

THOMASVILLE YMCA

RULES & REGULATIONS – YOUTH FASTPITCH SOFTBALL 2016

ARTICLE I – ELIGIBILITY

SECTION A – AGE DIVISIONS OF PLAY

1. The age control date is prior to January 1, current year. Age determines proper division of play. No exception to playing below age level unless approved by YMCA. A copy of birth certificate is required for registration.
2. The age divisions for youth coed softball are as follow:
  - 8 & Under (Juggs wheel machine)
  - 10 & Under (Juggs wheel & live arm)
  - 12 & Under (Live Arm)
  - 14 & Under (Live Arm)

ARTICLE II

SECTION A – GOVERNING RULES All Leagues

- YMCA games in youth softball at all levels of play are governed by the current rules and regulations of the Georgia High School Association Constitution and By-laws and the Georgia Recreation and Parks current Athletic Manual with the exceptions as may be found herein.
- The National Federation (National Alliance) current edition of Softball Rules Book is the official guide for all YMCA games with exception as may be found herein.

SECTION B – LENGTH OF GAMES

- A regulation game shall consist:
  - 8&Under- 4 innings or 1 hour
  - 10&Under- 6 innings or 1 hour 15 minutes
  - 12/13&Under- 6 innings or 1 hour 30 minutes (single game each night unless double header: 1hr games)
  - 14&Under 7 innings or 1 hour 30 minutes (single game each night unless double header: 1hr games)

TIME LIMITS:

- If there is five (5) minutes or less remaining on time clock a new inning will not begin. The international Tie Breaker rule will be enforced for the 12 & Under and the 14 & Under with in 10 minutes of the time limit.  
For the purpose of this rule – A new inning begins upon completion of the previous inning. ( Example: bottom of the 4<sup>th</sup> inning – 3<sup>rd</sup> out is recorded 2 minutes before time limit is reached – the 5<sup>th</sup> inning must be played). The umpire shall have authority to call a game in accordance with the time limit. If the umpire allows an inning to begin, that inning must be completed regardless if it causes the game to exceed the time limit. Play-off games are exempt from time limits and will be played in accordance with Article II,

Section B (1), with the exception of run rule as stated in Article II, Section B (5).

- Any game played to the time limit shall be an official game. If a game is called for any reason prior to the expiration of the time limit, it is an official game provided 5 or more innings have been played or 4 ½ innings if the home team is ahead in. In the event a game is called prior to the completion of the above lengths, it shall be replayed from the beginning.
- A game shall be considered complete after 5 innings with 8 runs, 4 innings with 10 runs or 3 innings with 12 runs ahead.

(Note: if all the players on the team that is behind have not batted and the team ahead has enough runs for the mercy rule to be in effect, the leading team automatically goes to defense and the team behind automatically comes to bat.)

- Any League official may terminate or shorten any game if deemed appropriate.

#### SECTION C – SPECIAL PLAYING PROVISIONS All Leagues

A slung bat will result in a team warning for the offending team on the first offense. Each additional slung bat for that team will result in the batter being called out. There will be no ejection. EXCEPTION: unsportsmanlike conduct. No Runners advance.

### 8 & UNDER

- (1) All players present for game shall be listed in the batting line-up and will bat at the appropriate time. Any player that shows up late shall be inserted at the bottom of the batting lineup.
- (2) All players shall play defense. Six infielders will be placed at the regular baseball infield positions. All remaining players will play in the outfield and must remain in the grass.
- (3) The catcher will be located behind home plate with equipment on. A coach of the defensive team will position himself well behind the catcher to help out with receiving missed balls.
- (4) The umpire will deliver no more than five pitches to each batter. If batter fouls the 5<sup>th</sup> pitch, the batter will be allowed one additional pitch. Failure to complete turn at bat at this point results in an out.
- (5) Pitch will be delivered by the umpire via an electrical powered pitching machine that will be set approximately 40 feet from the plate. The machine will deliver the pitch at approximately 34 miles per hour.
- (6) The defensive pitcher (player) must have one foot within the pitching mound perimeter at the time of the pitch. Penalty – Offensive team may take the result of the pitch or a re-pitch.
- (7) Any batted ball that strikes the pitcher-coach or pitching machine shall be declared a hit. The ball is declared dead and each runner that is force is awarded 1 base.
- (8) Three outs or five runs, which ever occurs first shall constitute a teams' turn at bat.
- (9) No walks.
- (10) No base stealing. Base runner must remain in contact with base until the ball is batted. Failure to do so a result in an out and the pitch is ruled no pitch.
- (11) All batters and base runners must wear protective helmets with face masks and chin straps. Voluntary removal of the helmet while running bases results in an out at the time the infraction.

