ball in the circle, the base runners may stop once, but then they must immediately attempt to advance to the next base or return to the previous base. **EXCEPTION:** The runner is not out if the pitcher makes a play, a fake throw is considered a play.

Any Runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if she maliciously runs into a fielder.

## DEFENSE

There will be ten (10) players on the field.

If a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense. **EXCEPTION:** Pitcher and Catcher.

Any pitcher removed from the mound shall be permitted to return to the mound as a pitcher. Pitchers withdrawn a second (2nd) time from the mound are ineligible to pitch for the remainder of the game.

10 & Under – Three Strikes is an out even if the third strike is dropped by catcher.

12 & Under – A dropped third strike is a live ball.

10 & Under – After three walks in an inning, the coach will finish that inning. The pitcher can come back in the next inning.

## MISCELLANEOUS

Substitutes must be announced into the game, either to the scorekeeper or the umpire prior to batting. **PENALTY:** This is considered to be batting out of order and legal batter is out.

In any instance in which a team does not have an eligible substitute for a player who becomes ill, or is injured, the player last removed from the line-up by the manager will be used as a substitute. **NOTE:** If there are no substitutes, the position in the batting order will be eliminated until such time she is able to continue the game. This will not constitute an out.

If a player is injured by being hit in the face, throat or head **TIME WILL BE CALLED IMMEDIATELY** and all players awarded one (1) base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed or protested.