

**CITY OF RINCON RECREATION DEPARTMENT**  
**FAST PITCH SOFTBALL RULES –2003**

**1. Reporting your score:**

You must report the score after every game to the Concession Stand before you leave the park.

**2. Control date for fast pitch softball is January 1, 2003.**

Mite girls cannot be 11 before 1-1-2003.

Midget girls cannot be 13 before 1-1-2003.

Junior girls cannot be 15 before 1-1-2003.

**3. Pitching distance:**

Mite girls – 40 feet

Midget girls – 40 feet

Junior girls – 40 feet

**4. Base distance:**

Mite girls – 60 feet

Midget girls – 60 feet

Junior girls – 60 feet

**5. Time limit:**

Mite girls – 1 hour and 15 minutes

Midget girls- 1 hour and 30 minutes

Junior girls – 1 hour and 30 minutes

**6. Innings played:**

Mite girls – 6 innings

Midget girls – 6 innings

Junior girls – 7 innings

**7. Run rule:**

A game shall be considered complete after five (5) innings with eight (8) runs, four (4) innings with 10 runs or three (3) innings with twelve (12) runs ahead. The run rule will apply at all times.

**8. Pitching rule:**

There shall be no inning limitation on pitchers in fast pitch softball.

**9. Number of players:**

Mite girls – plays with 10 players, 4 in outfield.

Midget girls – plays with 9 players, 3 in outfield.

Junior girls – plays with 9 players, 3 in outfield.

**10. Batting order and must play rule:**

For league purpose only, a team can fix their batting order in 3 different ways.

a. Bat the number of players listed in Rule no. 9. Must play rule, every player must bat at least once every 6/7 inning depending on the league, and every player must play at least 2 innings on defense every 6/7 innings.

b. Have an extra player to the Batting order. All players including the extra player must play at least 2 innings on defense and bat at least once every 6/7 innings depending on the league.

c. A team can place all players present in the batting order. Defensive purposes, they can play any 9/10 players depending on the league on defense at time during the game providing all players plays at least 2 innings on defense.

**11. Players less than required number:**

You can start and/or finish with 9 players, with no penalty.

You can start and/or finish with 8 players, 9<sup>th</sup> position is an out.

You cannot start or finish a game with less than 8 players.

**12. Ball size:**

Mite girls – 11 “

Midget girls – 12 “

Junior girls – 12 “

**13. Stealing:**

a. Midget girls – Runners can leave the base once the ball leaves the pitchers hand.

b. Junior girls – Runners can leave the base once the ball leaves the pitchers hand.

**14. Pitching rule: We will adopt the ASA Rule: (This is a little different from GHSA)**

a. The pitcher shall take a position with both feet in contact with the pitcher’s plate.

b. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.

c. The pitcher shall hold the ball in both hands for not less than on second and not more than 10 seconds before releasing it.

d. Both feet must remain in contact with the pitching plate at all times prior or the forward step.

e. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

f. The pitcher may not take the pitching position on the pitcher’s plate without having the ball in his possession.

g. The pitch starts when one hand is taken off the ball after the hands have been placed together.

**15. All fast pitch leagues:**

10 batters or 3 outs shall constitute an inning. Play must end in action.

13<sup>th</sup> batter will be final batter regardless.

## **16. 10 batters and the 6/7 innings:**

10 batters per innings will be waived for the 6<sup>th</sup> innings (mites & midgets) and the 7<sup>th</sup> innings (juniors).

## **17. Re-entry rule:**

Any of the starting players, (Rule 10a & 10b), may leave the game and re-enter once, providing the player/s occupy the same batting position whenever in the line-up. Any violation will result in the ejection of the coach and ineligible player/s from the game.