- (12) No bunting allowed.
- (13) Defense must stop the progression of the runner. Once stopped the Umpire will call time.
- (14) On an infield out, where no error occurs, runners will be allowed to advance one base only. For example; a runner on 2<sup>nd</sup>, batter hits ground ball to 1<sup>st</sup> baseman who touched 1<sup>st</sup> for an out on the batter, the runner on 2<sup>nd</sup> will only be allowed 3<sup>rd</sup> base unless the 1<sup>st</sup> baseman attempts to throw the runner out at 3<sup>rd</sup>. The game shall be played in manner consistent with regular softball. Umpires will interpret the running with this thought in mind.
- (15) Infield fly rule is not in effect.
- (16) The defensive team will have one coach behind home plate and may have one coach in foul territory beyond first base, one coach in foul territory beyond third base. The offensive team may have a coach at first and third and one coach to assist batter.
- (17) Slinging a bat dangerously is an unsafe act and at the discretion of the umpire it may be deemed as an out. Refer to SECTION C – SPECIAL PLAYING PROVISIONS

## 10 & UNDER

- (1) All players present for game shall be listed in the batting order and bat at the appropriate time.
- (2) Free substitution on defense is permitted. All players present for the game shall be listed in the batting order and bat at the appropriate time. It is required that coaches rotate substitutes every other inning to assure adequate playing time for all players. (Penalty for Substitute infraction is forfeiture of game and one game suspension for the Head Coach)
- (3) Ten players are allowed on defense with the utilization of a fourth outfielder. There will be no penalty (an out) if the team has 8 players in the batting order.
- (4) Machine wheel speed shall be approximately 37 miles per hour.
- (5) **Machine or Live Arm:** The Umpire will feed the machine in the first 3 innings. At this point, the umpire will deliver no more than five pitches to each batter. If batter fouls the 5<sup>th</sup> pitch, the batter will be allowed one additional pitch. After additional pitch, failure to put ball in play, foul ball or no swing will results in an out. After the first 3 innings, the machine is taken out and the pitcher throws. The pitcher throws a maximum of 4 pitches to each batter. If batter does not strike out or get on base by the 4<sup>th</sup> pitch, then the umpire will feed a maximum of 3 balls to the batter with the existing count. Failure to complete after the combined 7<sup>th</sup> pitch total (live arm & machine) will result in in an out. This umpire will be responsible for any adjustments to machine and for presenting ball to batter prior to feeding machine.
- (6) No Walks.
- (7) If a batted ball hits the pitching machine, person feeding machine, or extension cord, the ball will be a hit, and all runners will be awarded one base if runners are forced.
- (8) A thrown ball that hits the pitching machine will be ruled dead. Runners will advance one base beyond last base touched.

- (9) Player in pitcher's position must be within 6 feet of pitching plate, but never closer than 40 feet of home plate when pitch is delivered.
- (10) Stealing is allowed with the following limitations;
- a. A player cannot steal home.
  - b. A base runner can steal only if the ball passes the catcher, and then only one base advance is allowed (pitch must be catchable or block able. Not too high or too wide).
    1. A line will be drawn 5 feet behind the batters box to denote a passed ball on the catcher.
    2. If a throw becomes an overthrow, the one-base restriction still applies (ball is dead—no advance).
  - c. Runners must maintain contact with the base until the ball reaches or passes home plate. {Penalty—runner is out}
  - d. One-base advances may occur if another runner, attempting to steal, is the object of a play.
  - e. If a thrown ball hits the machine or umpire or coach feeding the machine, each base runner is awarded one base.
- (11) Base runners(s) must remain in contact with the base until the ball is hit. Failure to do so results in an out and no pitch on the batter.
- (12) When pitcher is in possession of the ball, all non-committed base stealers must return to the previously occupied base.
- (13) No player shall be intentionally walked more than once per game.
- (14) Bunting is allowed. A line shall be drawn in the infield at the same distance as the pitching distance (40 feet). No infielder is allowed in front of the restricted line until after the ball is delivered through the machine, outfielders remain in the outfield grass area, and the pitcher must remain in the circle. **Penalty:** The penalty for violation of this rule is Delayed dead ball and the batting team having choice of the result of the play or no pitch will be declared. Fake bunts are not allowed. If a batter shows bunt and then swings, an out will be called.
- (15) Base coaches at first and third base are permitted for the offensive team. All other personnel must remain in the dugout area at all times.
- (16) Catcher must return ball to pitcher following a pitch as the ball is alive until the player-pitcher gives the ball to the coach or umpire at pitching machine within the pitching circle. Umpire will determine when ball is dead and will immediately call time.
- (17) Heckling of the batter by the catcher will not be allowed. If heckling occurs and is reported by the opposing coach, the umpire will issue ONLY ONE warning to both the catcher and the head coach. PENALTY- catcher will be removed from catching position.
- (18) In field fly-rule is in effect.
- (19) All innings will have a 5 run limit per team.

