

QUAD CITIES
GIRLS FASTPITCH SOFTBALL
OFFICIAL PLAYING RULES

Fall Season 2010

10U, 12U, 14U, 16U

Participating Leagues:

**Miss Charlotte
Miss Englewood
Miss North Port
Miss Venice**

QUAD CITIES FASTPITCH SOFTBALL LOCAL RULES

Quad Cities Fastpitch Softball games will be played under the NSA rules with the following exceptions. If there is no local rule, NSA rules will prevail.

1. UNIFORMS AND EQUIPMENT

- (a) All players must wear uniforms as provided by their league. This may include jersey, pants or shorts, and socks. Pants or shorts worn must be of the same color as those mandated by their league. Hats or visors are optional. Players not in proper uniform will be removed from game.
- (b) Pick-up players must wear their own team's uniform.
- (c) All players must wear face guards on batting helmets.
Chin straps on batting helmets are required for ONLY the 10U division. Chin straps are OPTIONAL for 12U through 16U divisions.
- (d) Player names are permitted on jerseys. If a team decides to have player names on jerseys, the complete team must have names on their jerseys. The use of "Nick names" is not recommended.
- (e) Pitchers are not permitted to wear sleeves that are the same color as the ball.
- (f) Metal cleats are not permitted.

2. INNINGS, TIME AND RUN LIMITATIONS

- (a) Forfeit time is 10 minutes after scheduled start time.
- (b) **A game may begin and be played with 8 players with no penalty.** All players' names and uniform numbers must be listed on their team's lineup submitted prior to the start of the game, in order to be eligible to enter the game once it is in progress. Players not present at start of game should be listed as substitutes on the lineup sheet. Late players shall be added at the bottom of the lineup sheet and may enter the game when their position in the batting order comes up or when their team next enters the field defensively. Pick-up players count toward the minimum number of players.
- (c) **10U, 12U and 14U only.** The Five (5) Run Modified Rule will be in effect. Each inning will end on the third out or when a 5th run is earned when bases are loaded and ball four is called. Base runners are NOT allowed to be sent home in the attempt of scoring extra runs when the play naturally would have ended with the 5th run scoring. Coaches will be warned if they are purposefully "loading" the bags prohibiting the natural progression of the game. A 2nd warning will warrant a game suspension. Additional runs MAY only score as long as they are earned through the natural progression of play.
EXAMPLE: The 5th run is on 3rd base and there are no other runners on base. The batter hits a homerun and a 6th run is earned.
EXAMPLE: 5th run base runner is on 2nd and there is a base runner on 1st. The batter hits a triple. 2 runs score earning 6 runs that inning but the batter stops at 3rd base thus ending the inning.

16U ONLY. The Seven (7) Run Modified Rule will be in effect. Each inning will end on the third out or when a 5th run is earned when bases are loaded and ball four is called. Base runners are NOT allowed to be sent home in the attempt of scoring extra runs when the play naturally would have ended with the 5th run scoring. Coaches will be warned if they are purposefully “loading” the bags prohibiting the natural progression of the game. A 2nd warning will warrant a game suspension. Additional runs MAY only score as long as they are earned through the natural progression of play.

EXAMPLE: The 7th run is on 3rd base and there are no other runners on base. The batter hits a homerun and a 8th run is earned.

EXAMPLE: 7th run base runner is on 2nd and there is a base runner on 1st. The batter hits a triple. 2 runs score earning 7 runs that inning but the batter stops at 3rd base thus ending the inning.

- (d) If there are two outs and the catcher is on base she can be traded out with the last batter to be called out so that she has time to get her gear on.
- (e) 10U, 12U and 14U Game duration will be limited to 1 hour, 20 minutes. No new inning will start after 1 hour, 20 minutes, except in the case of a tie game. The inning being played will be completed. A new inning starts as soon as the third out is made of the previous inning.

10U will play 6 innings, if time allows.

