

Rapid City Girls Junior Olympic USA Fastpitch Association

U10 - U18 League Rules and Information

General Information

Field Conditions/Weather and Rainout Information

Field conditions/rainout information will be available after 3 p.m. Monday through Friday.

RAINOUTS WILL BE POSTED TO FACEBOOK BY 3:45 P.M.

The weather is the single most unpredictable factor affecting any softball season. Umpires and Board will use the following criteria for canceling games in progress as taken from Appendix D of the NCAA rule book and as recommended by the National Severe Storms Laboratory (NSSL):

"Thunder always accompanies lightning, even though its audible range can be diminished because of background noise ... The current recommendation of the NSSL is to consider terminating play when the lightning is six-ten miles away ("flash-to-bang" time of 30 seconds or less). This ... was developed as a practical way to make a judgment in situations where other resources ... are not available."

(Games will be delayed 30 minutes with a lightning strike that requires game stoppage.)

Rainout Dates

Due to the short "window" of opportunity to play games in the girls' fastpitch leagues—primarily due to the need to be completed by the time the State tournament begins—the ability to make up rained-out games are limited. However, EVERY attempt will be made to schedule rained-out games prior to July 1 if field space is available. To do so may require that teams play an additional night during the week.

In addition to rain, lightning, and other extreme weather-related events, the temperature cutoff at the start of a game will be set at 40 degrees with windchill. This means that if the air temperature and windchill combined is 40 degrees or below at the start of a game, that game will be called due to weather. If a game has started, every effort to finish will be maintained.

General Rules for Rapid City Girls Fastpitch Association

- USA Rules apply
- U12-U18 play with 12" regulation softball
- U10 play with a 11" regulation softball
- U14-U18---43' pitching rubber
- U12---40' pitching rubber
- U10---35' pitching rubber
- U14-U18 may wear metal cleats
- Clean all trash from your dugout
- Open substitution
- All players must bat entire game round robin style - any unapproved adjustment to batting lineup not permitted

- Game ties will be played out 1 extra inning (Tie Breaker Rule)
- **70 min clock, drop dead rule until school is out.** (Tie Breaker Rule not in effect during this time)
- After school is completed, games will be based upon a time limit of 1 hour and 20 minutes. The inning will be completed unless the home team is ahead
- Any player may be a Courtesy Runner for catcher and pitcher
 - If the courtesy runner is stranded, she is out and then she bats
- **5 league games to play in State Tournament**
- U12-U18 - Half innings end after 3 outs or 7 runs (7 runs will be enforced for the entire game)
- U10 – Half innings end after 3 outs or 5 runs (5 runs will be enforced the entire game)
- Run rule will be 12 after 3, 10 after 4, 8 after 5
- 5 warm up pitches for first inning then 3 after that unless new pitcher comes in. • Only RCJOSA registered players will be allowed to play in league games. • Batters are required to wear a helmet with a facemask the entire time they are offensively on the field (batting, running bases, in the on-deck circle, etc.). Chinstraps are optional
- All roster players on the field as a base coach must wear a batting helmet. • The player up to bat and the on-deck player are the only two people that are allowed to swing the bat.
- Batters can advance to first base after being hit by a pitch only if she made an attempt to get out of the way (in the Plate Umpires judgement).
- Runners are encouraged to slide on all close plays.
- The infield fly rule is in effect when first and second bases or all three bases are occupied with less than two outs. When it seems apparent that a batted fair ball (not including a line drive or an attempted bunt) can be caught by an infielder, pitcher, or catcher with ordinary effort, the umpire shall yell “infield fly,” the batter is out; the runners are not required to advance. However, if the runners do decide to advance, they must tag up first and they run the risk of being thrown out.
- The catcher must wear safety equipment when catching (catcher’s mask, chest protector, and shin guards).
- Chattering is allowed but calling opposing players by their name or number will not be allowed. The catcher must remain quiet through the pitch.
- Teams can play with 8 players and no outs will be assessed; however, less than 8 players will constitute an out in that part of the lineup. You may borrow players from another team but only if you have less than 9 players and only up to 9 players unless approved by the opposing coach or board.

U10 Modifications:

- There will be no Tie Breaker rule in effect for U10. All games will be drop dead timing.