## 12 & UNDER or 13 & UNDER

- (1) All players present for game shall be listed in the batting order and bat at the appropriate time. A player arriving after the game has started may be added to the bottom of the batting order. If players leave during the game for other than an injury/illness, there will be **no penalty all long as the team has 8 in the batting order.**
- (2) Free substitution on defense is permitted. All players are required to bat once per game and it is required that coaches rotate substitutes every other inning to assure adequate playing time for all players. (Penalty for Substitute infraction is forfeiture of game and one game suspension for the Head Coach)
- (3) Ten players are allowed on defense with the utilization of a fourth outfielder.
- ~~(4) The Pitcher will pitch the beginning of every inning until she walks 3 in a row. Then the umpire will feed the machine to the opposing team at bat to complete the inning. This person will be responsible for any adjustments to machine and for presenting ball to batter prior to feeding machine. Once the machine is in, ball and strikes will be called as if a pitcher was pitching. No walks will be awarded from the machine. This rule is subject to change due to the advancement of pitchers in this league.~~
- ~~\*\*\*\*\* The umpire delivering the pitch is encouraged not to direct the batter while in batters box.\*\*\*\*\*~~
- ~~(5) If a batted ball hits the pitching machine, person feeding machine, or extension cord, the ball will be a hit, and all runners will be awarded one base if runners are forced.~~
- ~~(6) A thrown ball that hits the pitching machine will be ruled dead. Runners will advance one base beyond last base touched.~~
- (7) Stealing is allowed. The base runner may attempt to steal once the ball has left the pitchers hand or the machine.
- (8) Bunting is allowed.
- (9) If a batter is hit with a pitch, she will advance to first base.
- (10) A batter may advance to first base on a dropped 3<sup>rd</sup> strike as long as 1<sup>st</sup> base is not occupied or 1<sup>st</sup> base is occupied with 2 outs.
- (11) All innings will have a 5 run limit.
- (12) **No player shall be intentionally walked more than once per game.**

## 14 & Under

- (1) There shall be NO inning limitation on a pitcher in fast pitch softball.
- (2) All players present for game shall be listed in the batting order and bat at the appropriate time. A player arriving after the game has started may be added to the bottom of the batting order. If players leave during the game, there will be no penalty all long as the team has 8 in the batting order
- (3) Only 10 will play defense.
- (4) Free substitution on defense is permitted. All players are required to bat once per game and it is required that coaches rotate substitutes every other inning to assure adequate playing time for all players. (Penalty for Substitute infraction is forfeiture of game and one game suspension for the Head Coach)

- (5) Stealing is allowed. The base runner may attempt to steal once the ball has left the pitchers hand.
- (6) Bunting is allowed.
- (7) If a batter is hit with a pitch, she will advance to first base.
- (8) A batter may advance to first base on a dropped 3<sup>rd</sup> strike as long as 1<sup>st</sup> base is not occupied or 1<sup>st</sup> base is occupied with 2 outs.  
**No player shall be intentionally walked more than once per game.**
- (9) All innings will have a 5 run limit.

## ALL LEAGUES

- Charged conferences – when on offense a team may be granted not more than one charged conference per inning to permit the coach or any of that team’s members to confer with base runners and/or batter.
- No head first slides. PENALTY; the runner will be called out.
- Only players, managers and coaches of records, one batboy and scorekeeper are allowed in the dugout area. The coach and manager of record must be reported to the umpire prior to the game. When a team is on defense all members of that team, except those in the game, must remain in the dugout area at all times, unless there is a time out. While on offense a coach may occupy the proper box at first base and third base. The on deck batter may also be in the on deck circle. All other personnel shall remain in the dugout. A player is permitted to coach a base but must wear protective headgear while so doing.
- NO SMOKING OR THE USE OF ANY TOBACCO PRODUCTS, ALCOHOLIC BEVERAGES OR ANY OTHER UNLAWFUL SUBSTANCE IS PERMITTED IN THE DUGOUTS OR ON THE PLAYING FIELD BEFORE, DURING OR IMMEDIATELY AFTER GAMES OR PRACTICES.

