

**2021 SEASON RULES**  
**GIRLS FASTPITCH SOFTBALL**  
**5<sup>th</sup> & 6<sup>th</sup> Grade**

**Note:** *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of softball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

*It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. Rosters should be balanced by age and talent. The league committee will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.*

**GENERAL RULES:**

1. Players will have just completed 5th or 6th grade to play. For Home Schooled children, players must not turn 13 before September 1 of the current season.
2. The home team will keep the official scorebook for both teams. If the score is disputed, the umpire will be the tiebreaker if there is a paid umpire. Otherwise, the two coaches must resolve the dispute.
3. The home team is responsible for reporting the score to [ballcharts.com/LandOHills](http://ballcharts.com/LandOHills) within 24 hours of the completed game. Login: Coach's Last Name Password: LOH2021
4. No protests allowed.
5. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
6. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed. Arguing umpire calls will be considered unsportsmanlike conduct and after one warning, may result in ejection. Continued incidents will result in a game forfeit.
7. All players present at the game must play at least two innings in the field, with the following exceptions:
8. Each team will have 8 rostered players in the game at all times.
9. Ten girls play the field (4 outfielders). All 4 of the outfielders will play the Outfield or the equivalent of.
10. Each team will have 8 rostered players in the game at all times. In the case the team does not have 8 girls, a team is allowed to bring up non-rostered players from a lower age group or from another LOH team at the same level in order to complete the game. Add-on players must bat last and cannot pitch or catch. Add-on players must be communicated and agreed upon by the coaches before the game starts.
11. If a rule is not specified within, WIAA rules would take precedent.
12. Each player must have either a number or name on their uniform.
13. Scheduled games can be cancelled or postponed only because of weather related conditions by 5pm of game day.
  - a. The home coach is responsible for verbally talking with or texting the visiting coach—no emails, no postings on websites.
  - b. Rain out games will NOT be rescheduled or made up during the shortened 2020 season, unless the coaches make a field arrangement and an umpire for an alternative date.

**FIELD PREPARATION:**

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down.

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3. Bases are 60 feet apart. The pitcher's mound is 40 feet.
4. A safety base will be used at 1<sup>st</sup> base.

**GAME RULES:**

1. The home team will supply two 12 inch raised seam high visibility softball for each game.
2. The home team will provide the home plate umpire or both umpires if both are paid.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. If cancelled, the home team coach should take the initiative to communicate to the visiting coach to reschedule the game.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game, however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. No new inning may start after 8:00 pm. In case of a tie, the umpires will determine if the game can be safely completed.
7. Games shall consist of 7 innings. Four and one-half (4 ½) innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. Score reverts back to the last completed inning for game called in the middle of an inning.
8. A half inning consists of 3 outs or 5 runs scored. **The 5 run rule will be in effect in the last inning of the game.**
9. A team will bat all players present that game with batting order staying the same. If a batter bats out of order, she is out. The batters are out if it is found out in the current inning.
10. *Only the pitcher can call timeout when in control of the ball. Play is live until the umpire calls time.*
11. The infield fly rule is in effect.
12. The count is 3 strikes and 4 balls.
13. If the batter is hit by the pitch, the batter is given first base. Attempts should be made to avoid being hit. Umpire's discretion will be used.
14. A game can be considered over if the winning team has a ten (10) run lead at the end of five (5) innings or anytime thereafter.

**PITCHING:**

1. The strike zone is from the knees to the armpits.
2. No minimum arc is required. Max Arc 6 foot.
3. The pitching style is determined by each individual pitcher.
4. The pitcher must start her windup with both feet in contact with the pitching rubber.
5. Maximum of four innings per pitcher per game. There is no consecutive inning rule. A pitcher may reenter the game as a pitcher as long as she has not exceeded the 4 inning limit and any part of an inning should count as a full inning.
6. Pivot foot must be in contact with the rubber or the ground (drag foot). (No step taken off mound).
7. If the pitch bounces before the plate and hits the batter it is a ball in the count, the base is not given. The ball is live thus runners can advance.
8. No runner may be forced in via a walk. When the bases are loaded and a batter reaches ball 4, a coach will then come out to pitch to the batter in an attempt to put the ball in play. The batter will

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get as many swings as she had strikes left in the count prior to ball 4. **The coach must pitch from the pitcher's mound.**

**BASE RUNNING:**

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while baserunning when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
  - a. Example #1 - An overthrow out of bounds while a runner is going from first base to second - the runner is awarded third base.
  - b. Example #2 - An overthrow out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base,
3. If a play is made at home plate, the runner must slide or attempt to avoid contact. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
4. Two (2) stolen bases are allowed per inning per team. Runners can attempt to steal a base after the ball crosses home plate. (No lead off: One warning given per team) Runner may not steal home plate on a wild pitch/passed ball. A runner can advance to any other base as per the rules, but cannot take home on the pitched ball. The purpose is to create a situation where only a ball put into play can score the runner/s. (Even when there are 2 outs.)
5. If a play is made on a runner by throwing the ball, the runner may advance to the next base, including home plate, or return to the original base.
6. If the catcher drops the third strike, the batter is out.
7. A batter reaching first base safely and overrunning the base may immediately return without liability of being tagged out, providing she does not attempt to advance to second base. If an attempt to advance to second base is made, she may be tagged out.
8. If a runner interferes with fielding, the runner is out. Fielders cannot be on the baseline unless going after a hit ball, or runner is awarded next base. (3 feet)
9. If two outs, supply a courtesy runner for the catcher. The courtesy runner is the player who made the last out.
10. When time is called: if the runner is halfway to the next base, she advances to the next base.

**BATTING:**

1. No designated hitter.
2. Batters must wear a helmet. (it is also recommended that helmets have a protective face guard)
3. Bunting is allowed.
4. All players present at the game must bat in common numerical order.

**UNIFORM/EQUIPMENT:**

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1. Metal spikes are not allowed.
2. Catchers must wear protective helmets with facemask, shin guards and chest protectors.
3. No jewelry or metal hair clips allowed.
4. Protective face masks are recommended for all infielders but are not required.