16U Game duration will be limited to 1 hour, 30 minutes. No new inning will start after 1 hour, 30 minutes, except in the case of a tie game. The inning being played will be completed. A new inning starts as soon as the third out is made of the previous inning.

12U, 14U and 16U will play 7 innings, if time allows.

- (f) If the game is tied at the end of regulation play, the "Texas Tie Breaker" rule will be used. The inning shall begin with the last batter of the previous inning to complete an at-bat, assuming the base running position on 2nd base with no outs.

No new inning may begin past the 2 hour game duration mark, during the regular season.

- (g) Games are official after 4 complete innings of play or time expires, unless the 10 Run Mercy Rule is in effect.

- (h) The 10 Run Mercy Rule is ***mandatory***. No exceptions!

1. 10U: If one team is ahead by 10 runs after **4 innings** of play or the home team is ahead by 10 runs after 3 1/2 innings of play, the team with the 10 run lead will be declared the winner.

2. 12U and 14U: If one team is ahead by 10 runs after **5 innings** of play or the home team is ahead by 10 runs after 4 1/2 innings of play, the team with the 10 run lead will be declared the winner.

3. PITCHING RULES

- (a) Any player on a team roster is eligible to pitch.
- (b) Pitching eligibility will be charged and recorded according to the final Tri Cities schedule, as released prior to season's start.
- (c) In the event of any "Suspended Games," the pitcher's eligibility will be charged in the same week of the suspended game. When the game is resumed, all of the pitcher's remaining eligibility will be carried forward from the week when the original suspended game took place.
- (d) Exceeding pitch limits as the result of a double or triple play shall not constitute a pitching rule violation.
- (e) Outs, in regards to pitching limits, are those actually recorded as a result of on-field play.
- (f) 10U: Pitchers may pitch:
 - 2 innings max** per game
 - 1 pitch constitutes an inning pitched.
- (g) 12U: Pitchers may pitch
 - 9 outs** per week on a **1 game schedule,**
 - 18 outs** per week on a **2 game schedule,**
 - 27 outs** per week on a **3 game schedule.**
- (h) 14U, 16U: Pitchers may pitch a total of:
 - 12 outs** per week on a **1 game schedule,**
 - 24 outs** per week on a **2 game schedule,**
 - 33 outs** per week on a **3 game schedule.**
- (i) The week will run from Sunday through Saturday.
- (j) Pitchers will be allowed 5 warm-up pitches at the start of the game, and 3 pitches between innings. Relief pitchers will be allowed 5 warm-up pitches when entering the game, and 3 thereafter. Any additional warm-up pitches may be called balls at the umpire's discretion.
- (k) Starting pitcher may return to the pitcher's position one time during a game. Relief pitchers may not return to the pitcher's position during a game.
- (l) Pitching Rule Violations will result in forfeiture of the game in question.
 - The manager shall for the:
 - First offense* - receive a written warning.
 - Second offense* - be brought before their league's Board of Directors for review.
 - *If determined to have been intentional, the manager may be reprimanded and punished. (Recommended punishment – One game suspension.)
 - Third offense* - be brought before their league's Board of Directors for review.
 - *If determined to have been intentional, the manager may be reprimanded and punished. (Recommended punishment – Suspension for the remainder of the season.)

4. SCOREBOOK VERIFICATION

- (a) Managers and Umpires will meet prior to game time and report on all pitchers' status and remaining eligibility.

- (b) "Team" scorebook must be available for review, by the opposing manager if so requested. It must include all games for the current week in order to verify pitchers' eligibility.
- (c) The game will be a forfeit if no "Team" scorebook is available for review before the start of the game.
- (d) At the end of the game, opposing managers must sign each others scorebook to verify the number of outs (12U, 14U, 16U) or innings (10U) pitched by every player that pitched during that game.

5. BATTING RULES

- (a) **All teams must bat their entire roster.**
- (b) Batting out of order will result in an out, unless caused by injury.
- (c) If a player is injured during an at-bat and awarded first base by the umpire, she may request a "courtesy runner." The last member of her team to have been recorded out will assume her base runner position on first.
- (d) If any player misses an at-bat due to injury, then she shall be considered to have left the game and may not re-enter the game further.