## ARTICLE III

### SECTION A – APPROVED EQUIPMENT

- Shoes are mandatory for play in all levels of play. Rubber molded, cleated shoes are approved for use. STEEL SPIKES ARE NOT PERMITTED AT ANY LEVEL OF PLAY.
- A.S.A approved bats must be used. The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and: must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA non approved list,



Or must be included on a list of approved bat models published by the ASA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

- The official ball shall be permitted for play in ASA. 10 & Under hit 11" softball .47 core Optic yellow. 12 & Under and 14 & Under will hit a 12" softball core .47 Optic yellow ball. Exception- T-ball and 8& Under shall use a ball approved by the YMCA.
- Regulation home plate, pitcher's rubber and bases shall be used.
- Gloves and/or mitts may be worn by any player. Pitcher's gloves must be one color and neither white nor gray. Pitcher's are prohibited from wearing tape or foreign material on the fingers or palm of the pitching hand.
- Catchers must wear full protective equipment including mask with throat protector, protective cup in athletic supporter, body protector, and shin guards. The catcher's helmet shall be so designed as to give protection to the temples and the base of the skull as well as the top of the head. The umpire must inspect all catchers' protective equipment, including substitute catcher's, to assure it is being properly utilized. The umpire shall not allow a catcher to participate unless the catcher is properly equipped.
- All players in pitching leagues must wear protective helmet equipped with a face mask while batting, running bases, and when on deck. This helmet shall be so designed as to give protection to the temples and the base of the skull as well as the top of the head.
- When an umpire orders a batter or runner or catcher to wear protective equipment in accordance with the above, the failure of the player to do so shall cause a player's dismissal from the game. Players must be inside dugouts before removing batting helmets.

### SECTION III

#### SECTION B – UNIFORMS:

- In all leagues the jersey and socks are the uniform.
- Players in all leagues are required to wear uniforms for all games. A player is considered out of uniform when the jersey is not worn. A player will not be permitted to participate in a game without the proper jersey.

#### SECTION C – PLAYING FIELD REQUIREMENTS:

- Distance between bases – 60' and [pitching distance 43' 14 & Under](#) / 40' 12 & Under
- Minimum outfield distance is 200'.

#### ARTICLE IV – PROTEST

- A judgment decision by an umpire on any play shall not be protested.
- Protest on misinterpretation of the rules is allowed to the Umpire-in-Chief provided such protest is made before the next pitch. Such protest shall be duly recorded in the scorebook, Game will continue until conclusion and protesting team will make protest in writing to the YMCA within 24 hours. If protest is upheld the game will be played from the point of the protest.

## ARTICLE V – MISCELLANEOUS

- A team must have seven players to start and continue a game. If a team begins with 8 players or subsequently only 8 players remain, an out will be charged for the absent 9<sup>th</sup> player when that slot becomes eligible to bat. Any late arrivals will be inserted in an out slot if less than required players are present or at the end of the line-up if minimum number is present. No penalty will be assessed when 9 or more players are present.
- Line-up cards will be given to the umpire and a copy given to the opposing team prior each game. Each line-up card will include the player's name, number, and defensive position. All substitutes will be listed. Once the line-up card is given to the umpire no changes can be made without charge of a substitution.
- Game time is forfeit time unless the opposing coach grants 10 minutes. If granted, the time limit is still in effect with original start time.
- All games will be followed by prayer. The prayer will be the responsibility of the home team.
- The home team will occupy the bench area on the first base side.
- The umpire(s) and/or YMCA personnel shall have the authority to remove any player, coach or spectator who threatens the safety of any player or general well being of the program. This may be done without warning. This includes excessive wildness by a pitcher.
- Any coach or player ejected from a game shall be suspended for the next subsequent game. All instances of misconduct will be reported to the Softball Committee for review and further action if necessary.
- Each team will police the ball field following each game, behind home plate to the foul poles, especially bench areas and playing field as required.
- All players present for game must participate in the game unless coaching reasons are declared prior to the game to the opposing manager/coach and home plate umpire. Failure to comply will subject game to protest by opposing team, which could result in forfeiture.
- The purpose of this program is to provide wholesome recreation with emphasis placed on fun, participation and fundamentals. The maximum participation of each team member is strongly encouraged. It is also the purpose of this program for each participant to learn and exercise good sportsmanship.