

2019 TAR RIVER YOUTH SOFTBALL LEAGUE

13-15 GIRLS SOFTBALL RULES

FAST PITCH

Updated 3/14/19

General Rules:

1. Rosters will have a maximum of 15 players and minimum of 10 per roster.
2. Birthday cutoff date will be January 1st, 2019
3. Ball size 12" Soft Ball
4. Only 3 Coaches will be allowed in the dugout.
 - a. Coach 1 – In the Dugout (may also be scorekeeper)
 - b. Coach 2 – 1st Base Coach
 - c. Coach 3 – 3rd Base Coach
5. One coach may sit or squat outside the dugout during play, all team members and other coaches not already mentioned must stay in the dugout at all times. (Beware of Batted Balls, Remember you are liable if you get hurt).
6. All Coaches and Players must be wearing closed toed shoes at all times while at the ball fields for games or practices. Metal cleats are allowed!!!
7. Teams must have at least 7 players for a game to be official. Teams not fielding at least 7 players will forfeit the game. There will be a five-minute grace period allowed; if game is scheduled to start at 6:30pm and all players haven't arrived, 6:35 pm will be the forfeit time.
8. A base coach is allowed at the coach's box at 1st and 3rd base to help direct the players, the coach may not touch or move the players (interference rule).
9. Coaches must present the Scorekeeper and Umpire a copy of their lineup before each game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
10. Any approved and legal softball bat is permitted. Softball bats CAN BE composite as long as it is stamped with an ASA logo.
11. Any coach ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach or player ejected will serve at least a one game suspension at their team's next game. Longer suspension is possible and will be based on the actions that caused the initial ejection.
12. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.

Game Play Rules:

13. No Appeal Play. Umpire's Decision is Final.
14. Games will be 7 innings or have a maximum of 100 minutes, If the game is in the top half of an inning and the 100 minutes is up, you will finish the bottom half of the inning. If the 100 minutes comes up during the bottom half of an inning, that will be the final inning. If there is 1 minute left in the time limit, a new inning will start. **TIME SHOULD START WITH THE FIRST PITCH OF THE GAME.**
15. Slaughter rule: One team is ahead by ten or more runs after 5 complete innings(4.5 innings if the home team is ahead
16. Continuous batting order - for all teams.
 - A. 9 Players will play defense. Maximum 6 players in the infield.
 - B. Defense: all players must play two defensive innings before the 4th inning. Any position other than the pitcher may be substituted at the coach's discretion.
17. Games will end in a tie if the time limit ends and teams are tied or the 7th inning is over and both teams have the same amount of runs.
18. Home and Away teams will be designated on the league schedule. Home team is listed first, and sits in 3rd base dugout.
19. Infield Fly rule is in effect.

Pitching Rules:

20. No pitcher may pitch more than 4 innings per game. One pitch constitutes an inning. Any pitcher can be re-entered to the mound, one time, in a game.
21. Pitching Rubber will be set to 40ft.
22. We will use a 16 ft. pitchers circle at the mound

Hitting/Stealing Rules:

23. Players may steal once the ball leaves the pitcher's hand. (Bases will be set at 60ft)
24. You may have a pinch runner for the catcher anytime but mandatory with two outs. Pinch runner must be last recorded out.
25. All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup at any time.
26. All offensive players are required to wear helmet with facemask.
27. There is no limit on the amount of foul ball allowed with two strikes.
28. Batter MAY advance to first base on a dropped third strike per the High School rulebook.