

2019 Hendricks County Fast Pitch Division Rules 10U, 12U, & 13-18U

The following rules have been approved by Avon, Danville, Cascade, Plainfield, and Ben Davis softball league directors.

ROSTERS: Team rosters shall have no more than 13 players per roster and need to be turned in prior to first game and two weeks before tourney.

PRACTICES: No more than four (4) practices and/or games per calendar week are allowed. If a team has a bye, then a practice may be substituted. Communities may require fewer practices than this due to facility restraints or individual community bylaws/rules.

SPORTSMANSHIP: Players and coaches will conduct themselves with sportsmanship at all times. If a player is ejected for any reason, the team with this player will not forfeit the game; however, the team will record an out in that lineup position. The community board will handle discipline of the player and coaches per their bylaws. Any player or coach ejected may not participate in the next game. If a spectator is ejected, the spectator must leave the playing area immediately.

PROTESTS: No protests are allowed. Disputes should be settled by the umpires and the coaches at the time the call in question is made and in a sportsmanship like manner.

EMERGENCY PLAYER: Emergency players may only be utilized when 9 or fewer players are available for 10U & 12U, and 8 or fewer players are available for 13-18U. A maximum of two (2) emergency players may be used in any one game during season or tourney to field a total of no more than 10 players for 10U & 12U, and no more than 9 players for 13-18U. Emergency players during regular season may be from the same age group or younger. Emergency players must have participated in the community's current league. Emergency players **MUST** be identified at the start of the game to the umpire and opposing coach. Emergency players for season and tourney play **MUST** bat last, can **NOT** pitch, and can **NOT** catch. If one team does not have enough players to play a game and the opposing team can loan them players, this should be considered.

*****Tourney Emergency Players must come from lower age group of the community league, no loaning of players during tourney*****

GAME TIME LIMITS: All games shall be 75 minutes and finish the inning. No new inning should start after 70 minutes have been played. In the case of two games being scheduled on the same field an 80 minute drop-dead time limit is in place for the early game only. The game clock time will begin at the scheduled time. Up to 15 minutes will be allowed before the team causing a delay will forfeit the game. Any time within the 15 minute window will reduce the game time limit. (IE. If game begins 10 minutes late, game time is reduced to 65 minutes, unless otherwise agreed by coaches and umpires.)

SCHEDULED GAMES: If a scheduled game cannot be played, then the home team's director will leave a message, a voice mail, email or text for the opposing director no later than 90 (ninety) minutes prior to the scheduled start time of a game. In case of inclement weather, it is the responsibility of coaches and umpires to call the director to be sure their game has been cancelled. If no message, email, or text has been left regarding your game then the game is to be played as scheduled. It is the responsibility of the director to reschedule the game as soon as possible. Coaches will be notified by a director to confirm the makeup date. Weeknight games will begin at 6 p.m. or 7:30 p.m. unless otherwise noted. 10U will play on Monday and Wednesday, 12U will play on Tuesday and Thursday, 13-18U will play on Monday, Tuesday, and Thursday.

REGULATION GAMES:

10U: Six (6) innings constitute a game, 5 ½ if home team is ahead. An inning consists of three outs six (6) runs for the first three innings, ten (10) for innings 4 & 5, then unlimited during inning 6.

12U: Seven (7) innings constitute a game, 6 ½ if home team is ahead. An inning consists of three outs or six (6) runs for the first three innings, ten (10) for innings 4 & 5, then unlimited during inning 6.

13-18U: Seven (7) innings constitute a game, 6 ½ if home team is ahead. An inning will consist of three outs or eight (8) runs for the first three innings, ten (10) for innings 4 & 5, then unlimited during inning 6.

MERCY RULE: A game is considered complete due to **15 run lead after 3 innings**, 2 ½ if home team is ahead, **12 run lead after 4 innings**, 3 ½ if home team is ahead, **8 run lead after 5 innings**, 4 ½ if home team is ahead or darkness/rain.