6. ON-DECK BATTERS

On-deck batter will be allowed and should stand in the on-deck circle behind the batter.

7. DROPPED THIRD STRIKE

- (a) 10U: Dropped third strike rule applies ONLY WHEN 1ST BASE IS UNOCCUPIED, regardless of number of outs. If first base is occupied, the dropped third strike rule is not in effect and the batter is out.
- (b) 10U: Runner going to first on a dropped third strike can only advance as far as third base on that play.

8. INFIELD FLY RULE

10U: There will be no Infield Fly Rule.

9. Base Running

- (a) Stealing home is permitted in the 10U, 12U, 14U and 16U divisions.
- (b) 12U-16U: Runner must slide into home if a play is being attempted at home plate. If a player does not slide she will be called out at the plate per umpire discretion.

10. DEFENSIVE PLAYER RULES

- (a) All players in the batting order at the start of game must play in the field a minimum of 2 defensive innings or 6 defensive outs, unless game is ended by 10 Run Mercy rule.
- (b) 10U: Allowed to play 9 or 10 defensive players on the field. This will be at the discretion of each team's manager. If 10 defensive players are used, the extra player must be in an outfield position.
- (c) Outfielders must begin each defensive play at least **10 feet behind the base lines**.

11. PICK-UP PLAYERS

Teams may use pick-up players if they cannot field a team. The definition of fielding a team is having 9 players. Pick-up players count toward a team minimum of 8 players.

- (a) In the Spring season, teams may pick up 2 additional players.
- (b) In the Fall season, teams may pick up 3 additional players.

A player can be used only 2 times per season as a pick-up player for any team(s). Any player that is used more than 2 times as a pick-up player shall not be eligible for Miss Florida Softball All-Stars.

1. Managers must notify the player agent if they intend to use a pick-up player.
2. Pick-Up Players must play in the outfield and bat in the last position in the batting order.
3. Pick-Up Players can not play more innings in the field than a regular team member.
4. Pick-Up Players can not be used during post season play.
5. Pick-Up Players must wear their own team's uniform.
6. Pick-Up Players must play on a team in the same league as the team borrowing them.
7. Pick-Up Players are committed for full game.

12. PROTEST

- (a) Protests will not be allowed or considered if they are based solely upon a decision involving judgment on the part of the umpire.

Examples: Whether a ball was fair or foul, whether a base runner was out or safe, if a pitch was a ball or a strike, or any other matter involving only the accuracy of the umpire's judgment.

- (b) Protests received will be considered concerning matters of the following type:
 1. Misinterpretation of a playing rule to a given situation.
 2. Failure of an umpire to apply the correct rule to a given situation.
 3. Failure to impose the correct penalty for a given violation.
- (c) Protest's may involve interpretation of a rule.
- (d) Notification of intent to protest must be given before the next pitch or it will not

be heard. *Exception: Protest over an ineligible player.*

(e) The umpire will record the conditions and circumstances at the time of protest.

(f) The protesting manager will submit a formal written protest within 48 hours. It should include the following;

1. \$ 50.00 cash. *If the protest is turned down, the money will go to the league that wins the protest. If the protest is upheld, the money will be refunded.*

2. Date, time and place of the game in protest.

3. The name of all umpires and scorekeepers present.

4. The Rule or Section on which the protest is based.

5. All facts involving the protest.

(g) The consequences of the protest will result in one of the following:

1. If the protest is found invalid, the game stands as played.

2. When a protest is allowed for misinterpretation of a rule, the game will be replayed from the point of the incorrect decision, with the decision corrected. Pitcher eligibility will reset to the point of protest.

3. When a protest for eligibility is allowed, the team found in violation will forfeit the game.

(h) A Protest Committee shall deliberate and rule on all properly filed protests. This committee shall meet as soon as possible after the protest has been filed. All Inter-league protests shall be decided by a Protest Committee of equal representation of the leagues involved, consisting of at least 2 board members from both leagues involved.

