

QUAD CITIES
GIRLS FASTPITCH SOFTBALL
OFFICIAL PLAYING RULES

FALL 2010

6U

Participating Leagues:

Miss Charlotte
Miss Englewood
Miss North Port
Miss Venice

QUAD CITIES FASTPITCH

LOCAL RULES

QUAD Cities Fast Pitch games will be played under the NSA rules with the following exceptions. If there is no local rule, NSA rules will prevail.

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 provided or mandated by their league and shall not have any visible writing or lettering, with the exception of player's uniform number which may appear on the front. Hats or visors are optional. Players not in proper uniform will be removed from game.
- b. Borrowed or pick-up players must wear their own team uniform.
- c. *All 6U players must wear chin straps, face masks are optional on batting helmets.*
- e. Player names are permitted on shirts. If a team decides to have player names on shirts, all players on that team must have names on their shirts. "Nick names" are not recommended.

TOURNAMENT RULES

There will not be an End of Season Tournament in this division.

LOCAL RULES

1. Each player must play every inning. Late players shall be added at the bottom of the roster.
2. The batter will receive three pitched balls, if no ball is batted into fair play, then the batter shall receive unlimited swings with ball being placed on a batting tee.
3. Each inning will end when the team has batted through their lineup.
4. The ball must pass a 12 foot semicircle from home plate to be a fair ball. Failure to pass the 12 foot line constitutes a foul ball.
5. Runners may not leave their base until the ball is batted into play.
6. (a) When the pitcher has possession and control of the ball in the pitcher's circle, it is a "dead ball" and time is called. Runners may not advance at this point unless they are past the halfway point towards any base and then they must stop on that base.
(b) Play will also be called "dead" when a fielder has control of the ball in the baseline immediately in front of the lead base runner. Base runners ahead of the fielder may proceed all the way to home plate at their own risk. Base runners prior to the fielder may proceed to the next base if they have progressed past the halfway point, otherwise they must return to the base immediately preceding the fielder.
7. If a play is made on a base runner and the ball is overthrown (or goes beyond the control of the intended recipient) the player and all other base runners may advance only 1 base on the overthrow, at their own risk.
9. Each team shall have a minimum of 8 defensive players: consisting of a pitcher, catcher, first base, second base, shortstop, third base, and the remaining players in the outfield.
10. **Infielders, excluding the catcher, may not stand closer than 35' from home plate. Outfielders must stand at least 5' behind the baseline nearest to them.**
11. Batting helmets, optional face guards and chin straps are required for batters, base runners, and the on-deck batter.
Helmets must be kept on until the player returns to the dugout. Players are not permitted to bat without league approved helmets.
12. The on-deck batter will use the on-deck circle *nearest their team's dugout*.
13. During the game, two defensive coaches may be in the outfield working with the defense. One offensive coach may be at home plate to assist the batter.
14. Catchers must wear a helmet with a face guard at all times while on defense. All other accessories are optional.
15. We will not use scoreboards.
16. All games will be a minimum of 3 innings or 1 hour and 10 minutes, whichever comes first. (No new inning starts after 1 hour and 10 minutes.)
5 innings maximum.
17. Each team **MUST** have an adult female in the dugout.
18. *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.

19. The Coach will pitch from outside the 20 ft. mark. Pitching from 35 ft. distance is encouraged during the regular season and is required in all tournament play.
20. No Sliding. Sliding will result in an out.
21. Ball to be used is an 11 inch “soft” cover training softball.

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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 QUAD Cities Fastpitch Board

Revised 8/26/2010