## **18. Look-Back rule:**

1. When a runner is legitimately off his base after a pitch, or as a result of a batter completing his turn at bat, and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or immediately return to the base left. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw.

a. Failure to immediately proceed to the next base or return to his original base after the pitcher has the ball with the circle will result in the runner being declared out.

b. Once the runner has returned or stops at any base for any reason, he will be declared out if he leaves said base EXCEPTION A-B: A runner will not be declared out if: 1) a play is made on him or another runner, (2) the pitcher leaves the circle or drops the ball, or (3) the pitcher releases the ball to the batter.

c. If two runners are off base and two different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base he left. When a runner has been declared out, the ball is ruled dead. It is not possible to obtain two outs on the “look back” rule.

d. A pitcher fielding a ball in the circle is just another fielder and runner can leave their base. If they leave the base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.

2. A base on balls or a dropped third strike is treated as a batted ball as long as the batter-runner continues past first base. For scoring purposes, when he advances to second base, it is considered a stolen base. If he stops at first base, however, and then steps off the base after the pitcher has the ball within the circle, he is out.

3. Batter-runner overrunning first base, can no longer start back to the base, and before reaching first, run for second base. If a batter-runner commits to first base (moving towards first), the runner must return to this base. The batter-runner cannot change his mind and advance to second once it looks like he is moving directly to first following the overrun or he will be called out. Umpire’s judgment will determine committing towards a base.

4. If a runner is moving toward a base, **other than first**, when the pitcher receives the ball in the circle, **that runner must continue toward that base or be called out. When returning to first base after overrunning on a base on balls, the runner can stop as many times as needed as long as they do not attempt to get to second base. Making attempt or fake will justify the runner being called out.** If, after the pitcher has the ball within the circle, the runner starts back to his original base or forward to another base and then stops or reverses direction, he is out, unless the pitcher makes a play on him. When a play is made on a runner, he may stop or reverse his direction.

5. The runner is out if he stands off his base and does not immediately attempt to advance or return after the pitcher has the ball within the circle.

6. Any act by the pitcher in possession of the ball in the circle that, in the umpire's judgment, causes the runner to react: is considered making a play.

**NOTE:** Being in the eight foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.

**ALL OTHER RULES WILL BE GRPA AND ASA.**

**MITE GIRLS - PITCHING MACHINE  
RULES NO. 19 THRU RULE NO. 24**

**19. Pitching machine:**

Pitching machine will be fed by the base umpire. If only one umpire, the machine will be fed by a coach of the team batting.

**20. Pitching machine speed:**

Speed for the pitching machine will be 35 MPH (settings may vary on the pitching machine) the entire season.

**21. Strikes:**

Umpire will call strikes. No walking-the batter will hit the ball or strike out (call or swinging). NO WALKS AT ALL.

**22. Ball Hitting the machine:**

Rule dead ball – Baserunners return to the bases they were on at the time of the pitch. The batter will return to the same count he had before the previous pitch. The cord is part of the machine.

**23. Bunting:**

Bunting will be allowed. No infielder is allowed to be any closer to home plate than the pitching distance (40 feet) until after the ball is delivered through the machine. Outfielders must remain in outfield grass area, and the pitcher cannot be any closer than 40 feet either.

**24. Pitcher's position:**

Pitcher's stands to the right or left of the machine within 6 ft. of the pitching rubber. But no closer than 40 feet.

Note: Please make sure the cord is lying down good and covered up if at all possible.

## 25. **Modified Stealing:**

Stealing is allowed with the following limitations:

1. A player cannot steal home
2. A base runner can steal only if the ball passes the catcher (umpire's discretion), and then only one base advance is allowed.
  - a. If a throw becomes an overthrow, the one-base advance restriction still applies (ball is dead, no advance).
3. Runners must maintain contact with the base until the ball reaches or passes home plate. PENALTY-OUT.
4. One-base advances may occur if another runner, attempting to steal, is the object of play.
5. If a thrown ball hits the machine or umpire feeding the machine, each base runner is awarded one base. (even if you have a base runner on third base, he may come home in this case.)