



MAA / LCYBS
2010 Girls Fast Pitch Softball



Grade Levels / Recreation League

- **1st & 2nd Grade** *Machine / Coach Pitch*
- **3rd & 4th Grade** *Machine Pitch*
- **5th & 6th Grade**
- **7th – 9th Grade**



League Information

Player Fees - Collecting player fees will be the responsibility of the registering group or organization (the fees may vary according to the group or organization's individual requirements).

Rosters - The number of players that can be listed on a particular team's roster is unlimited. However, this roster must be finalized prior to the first scheduled League game.

League Play – 12 League games (minimum) will be scheduled when possible.

Tournament – A year-ending tournament will be held. This tournament will likely be in a double-elimination format.

Team Selections - Organizations with more than one team need to balance teams talent-wise, as best they can; especially at the 7th-9th grade level.

Solicitation or recruitment of a team of traveling, tournament or select-type status will not be allowed to compete in League play. An all-star-type team may be formed after the 4th of July break to pursue this level of competition if desired as long as an equal number of players is recruited from each League Team to participate on said team. All-star, tournament or travelling games must be played after the league-ending Tournament weekend.



Playing Rules

Playing rules will be governed by ASA fast pitch rules, except as modified by League Modifications.

Copies of League Modifications should be made available to coaches and players upon request.

Additional League Modifications may be made as the season unfolds, and the need arises, as approved by the respective League Commissioners.

Shirt and hat/visor are provided to players; in addition, cleats and long pants are encouraged to be worn as standard player attire (especially at the upper levels, i.e., 5th – 9th grades).



Modified Rules / All Leagues

Definition of a "New Inning"– Immediately after the third (3rd) out is made in the bottom of an inning.

Minimum to start a game – Eight (8) players are needed to start a game or a forfeit will be declared (players arriving late will be placed in the batting line-up after the eighth spot). Borrowing a player (or players) will not constitute a forfeit during League play, and is encouraged to better even-up the teams; or to result in playing a game that would not otherwise be played.

Short-Handed Rule – A team can choose to play with eight (8) of their own players, or make a larger team by borrowing additional players from another team. Borrowed players must be at the grade level of the team, and must be registered to play in the League. No more than ten (10) players in total can be on a "borrowing" team's roster (i.e. the borrowing team has six of their own players, and is able to borrow four additional players to result in a ten player roster). The goal being to get a game played for the benefit of the girls.

Jewelry – Wearing jewelry is not allowed except for medical reasons (i.e. a medical bracelet or ID may be worn). Soft, flexible, ponytail holders are encouraged, however. No barrettes!

Players Leaving Early – A player may leave early, and the team will not be charged with an automatic out at that batter's spot in the line-up. This player may not return to the game, however, except in the case of the "Blood Rule" or injury (the affected player may return to their spot in the batting order and game upon recovery).

Definition of "Home Team" – The "Home Team" will be determined by a coin flip before the start of each game. Dug out selection will be on a first come basis.



Offensive Rules / All Leagues

Helmets – Must have face masks, and should have chin straps.

Batting Order – Players must bat in continual order whether they play the field or not during that inning. Borrowed players must bat at the bottom of the lineup.

Crashing – A base runner will be called out at home plate if she remains on her feet crossing the plate while a defensive player is holding the ball, or about to receive the ball at home plate, at umpires discretion. Crashing elsewhere will be deemed to have occurred if a runner intentionally runs into a fielder for the purpose of disrupting the fielder's play of the ball.

Interference – Will be called when a fielder has the ball, or is about to receive the ball (at umpires discretion), and a runner crashes into the defender. Effect – the play will be called dead by the umpire, and the runner will be called out. Any other base runner must return to the last base occupied.

Speed-Up Rule – Have the catcher ready to go prior to the 3rd out of their team's at-bat. Utilize a Pinch Runner for the catcher when possible.

Pinch Runner – The Pinch Runner will be the last person to bat and make an out, or the last out last inning.

Warm-up pitching – Five (5) warm-up pitches per inning.



Defensive Rules / All Leagues

Defensive Line-up – Ten (10) players in total. Must include four (4) outfielders who are playing *from the outfield grass*.

Substitutions – Are unlimited, and a minimum of two (2) innings must be played in the field by each player. No substitutions (except for the pitcher) can be made once an inning begins unless an injury occurs to a player in the field.

Obstruction – Fielder not in possession of, or in the act of fielding the ball, who impedes the runner's advance to the next base. Effect – the play will be called dead by the umpire, and the runner(s) will be awarded the base.

Player Positions – Concerted effort should be made by the coaching staff to allow for each player to have had the chance to play each defensive position during the course of the season. A must for the lower grades (i.e. 1st – 4th); Great effort for the middle grades (i.e. 5th & 6th); Lesser emphasis at the higher grades (7th – 9th).