Representatives are to be selected by each league's Board.

13. COACHES AND MANAGERS

(a) Two adult base coaches will be allowed. Players may also be used as base coaches. Players under the age of 17 must wear a helmet while on the field.

(b) Coaches may be on the field if they stay out of the way of the players. The umpire will have total control of the field. If, in an umpire's judgment, a coach is out of position or in the way, he or she will be asked to remain in the dugout.

Umpires will have the final say.

(c) Only team players, managers, coaches, team mom/dad and scorekeepers are allowed in the dugout. It is recommended that an adult female be in the dugout at all times.

(d) *Absolutely no Tobacco or Alcohol Products are to be used on the fields, dugouts, or stands before, during, or after games or practices. Per Sarasota and Charlotte County Laws.*

(e) *Managers, Coaches, Scorekeepers and Team Mom's/Dad's will not be allowed in the dugouts or on the field during any practices or games with an odor of alcohol present.*

(f) Managers and Umpires will meet prior to game time and report on all pitchers' status and remaining eligibility.

At the end of the game, opposing managers must sign each others scorebook to verify the number of outs (12U, 14U, 16U) or innings (10U) pitched by every player that pitched during that game.

(g) Any Manager or Coach ejected from a regular season game will automatically be suspended for their team's next game. Any Manager or Coach ejected from a

Tournament game will automatically be suspended for the remainder of that tournament.

14. CANCELLATION OF GAMES

Games may be called due to inclement weather. If games are called, the following procedure will be followed;

1. The “Director of the Day” may call games up to one hour before game time. If he/she decides to cancel the games, he/she should contact the umpires and the President of the league whose team or teams are involved in all scheduled games that night. The League President will then contact all their teams involved.

2. If the game is not called ahead of time by the “Director of the Day,” the Umpire will make the final determination if play should begin. The umpire shall control the field from that point on.

3. **If the first game of the night is canceled, all remaining games on that field that night will be canceled.**

15. SPORTSMANSHIP

The following rules will be enforced at the umpire's discretion:

- a. No taunting of the opposing pitcher.
- b. Cheers of a positive nature, at a reasonable level, are acceptable.
- c. No negative cheers directed at the opposing team.
- d. Profane, negative, excessive, loud, or argumentative comments are not acceptable.
- e. Failure to shake hands at the end of a game or arguing with the umpire(s) is not acceptable and may result in a one game or more suspension. Penalty to be handled by the offending party's League president. If suspension is involved, it shall take effect immediately after the decision is made.

16. END OF SEASON TOURNAMENT RULES

- (a) End of Season Tournament will be a single day double elimination tournament .
(1) Seeding will be based on the Win/loss average of the season.
- (b) In all tournament games, there will be a coin flip prior to the game. Winner of coin flip determines Home and Visitor teams.
- (c) *There will be no time limit in the Championship Game.*
- (d) The ten run rule will remain in effect for all games in tournament play.
- (e) The pitching limitation will not be in effect during the Tri Cities End of Season Tournament.
- (f) Tournament may be double elimination.
- (g) To be eligible for post season play, including the Tri Cities End of Season Tournament and Miss Florida Softball All-Stars, players must play in at least 51%

of all games played by their own team. Any requests for exceptions to the 51% rule due to extraordinary circumstances will be reviewed and decided by the Tri Cities Board of Directors.

- (h) Any Manager or Coach ejected from a Tournament game will automatically be suspended for the remainder of that tournament.

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Attention All Coaches:

If you have any issues involving the conduct and/or actions of any manager, coach, team mom/dad, and/or representative of a team, regardless of "home city", at any time during the season, please contact your board and voice your concerns immediately. Do not wait several days or weeks to address the situation. Issues can best be handled at the time of occurrence rather than waiting for several days.

Thank you,

The Tri Cities Fastpitch Softball Board