

Puyallup Parks & Recreation

Girls Fast Pitch Rules and Regulations

ADMINISTRATION

1. This program is sponsored by the Puyallup Parks & Recreation Department. Scheduling is provided by the City of Puyallup Parks & Recreation Department.
2. The Puyallup Parks & Recreation youth fastpitch softball rules will supersede all other rules. Where interpretation of the fastpitch league rules are unclear, **High School** rules will apply.

PRE-GAME AND GAME GUIDELINES

1. Games will be rescheduled only by the Puyallup Parks & Recreation Department. This rule will not be waived except in the case of an extreme emergency.
2. In case of BAD WEATHER, the coach should call the Youth Sports Rain Out Line after 4:00 p.m. (253) 841-5519 or www.teamsideline.com/puyallup to determine if the games will be played. We do not call you.
3. The winning team is responsible for calling or emailing the score to me at (253) 435-3656 or Deon@PuyallupWa.gov.
3. A ten minute grace period will be allowed before a forfeit will be declared, if it is the only game scheduled on that field for that evening. There will be no grace period for the second game of the evening on one field.
4. PRE-GAME
 - A. Home team will take the 3rd base side of the field.
 - B. Visiting team will take the 1st base side of the field.

THE PLAYING FIELD

1. The base distances for all divisions shall be set at 60 feet.
2. The pitching distance shall be set as follows.
 - (A) G10-U is 35 feet.
3. The pitcher's circle shall be a 16-foot circle (8' in radius) drawn from the center of the pitcher's plate.

EQUIPMENT

1. All bats must be marked "OFFICIAL SOFTBALL" by the manufacturer.
("Little League" bats are illegal)
2. The league will provide each team with official game balls. Coaches need to ensure that a new ball is used each game and that a suitable back up ball is available with the yellow optic cover (fast pitch) or a white cover (modified) and red stitch, with a COR of .47 or under.
3. Division 12U will use a 12" ball. Division 10U will use an 11" ball.
4. No metal cleats will be allowed in any division.
5. All players must have like colored shirts with a minimum 6" numbering on the back.

PLAYERS

1. Teams must bat their entire roster each game. Every player in attendance must bat even though they may not be an active defensive player.
2. All players must play a minimum of 2 defensive innings. Defensively, teams will use 10 players. Substitutions defensively shall be unlimited in all positions. **A player can't sit for consecutive innings on defense.**
3. A game must begin with at least 8 players, but when another player arrives that player must be inserted at the bottom of the line-up. If a team is playing with only 8 players, an out will be declared when the ninth position in the batting order appears. NO out shall be declared for the tenth position.

REGULATION GAME

1. When a team is short the required minimum is eight (8) players to start the game, a ten minute grace period, from the scheduled game time, will be allowed before a forfeit will be declared. **If there is more than one game schedule that day, there will be a grace period for the first scheduled game only.**
2. Each game shall consist of 5 innings. NO new inning shall begin after 1 hour and 20 minutes. **The time will start with the first pitch of the game.** Teams will be expected to hustle on and off the field. Delay of game by a coach will result in a warning to the team, followed by possible ejection of the offending team's coach. **Ties will not be played out.**

BATTING

1. No bunting will be allowed.
2. Dropped third strike rule will not be in effect. If the catcher drops the ball on the third strike, the batter will be out and the base runners can advance at their own risk.

STEALING

1. Stealing is allowed in all divisions.
2. In 10U, a base runner attempting to steal may not leave their bag until after the ball crosses home plate.

RUN LIMITS

1. A team may only score five runs per inning with the exception of the fifth inning only. A eight run limit will be in effect for the fifth inning only. The half inning is over when the fifth run crosses the plate. **In the fifth inning only, all runs crossing the plate before the ball is dead will count even if it is more than eight runs.**
2. There will be an 8 or 12 run rule in effect for the game. If a team is ahead by 12 or more runs at the end three innings or ahead by 8 or more runs at the end of four innings, they shall be declared the winner.

