

B.Y.S. Rules for 9-10 Girls Rec Fast Pitch

Updated: 2/16/2024

1. Home team provides the official scorekeeper and a **new** 11 inch game ball (league provided). The visiting team shall supply a good **used** ball as a backup.
2. Home team is responsible for paying the umpire fees.
3. A minimum of 7 players are required to start/finish a game. A 10 minute grace period will be allowed in case a team is short a player (6 or less) or a manager. Time limits are still in effect as the original scheduled game start time, not the 10 minute grace period start time. The 10 minute grace period only applies to the first game of the evening. The late game will start on time with no grace period.
4. There are 10 fielders. Maximum number of infielders is 6.
5. Games will consist of 6 innings. Four innings will constitute a complete game.
6. All games are 90 minutes in length. **A NEW INNING CANNOT START AFTER 1 HOUR AND 20 MINUTES FROM OFFICIAL START TIME.**
7. There are to be no balls allowed in the infield or outfield between innings.
8. **ALL PLAYERS MUST PLAY MINIMUM 3 INNINGS IN THE FIELD. ALL INFIELDRS MUST WEAR A PROTECTIVE FACE GUARD. IF A PLAYER DOES NOT HAVE A FACE GUARD, THEY ARE NOT PERMITTED TO PLAY IN THE INFIELD.**
9. **ALL PLAYERS ARE IN THE BATTING ORDER WHETHER THEY ARE IN THE FIELD OR NOT. All batters bat in a continuous batting order.**
10. Any players that arrive after the start of the game must be added to the bottom of the lineup. Any player not added to the bottom of the lineup will constitute a forfeit.
11. Maximum 5 runs scored per inning.
12. **Batting**
 - a. No bunting.
 - b. Batter may not run on a dropped 3rd strike.
 - c. Any batter hit by a pitch during "player pitch" will be awarded first base.
 - d. All batters and base runners **must** wear a batting helmet with a **face mask and chin strap**. The batting helmet must have two (2) earflaps.
 - e. Any USSSA approved 2 ¼" diameter bats with the 1.20 BPF thumbprint label may be used. Absolutely NO T-ball bats are allowed.
 - f. **Batting Out Of Turn**
 - 1) A batter shall be called out, on appeal, when the batter fails to bat in the proper turn, and another batter completes a time at bat in her place.

- 2) The proper batter may take her place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the batter's time at bat.
- 3) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:
 - a) Declare the proper batter out; and
 - b) Nullify any advance or score made because of a ball batter by the improper batter or because the improper batter's advance to first base on a hit, an error, a base on balls, and a hit batter or otherwise.
- 4) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of her time at bat becomes legal.
- 5) When the proper batter is called out because of failing to bat in turn, the next batter in the batting order shall be up to bat.
- 6) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter in the batting order shall be up to bat.

Note - The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. (Appeal play)

Note - There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

13. **Base Running**

- a. Base distance will be 60 feet.
- b. No leading off.
- c. Stealing of 2nd base is permitted after the pitch crosses the plate. Stealing 3rd base and home are not allowed.
- d. There is no infield fly rule in this league.
- e. Sliding is permitted. If there is a close play, the runner must avoid initiating contact with the fielder. If the umpire rules the runner initiated contact, the runner will be called out. Head first sliding is prohibited and will result in the runner being ruled out. **The umpire's ruling is final.**
- f. Runner is out when running more than 3 feet from the base path.
- g. Runner is out when struck with a fair untouched batted ball while not in contact with base.
- h. Runner is out when she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
- i. When a ball is put into play to the outfield, runners may not advance any further once the ball crosses the plain of the infield.

- j. A pinch runner may be used with 2 outs if the catcher for the next inning is on base. The last out will be designated as the pinch runner.
- k. A runner cannot advance a base on an overthrow.

14. **Pitching**

- a. The pitching rubber distance will be 32 feet from home plate.
- b. The pitcher must pitch from the pitching rubber.
- c. The strike zone will be from the knees to the armpits. The ball must be in the strike zone to be called a strike. The strike zone will be called at the umpire's discretion.
- d. ***Player Pitch**
 - 1) Balls and strikes will be called by the umpire.
 - 2) The pitcher must present the ball with her pivot foot on the pitcher's mound and the non-pivot foot either in contact with or behind the pitcher's mound. Upon bringing her hands together, she may begin the wind up. A windmill motion must be used. She may step either forward or backward with the non-pivot foot while keeping the pivot foot in contact with the mound. The pivot foot must remain in contact with the pitcher's mound until the ball is released. Leaping or crow hopping off the pitcher's mound will constitute an illegal pitch.
 - 3) Pitchers must wear a face guard (league provided). Player's may purchase their own mask to wear if desired.
 - 4) New pitchers will be allowed 5 warmup pitches upon entering the game.
 - 5) No mound visits with less than 10 minutes in the game.
 - 6) **COACH PITCH-** In the event of 3 walks in an inning, the offensive coach will pitch for the remainder of the inning and the pitcher will stay in their defensive position. The player may return the next inning to continue to player pitch.
 - a. When the coach is pitching, batters will get 5 pitches. There are **NO** walks and batters can strike out. If batters do not swing on the 5th pitch, they will be out. There are unlimited foul balls on the 5th pitch.
 - 7) **COACH PITCH IS FOR REGULAR SEASON ONLY. THERE IS NO COACH PITCH IN THE PLAYOFFS.**

15. Catchers must wear full catching gear (mask, shin guards, and chest protector).

16. The wearing of jewelry, including scrunchies, is prohibited. (Exception: Medical alert bracelets and necklaces may be worn. Jewelry of a religious nature may be worn but must be taped down.) The first offense will result in a warning and the player will be allowed to remove the jewelry. The next player caught wearing jewelry will be declared out.

17. Coaches are responsible for contacting their team for rain outs and make-up games. We recommend that you have them sign up for the Rained Out service that BYS is providing.

18. **Uniforms**

- a. All players on a team shall wear uniforms, hats or shirts identical in color, trim and style. All players' uniforms shall include minimal six inch numbers on their backs. No player whose uniform does not conform to that of his/her teammates shall be permitted to participate in a game.
- b. No player shall wear ragged, frayed or slit sleeves.
- c. No player shall attach to his/her uniform tape or other material of a different color from his/her uniform.
- d. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball or softball.
- e. Glass buttons and polished metal shall not be used on a uniform.
- f. No part of the uniform shall include patches or designs relating to commercial advertisements.
- g. No player may alter their uniform in any way by cutting off their sleeves or cutting the sides of the uniforms.
- h. Player's names may be added to the back of the uniform.
- i. If a player comes to a game with the sleeves cut or altered in any form, that player will not be eligible to play in that game.

19. **ALL UMPIRE DECISIONS ARE FINAL.** There are no protests or appeals.

20. Winning coach is to text the results to the commissioner within 24 hours.