FIELDERS: 10U & 12U each team shall field ten (10) players; 13-18U shall field nine (9) players with three (3) in the outfield grass. A game must be started with eight (8) players and the ninth and tenth players may be inserted at the bottom of the order at any time. However, the ninth position in the batting order will **NOT** be an automatic out. In case of injury or illness, a team can continue to finish a game with eight (8) players.

The injured or ill player should be scratched from the lineup. In both cases the ninth position in the batting order will **NOT** be an out. There will be a free substitution of all players, subject to pitching rules. **if injury results in 7 players remaining, game may continue if agreed upon by coaches, if unable to agree on terms directors for each team need to be contacted**

EQUIPMENT: All catchers must wear the required equipment per ASA rules. All bats must be ASA approved. All batters and base runners must wear their helmets until they have left the playing field and face guards are **MANDATORY** for all divisions. All pitchers are required to wear a protective mask while on the mound. Metal cleats will **NOT** be allowed in any games on any fields no matter the age group. The umpires or coaches shall supply two game balls per league discretion. Balls will be per ASA rules: 10U will use 11-inch optic yellow, 12U and 13-18U will use 12-inch optic yellow.

THROWING BATS: No throwing of the bat will be allowed. One team warning will be issued after which, any subsequent violation will be cause for offending player to be called out. If the bat hits any person, then the batter is automatically out without a warning. If the ball is hit fair, then a dead ball is called and any base runners must return to the base occupied prior to the dead ball.

INJURED PLAYER/COURTESY RUNNER: A courtesy runner will be allowed for a batter who has been injured in the course of a play. Courtesy runners may be used for catcher if there are 2 outs (to help speed up game). If catcher is already on base and 2nd out occurs, no courtesy runner is allowed. Courtesy runner for pitchers must be agreed upon prior to the game between coaches and umpire. The courtesy runner will be the player who recorded the last out.

OBSTRUCTION/SLIDING: If a play is being made at a base, the base runner must avoid unnecessary contact with the defensive player or the base runner is out, subject to umpire discretion. Catchers cannot block the plate without the ball.

INFIELD FLY: **NO INFIELD FLY RULE FOR 10U, ALL OTHERS YES.**

DROP THIRD STRIKE: **NO DROP THIRD STRIKE FOR 10U, ALL OTHERS YES.**

BATTING/STEALING RULES: Batters may bunt. All players are in the batting order for the entire game. Any player arriving late may be added to the bottom of the lineup. Players may steal after the pitcher releases the pitch.

****10U base runners can only steal 1 base per pitch and if continue may be put out. The umpire will call time to return runners to a previous base. There is no stoppage of play due to overthrows, per ASA rules.**

LOOK BACK RULE: When a runner is off the base, while the pitcher has control of the ball within the circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base. The runner will be declared out if the runner fails to immediately return non-stop to the base or proceed non-stop to the next base. The runner IS NOT out if a play is made by the pitcher: a fake throw is considered a play, but holding the ball up is NOT.

PITCHING DISTANCE RULES:

10U: 35 feet. Pitch a maximum of 4 innings per game. A pitcher can pitch two (2) innings of the first three (3) innings.

12U: 40 feet. Pitch a maximum of 5 innings per game.

13-18U: 43 feet. No pitching limit.

One pitch in an inning is considered an inning pitched.

A relief pitcher is eligible to re-enter the game.

Pitching regulations will be at the sole discretion of the umpire; however, leniency is the key.

Pitcher can have only one conference with any coach per inning. Upon 2nd conference pitcher must be removed.

The circle will be used in all age division. All bases are 60 feet.

UMPIRES: All regular season games will have one (1) umpire in all age divisions. Any issues/ejections with players, coaches, or parents must be reported to the team's director. Softball committee will take further disciplinary action if needed.

*****Championship tourney games will have two (2) umpires for all age groups*****

LIGHTENING: ASA standard rules, park rules, or community rules may be utilized to determine game interruption caused by lightening.

ALL RULES NOT LISTED WILL BE GOVERNED BY ASA RULE/REGULATIONS.