PITCHING RULES (See Rule 6, Pitching Regulations, Fast Pitch for clarification)

1. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must remain in contact with the pitcher plate at all times prior to the step forward step. In the act of delivering the ball, the pitcher may only take a forward step toward the batter.
2. Shoulders must be lined up with 1st and 3rd base.

3. The pitcher shall not hold the ball for not less than 1 second and not more than 10 seconds before releasing the ball.
4. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five WARM-UP pitches. A pitcher returning to pitch in the same half inning will not receive warm-up pitches.
5. After four balls on a batter, the offensive teams' coach will come out and pitch to the batter. The batters strike count remains the same and the coach gets a maximum of three pitches for the batter to put the ball in play. (For example: If the player has two strikes and swings and misses at the first pitch from the coach, the batter would be out).
 - A. The defensive pitcher must take a position behind the coach pitcher but remain within 6' of the pitching rubber.
 - B. If a batted ball strikes a coach pitcher the ball is "dead" and the pitch does not count.
 - C. **There will be no stealing while the coach is pitching to his own team.**

PROTESTS

1. Player eligibility will be the only protestable item.
2. A written report setting forth all facts of the protest must be filed by 5:00 p.m. of the next business day after the completion of the game being protested. A \$25.00 protest fee must accompany the written protest. The fee will be returned if the protest is upheld.
3. The protesting manager/coach must at the time of the protest:
 - (A) Notify the head umpire, the opposing coaches and the official scorekeeper that the game is being played under protest.
 - (B) Insure that both the official home team scorebook and any other scorebook are matched as to the exact situation (batter, runner, outs, players in the game, etc.) at the time the protest occurred.
 - (C) The umpire should announce to the crowd that the game is being played under protest.
 - (D) The protest shall be ruled upon by the Sports Committee.
4. The sports committee must rule and report their findings within two business days after receipt of notice. The report may be verbal followed by a letter within five working days.
5. The sports committee findings will be final.

GAME CONDUCT AND DISCIPLINARY ACTION

1. Any coach, player or spectator found guilty of drinking, use of tobacco or drugs, or swearing while on the playing field or in the presence of the players will be subject to immediate suspension by the umpire or sports committee.
2. Any team, coach, player or spectator who is abusive toward other coaches, participants, umpires, or assigned recreation personnel before, during or after a game shall be subject to immediate suspension. **Any player, coach or spectator that strikes an umpire, spectator, player or league official, before, during or after a game, will be suspended from all recreation programs for life.**

3. A player, coach or spectator ejected from a game will be subject to review by the sports committee who may impose additional restrictions if warranted. Any player or coach ejected from a game for conduct violations will be restricted from participating in their next scheduled game. A spectator ejected from a game for conduct violations will be restricted from attending their next scheduled game.
4. Any player or coach participating in a game from which he/she has been suspended will result in a forfeit of that game, and additional disciplinary action.
5. Any coach who removes his team from the playing field prior to the completion of a game, or who causes a game to be forfeited because of his conduct toward the umpire shall be subject to immediate suspension.
6. If for some reason it becomes necessary to consider the dismissal of a player for disciplinary reasons the coach must submit in writing a letter detailing the reasons to the league office for their review. The coaches, parents and player will be notified of the results.
7. A player may be disciplined and kept out of a game. The coach must first notify the league office of the disciplinary action as well as the umpire and opposing coach. The parents and player should also be informed in advance of game time of the disciplinary action and the reasons for the action.
8. A player may be removed from a game for misconduct. The coach must notify the umpire and the opposing team immediately at the time of the removal. The player's name and the reason for the disciplinary action should be recorded in the scorebook.
9. A coach, player, spectator or umpire is subject to review at any time for violations and/or abuse of league rules.
- 10. CHATTERING: A “no” chattering rule will be in place for all leagues. Players in the field may not chatter while a player is at bat. Cheers may be done from the dug-out, by the team batting, as long the cheers are positive and are not negative against the opposing team.**