1st & 2nd Grade Rules Modifications

- Pitching machine is to be used. The speed will be set and monitored/operated by the umpire, and should be set at the slowest speed achievable to still result in a relatively flat trajectory of the pitch across the plate. The batter will be given a total of seven (7) pitches. The first four (4) will come from the machine and if needed the remaining three (3) will come from a coach. Maximum pitches is seven (7) unless the batter continues to foul-off pitches.
- A hit ball that strikes the pitching machine shall result in a single for the batter, all runners advance one base.
- The player "pitcher" may play on either side of the machine / coach, and is not allowed to charge the plate unless the ball is "hit" near the plate.
- Defensive Line-up – Maximum of ten (10) players in total. Must include four (4) outfielders.
- An inning will end when a team either: **1)** Bats completely around the order. **2)** Scores five (5) runs. **3)** The defensive teams gets three outs.
- Dropped 3rd Strike – Batter is out.
- Bunting – Not allowed.
- Leading Off – Not allowed.
- Stealing – Not allowed.
- Infield Fly Rule – Not in effect.
- Overthrow – Runner(s) allowed one (1) base per overthrow.
- Time-out – The pitcher (or any other player) can call time-out when in the 8-foot mound circle while in possession of the softball. Runners less than halfway to the next base must return to their base.
- Base Distance – Fifty (50) feet; Pitcher's Mound – Thirty-five (35) feet.
- Softball – 11" diameter, soft, training-type.
- Helmet may have a face mask and chin strap.
- Game length – Seven (7) innings or 75 minutes (no inning may start after the 75th minute, and the game is complete at 6:45 for the first game, 8:15 for the second game). If the home team can't complete their at-bat due to time limit, final score will be the last full inning's score. Tie games are completely acceptable. Game times are 5:30 & 7:00.



3rd & 4th Grade Rules Modifications

- Pitching machine is to be used. The speed will be set and monitored / operated by the umpire, and should be set at the slowest speed achievable to still result in a relatively flat trajectory of the pitch across the plate. Seven (7) pitches per at-bat maximum (unless the batter continues to foul-off pitches).
- A hit ball that strikes the pitching machine shall result in a single for the batter, and runners advance one base.
- The "pitcher" may play on either side of the machine, and is not allowed to charge the plate unless the ball is hit near the plate.
- Runs per at-bat – Five (5) is the most allowed, including the final at-bat.
- Dropped 3rd Strike – Batter is out.
- Bunting – Not allowed.
- Leading Off – Not allowed unless the batter swings and misses.
- Stealing – Not allowed.
- Infield Fly Rule – Not in effect.
- Overthrow – Runner(s) allowed one (1) base per overthrow.
- Time-out – The pitcher (or any other player) can call time-out when in the 8-foot mound circle while in possession of the softball (or near the pitching machine). Runners less than halfway to the next base must return to their base.
- Base Distance – Fifty (50) feet; Pitcher's Mound – Thirty-five (35) feet.
- Softball – Regulation 11" diameter.
- Game length – Seven (7) innings or 75 minutes (no inning may start after the 75th minute, and the game is complete at 6:45 for the first game, 8:15 for the second game). If the home team can't complete their at-bat due to time limit, final score will be the last full inning's score. Tie games are completely acceptable. Game times are 5:30 & 7:00.



5th & 6th Grade Rules Modifications

- Pitching Distance – Forty (40) feet. Base Distance – Sixty (60) feet.
- Pitching Style – ASA or WIAA rules apply. Both styles require the pitcher to start with both feet on the rubber. ASA only allows for the stride leg to go forward - WIAA allows for the stride leg to take a step back, behind the rubber then stride forward towards the batter. Pitchers intending to pitch beyond the recreation level should consider practicing ASA rules.
- Pitchers can pitch three (3) innings (one pitch in an inning constitutes an inning pitched).
- Runs per at-bat – Five (5) is the most allowed, including the final at-bat.
- Dropped 3rd Strike – Batter is out.
- Leading Off – Not allowed unless the batter swings and misses.
- Stealing – Is allowed once the pitched ball reaches the catcher. Two stolen bases per inning per team will be acceptable. Stealing home is not allowed.
- Infield Fly Rule – Not in effect.
- Overthrow – Runner(s) allowed one (1) base per overthrow.
- Time-out – The pitcher (or any other player) can call time-out when in the 8-foot mound circle while in possession of the softball. Runners less than halfway to the next base must return to their base.
- Game length – Seven (7) innings or 120 minutes (no inning may start after the 120th minute). If the home team can't complete their at-bat due to time limit, final score will be the last full inning's score. Tie games are completely acceptable. Game time is 6:00.



7th – 9th Grade Rules Modifications

- Pitching Distance – Forty (40) feet. Base Distance – Sixty (60) feet.
- Pitching Style – ASA or WIAA rules apply. Both styles require the pitcher to start with both feet on the rubber. ASA only allows for the stride leg to go forward – WIAA allows for the stride leg to take a step back, behind the rubber then stride forward towards the batter. Pitchers intending to pitch beyond the recreation level should consider practicing ASA rules.
- Pitchers can pitch four (4) innings per game (one pitch in an inning constitutes an inning pitched).
- Runs per at-bat – No maximum, however there is a run rule: Anytime after four (4) innings have elapsed, and a team is ahead by more than 15 runs, the game will be over.
- Dropped 3rd Strike – Constitutes a live ball – the batter can advance to first base. The catcher must tag the batter or throw down to first base to confirm the out.
- A passed ball or a wild pitch is a live ball, and base runners can advance at their own risk.
- Leading Off – Not allowed.
- Stealing – Allowed after the ball reaches the catcher.
- Infield Fly Rule – Is in effect.
- Time-out – The pitcher (or any other player) can call time-out when in the 8-foot mound circle while in possession of the softball. Runners less than halfway to the next base must return to their base.
- Winning Coach must report the score to both league commissioners within 48 hrs. Unreported scores will result in a tie game (one warning may be given by the Commissioner for extenuating circumstances).
- Game length – Seven (7) innings or 120 minutes (no inning may start after the 120th minute). If the home team can't complete their at-bat due to time limit, final score will be the last full inning's score. Tie games are completely acceptable. Game time is 6:00.
- Standings will dictate seeding/pairings in year-end tournament.