

# MOON AREA SOFTBALL LEAGUE FAST PITCH LEAGUE RULES

## AGES 11 & UP FAST PITCH (11-14 YEAR OLDS)

**NOTE: UMPIRES MUST WEAR PROTECTIVE FACE MASK AT ALL TIMES WHILE BEHIND HOME PLATE**

### RESPONSIBILITIES OF THE HOME TEAM MANAGER

- Prepare the field for the game. Preparation includes positioning the bases and lining the field and batter's box.
- Only one umpire is supplied and positioned behind the catcher.
- After the game, return bases, lime and lining equipment to the shed and lock.
- Determine whether or not the game will be played. If the game is rained out or has to be cancelled, the manager of the Home Team must notify the Umpire, the Concession Stand and the opposing Coach of the game cancellation 60 minutes prior to the scheduled start.
- In the event of a cancellation or rain out the manager of the home team should contact the league commissioner for field availability to arrange a make-up game ASAP.

### LAYOUT OF FIELD

- Pitching distance is 40 ft. Distance is measured from the rear corner of Home Plate to the Pitcher's Mound.
- Construct an 8 ft. radius "pitcher's circle" with the 40 ft. rubber in the middle of the circle.
- Should be 60 feet between the rear corner of home plate and 1<sup>st</sup> and 3<sup>rd</sup> base.
- Should be 84 feet 10 inches from the back of home plate to 2<sup>nd</sup> base.

### BASES

- Use a "double base" at first base whenever available.
- Runner touches the Orange safety base and the First Baseman touches the white base.

### DEFENSIVE POSITIONS

- 9 Players, consisting of a pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop and 3 outfielders. Outfielders must start play on the grass
- Any player positioned at 1<sup>st</sup> base or 3<sup>rd</sup> base must wear a protective face guard.

### PITCHING

- Pitcher shall start with both feet on the rubber (per ASA rules).
- Pitchers permitted to pitch an unlimited amount of innings per week.
- Pitcher must wear a protective face guard.

### BALL

- 12-inch (circumference) ASA certified softball must be supplied by the Home Team.

### PLAYER ROTATION

- This age group is to play competitive softball. No player rotation is required. However, every player must play at least 3 innings in every game with a continuous batting order, (meaning everyone bats).

## BATTING

- Roster batting (i.e. all players will bat).
- All players must wear an ASA certified batting helmet with a face guard when batting.
- Players showing up late for a game will be added to the end of the batting order.
- Batter will receive a warning the first time she throws her bat. If she throws her bat a second time in the same game, she may be called out and runners may not advance.

## GAME RULES

- All ASA rules apply, except where superceded by MASL rules.
- Infield Fly Rule does apply.
- Play is considered dead when a player gains control of the ball and time is called.
- Runners will be advanced one base in the case of overthrows that go out of bounds.
- Baserunners must remain on the base until the ball leaves the pitcher's hand.
- The Look Back rule is in effect.
- Baserunner will be called out if she leaves the base early.
- Baserunner will be called out if in the opinion of the umpire the baserunner intentionally discards her helmet while running the bases.
- Base stealing is permitted.
- Bunting is permitted.
- Game shall be started no later than 10 minutes after the scheduled start time, even if the umpire has not arrived.

## GAME DURATION

- Consist of 7 innings if time permits. All 7 innings MUST be played if there is no game scheduled to follow, and if sufficient lighting is available for safe play.
- Time limit is 1:45 minutes and no inning should start past 1:30 minutes if there is a game following. In case of a tie at the end of 7 innings or 1:30 minutes the International Tie Breaker will be used to determine a winner.
- Ten run rule will be in effect beginning with the 5<sup>th</sup> inning. Which means the game is over if a team falls behind by 10 or more runs after having batted in its half of the inning (beginning with the 5<sup>th</sup> inning.)

## INNINGS

- Except for the last inning, each half inning shall consist of a maximum of 3 outs or 6 plus runs.
- The last inning shall consist of 3 outs with no run limit.
- Games are considered legal after 5 innings of play.
- A new inning may not be started within 15 minutes of the game's scheduled end time if another game is scheduled to follow. Last inning should be declared between the 2 managers and the umpire before the first pitch of the inning.

## PLAYERS ARRIVING LATE OR LEAVING EARLY

- A player who shows up late for a game must be entered at the bottom of the batting order and reported to the opposing manager and umpire.
- A player who leaves a game early will be scratched from the batting roster without penalty.

## FORFEITS

- A team forfeits the game if it cannot field at least 8 players
- Refer to ASA rule book for rulings on injuries and forfeits due to a shortage of players.

#### PLAYOFFS

- A series of playoff games will be held at the end of the regular season to determine the first and second place teams.
- Playoffs will be double elimination format (2 losses). Playoff seeds will be determined randomly.
- Trophies (or designated awards) will be given to the 1<sup>st</sup> and 2<sup>nd</sup> place playoff finishers.

#### ALL STAR GAME

- An All Star Game will be played on the 4<sup>th</sup> of July. The manager of each team will select players to participate in this game. The participants will then be placed on a team.

#### PROTESTS

- If there is a discrepancy over interpretation of the game rules during the course of the game, a team's manager may register a protest with the umpire at the point of infraction. The protesting manager must note the infraction in their scorebook, have this note signed by the umpire and then present their protest to the league commissioner. The league commissioner will then bring it to the MASL Board of Directors for clarification and a ruling.

#### MANAGER / COACH CONDUCT

- If a manager or coach wants to discuss a call with an umpire, it is to be done privately. Screaming at an umpire because you are not happy with a call will not be tolerated. Managers and coaches are expected to conduct themselves in a sportsmanlike manner. Violations of this rule will result in a hearing before the MASL Board of Directors.

#### EJECTIONS

- If a player is ejected for any reason, they are suspended for one additional game and must come before a review board made up from the Board of Directors for a review of the incident and a decision will be rendered with regards to any additional suspensions or actions.
- If a parent is ejected for any reason, their daughter is also ejected and both will serve a one game suspension. Both will come before a review board made up from the Board of Directors for a review of the incident and a decision will be rendered with regards to any additional suspensions or actions.